

# [PDF] The Art Of Game Design: A Book Of Lenses, Second Edition

Jesse Schell - pdf download free book



## Books Details:

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## Description:

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, **The Art of Game Design** presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This **Second Edition** of a Game Developer Front Line Award winner:

- Describes the deepest and most fundamental principles of game design
- Demonstrates how tactics used in board, card, and athletic games also work in

top-quality video games

- Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games

**The Art of Game Design, Second Edition** gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

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