



Theory of Fun for Game Design

By Raph Koster

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Theory of Fun for Game Design By Raph Koster

A Theory of Fun for Game Design is not your typical how-to book. It features a novel way of teaching interactive designers how to create and improve their designs to incorporate the highest degree of fun. As the book shows, designing for fun is all about making interactive products like games highly entertaining, engaging, and addictive. The book's unique approach of providing a highly visual storyboard approach combined with a narrative on the art and practice of designing for fun is sure to be a hit with game and interactive designers. At first glance A Theory of Fun for Game Design is a book that will truly inspire and challenge game designers to think in new ways; however, its universal message will influence designers from all walks of life. This book captures the real essence of what drives us to seek out products and experiences that are truly fun and entertaining. The author masterfully presents his engaging theory by showing readers how many designs are lacking because they are predictable and not engaging enough. He then explains how great designers use different types of elements in new ways to make designs more fun and compelling. Anyone who is interested in design will enjoy how the book works on two levels--as a quick inspiration guide to game design, or as an informative discussion that details the insightful thinking from a great mind in the game industry.

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Editorial Review

Review

"Does for games what Understanding Comics did for sequential art. You'll never look at fun the same way again." -- *Cory Doctorow, Author of Eastern Standard Tribe and Down and Out in the Magic Kingdom; co-editor of Boing Boing*

"I expect this book to become an instant classic, fascinating to anyone who has ever made or played a game." -- *Noah Falstein, Freelance Game Designer/Writer/Producer*

"Raph Koster offers a road map for how to make games an even more expressive medium." -- *Henry Jenkins, Director, MIT's Comparative Media Studies Program.*

"Raph's focus on finding new ways to communicate complex design issues has been an incredible benefit to game developers" -- *David Perry, President Shiny Entertainment (Atari, Inc.)*

"You've written a wonderful starting point for research and many future dinner conversations!" -- *Cory Ondrejka, VP, Linden Lab*

A book about fun which is actually fun to read. It reminds me of Scott McCloud's Understanding Comics. -- *Henry Jenkins, Director, MIT's Comparative Media Studies Program*

A thoughtful take on how and why games are fun (and important)... chock full of insights, jokes and asides. - *Robin Hunicke, Northwestern University*

Does for games what Understanding Comics did for sequential art. -- *Cory Doctorow, Author of Eastern Standard Tribe and Down and Out in the Magic Kingdom, co-editor of Boing Boing*

Everyone from professional game developers to those who want to understand why we play games will enjoy this book. -- *Cory Ondrejka, Vice President, Linden Lab*

From the Publisher

A Theory of Fun for Game Design is not your typical how-to book. It features a novel way of teaching interactive designers how to create and improve their designs to incorporate the highest degree of fun. As the book shows, designing for fun is all about making interactive products like games highly entertaining, engaging, and addictive. The book's unique approach of providing a highly visual storyboard approach combined with a narrative on the art and practice of designing for fun is sure to be a hit with game and interactive designers. At first glance A Theory of Fun for Game Design is a book that will truly inspire and challenge game designers to think in new ways; however, its universal message will influence designers from all walks of life. This book captures the real essence of what drives us to seek out products and experiences that are truly fun and entertaining. The author masterfully presents his engaging theory by showing readers how often designs are lacking because they are predictable and not engaging enough. He then explains how great designers use different types of elements in new ways to make designs more fun and compelling. Anyone who is interested in design will enjoy how the book works on two levels--as a quick inspiration guide to game design or as an informative discussion that details the insightful thinking from a great mind in the game industry.

From the Author

In this book, I decided to tackle the questions of what games are, what fun is, and why games matter. A lot of people are exploring these questions now, and digital games have become big business. The time is ripe for us to dig deeper into the many questions that games raise. In the final analysis, I think that work and play aren't all that different, and A Theory of Fun explains why I came to that conclusion.

Users Review

From reader reviews:

Betty Ahlstrom:

Throughout other case, little folks like to read book Theory of Fun for Game Design. You can choose the best book if you love reading a book. As long as we know about how is important a book Theory of Fun for Game Design. You can add information and of course you can around the world with a book. Absolutely right, because from book you can know everything! From your country until foreign or abroad you will end up known. About simple point until wonderful thing it is possible to know that. In this era, we can easily open a book or maybe searching by internet unit. It is called e-book. You can use it when you feel bored stiff to go to the library. Let's read.

Eunice Buckley:

Reading a publication tends to be new life style with this era globalization. With studying you can get a lot of information that can give you benefit in your life. With book everyone in this world can certainly share their idea. Books can also inspire a lot of people. Plenty of author can inspire their particular reader with their story or their experience. Not only the storyplot that share in the publications. But also they write about the knowledge about something that you need case in point. How to get the good score toefl, or how to teach your sons or daughters, there are many kinds of book which exist now. The authors in this world always try to improve their talent in writing, they also doing some exploration before they write on their book. One of them is this Theory of Fun for Game Design.

Shawn Jones:

In this era which is the greater man or woman or who has ability to do something more are more special than other. Do you want to become certainly one of it? It is just simple solution to have that. What you need to do is just spending your time almost no but quite enough to enjoy a look at some books. Among the books in the top collection in your reading list will be Theory of Fun for Game Design. This book and that is qualified as The Hungry Hills can get you closer in getting precious person. By looking way up and review this publication you can get many advantages.

Nick Gulbranson:

What is your hobby? Have you heard that question when you got students? We believe that that problem was given by teacher on their students. Many kinds of hobby, Every individual has different hobby. And also you know that little person like reading or as looking at become their hobby. You need to know that reading is

very important and also book as to be the thing. Book is important thing to include you knowledge, except your current teacher or lecturer. You see good news or update about something by book. Amount types of books that can you decide to try be your object. One of them are these claims Theory of Fun for Game Design.

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