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practice of game design, including, but not limited to, Ricardo Aguilo, Dax Gazaway, D'Juan Irvin, Christina Kadinger, Michael Lucas, Kingsley Montgomery, Andrew O'Connor, Mark Pursell, Brian Stabile, and Lee Wood.

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Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players by Zack Hiwiler ISBN: 0134396758 | 480 pages | PDF | December 17, 2015 | English | 11 Mb

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Players Making Decisions brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come. A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions.

Players Making Decisions: Game Design Essentials and the ...

Description. This is the first introductory game design textbook that's 100% focused on practical application and the needs of today's game students, reflects the field's most authoritative research, and includes detailed coverage of player decision-making. Written by long-time game designer Zack Hiwiler, department chair for Full Sail University's pioneering Game Design degree program, Players Making Decisions brings together reliable information on the topics most widely covered in modern ...

Hiwiler, Players Making Decisions: Game Design Essentials ...

Players Making Decisions brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come. A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions.

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My experience with Boyd, a virtual character afflicted by a virtual choice, taught me as a game designer what it is to create a "meaningful choice" in a game. Choices that pull at players heart...

Meaningful Choice in Games: Practical Guide & Case Studies

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Part 7: Game Design Tools - Players Making Decisions: Game ...

Since making a game requires many people from many disciplines anyone involved in the game industry can benefit from reading this book. Thanks again Zack Hiwiler, if I had a physical copy of your book, Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players would be right next to Jesse Schell's book The Art of Game Design: A Book of Lenses, which I did read ...

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The key to making this decision interesting is for the player to know that the golden arrow is the right choice, but also to know that if he uses the golden arrow now, he won't be able to use it...

Gamasutra - Improving Player Choices

Tiny Decisions is an app that makes decisions fun & easy! Just input your question, add/import options, and spin the wheel to get a random answer.

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