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Description: 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. A THEORY OF FUN FOR GAME DESIGN - Games For Change

A Theory of Fun For Game Design by Raph Koster tackles the questions of fun and engagement in a fun and engaging way (even my 13-year-old son wants to read it), and ties the "fun" in games to what games have to teach us. Yes, Koster says the "fun" in games comes from learning, and the learning is helped by the "fun".

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Theory of Fun for Game Design: Amazon.co.uk: Raph Koster ...Raphael "Raph" Koster is an American entrepreneur, game designer, and author of A Theory of Fun for Game Design. Koster is widely recognized for his work as the lead designer of Ultima Online and the creative director behind Star Wars Galaxies. From 2006 until 2013 he worked as the founder and president of Metaplace producing a Facebook game platform.

Raph Koster - Wikipedia Theory of Fun is a collection of musings and ideas on game design from a time when gaming was far more niche. If you've been diving into GDC talks, game design video essays, designer blogs, game postmortems, or even board game testing groups, you basically already know or assume much of what this book could tell you.

Theory of Fun for Game Design: Koster, Raph: 8580001179773 ...Koster, Raph. Theory of Fun for Game Design. Scottsdale, US: Paraglyph Press, 2004. Created Date: 1/30/2017 2:21:26 PM

Koster, Raph. Theory of Fun for Game Design. Scottsdale ...A Theory of Fun for Game Design (2013) by Raph Koster describes Koster's view of what fun is and why we play computer games. Koster is a game designer and producer who worked on Ultima Online, various MUDS, Everquest and other games. Koster's thesis is that all games are edutainment with low stakes with rewards that tickle our fancy.

A Theory of Fun for Game Design by Raph Koster

Written by game designer Raph Koster and published in 2005, A Theory of Fun For Game Design explores the meaning of fun and the potential of games. It comes at the issue from a design perspective rather than a theoretical one,

and its informal, personal tone combined with useful but comical illustrations make it a very accessible read.

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While the theory is definitely interesting there is really nothing to support it other than a partial observation of reality. The book is a disordered block of thoughts half (yeah 50%) filled by mostly irrelevant pictures. If you are a game designer I'd still recommend this book as a reading but not as the main one.

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"Noise is any pattern we don't understand.

A Theory of Fun for Game Design Quotes by Raph Koster

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"A book about fun which is actually fun to read. It reminds me of Scott McCloud's Understanding Comics." -- Professor Henry Jenkins, USC "Does for games what Understanding Comics did for sequential art." -- BoingBoing.net "An absolute classic on the theory of playing games." -- Tom Chatfield, author of Fun Inc

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Raphael "Raph" Koster is an American entrepreneur, game designer, and author

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Koster is widely recognized for his work as the lead designer of Ultima Online and the creative director behind Star Wars Galaxies. From 2006 until 2013 he worked as the founder and president of Metaplace producing a Facebook game platform.

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A Theory of Fun: 10 Years Later It has been ten years since the original talk that spawned the book! To celebrate, the GDC Online conference asked the author to present a new talk revisiting the material in the book given ten years' worth of new research and thinking.

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