Creating Games: Mechanics, Content, and Technology

By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

Special features:

- Exercises at the end of each chapter combine comprehension tests with problems that help the reader interact with the material
- Worksheet exercises provide creative activities to help project teams generate new ideas and then structure them in a modified version of the format of a game industry design document
- Pointers to the best resources for digging deeper into each specialized area of game development
- Website with worksheets, figures from the book, and teacher materials including study guides, lecture presentations, syllabi, supplemental exercises, and assessment materials

⬇ **Download** Creating Games: Mechanics, Content, and Technology ...pdf

📄 **Read Online** Creating Games: Mechanics, Content, and Technolo ...pdf

Creating Games: Mechanics, Content, and Technology

By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

Special features:

- Exercises at the end of each chapter combine comprehension tests with problems that help the reader interact with the material
- Worksheet exercises provide creative activities to help project teams generate new ideas and then structure them in a modified version of the format of a game industry design document
- Pointers to the best resources for digging deeper into each specialized area of game development
- Website with worksheets, figures from the book, and teacher materials including study guides, lecture presentations, syllabi, supplemental exercises, and assessment materials

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Bibliography

- Sales Rank: #351841 in Books
- Brand: Brand: A K Peters/CRC Press
- Published on: 2008-12-23
- Original language: English
- Number of items: 1
- Dimensions: 9.40" h x 1.30" w x 7.70" l, 2.35 pounds
- Binding: Hardcover
- 500 pages

Download and Read Free Online Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins

Editorial Review

Review

Williams College Professor Morgan McGuire takes his games very seriously. So seriously, in fact, that he has written a book about it. ... While teaching his game design class, McGuire couldn't find a book that covered this, so he called up his colleague Professor Chad Jenkins at Brown, and they co-wrote the book to help other people design games. It combines scientific theories about rule systems with more practical advice about the process of designing a game.
    -- *L452The Berkshire Eagle* , November 2008

Apply Game Design as a Science for Public Policy to Rescue Economy, Planet: They are all subject to analysis as games: scenarios where intelligent agents (players) seek to maximize their payoff (win) under a set of rules. Although some seem like fun and others like work, an understanding of each instance informs the others, and insights for any improve how we both work and play.
    -- Morgan McGuire, Infinite Connection, April 2009

The writing is friendly and just casual enough that the authors' personalities come through. The book is engaging, clear, and well focused. The text combines a general survey of each topic with occasional asides offering specific and well-chosen detail. This combination gives the book a sense of confident authority. . . .This ambitious, wide-ranging book succeeds in giving its readers a broad overview of many topics that contribute to contemporary video game design. For someone who has never worked in the field, this book will give a general understanding of how a game is designed, the working of a modern studio, the roles of different departments and the people in them, the tools they use, and the technical issues that are important to them. The exercises at the end of each chapter enhance the book's value as a course textbook.
With its wealth of information on many subjects important to game design, the book would serve well as an introductory text for a student considering a career as a game designer.
    -- Andrew Glassner, SIAM, January 2010

About the Author

Morgan McGuire is an Assistant Professor of Computer Science at Williams College, where he teaches computer graphics and games. He is also a games industry consultant with credits including Titan Quest (2006), ROBLOX (2005), Zen of Sudoku (2007), and a yet-unannounced Activision title. He received his Ph.D in Computer Science from Brown University.

Odest Chadwicke Jenkins is an Assistant Professor of Computer Science at Brown University. In 2007, Jenkins received the Presidential Early Career Award for Scientists and Engineers and Young Investigator funding from the Office of Naval Research. He received his Ph.D in Computer Science from the University of Southern California.

Users Review

From reader reviews:

Ronald Finch:

Do you have favorite book? If you have, what is your favorite's book? E-book is very important thing for us to know everything in the world. Each publication has different aim or maybe goal; it means that e-book has different type. Some people experience enjoy to spend their a chance to read a book. They are reading whatever they consider because their hobby is reading a book. How about the person who don't like reading a book? Sometime, particular person feel need book if they found difficult problem or even exercise. Well, probably you'll have this Creating Games: Mechanics, Content, and Technology.

John Masterson:

The book Creating Games: Mechanics, Content, and Technology make one feel enjoy for your spare time. You can utilize to make your capable considerably more increase. Book can for being your best friend when you getting tension or having big problem using your subject. If you can make looking at a book Creating Games: Mechanics, Content, and Technology being your habit, you can get far more advantages, like add your current capable, increase your knowledge about some or all subjects. You may know everything if you like open and read a book Creating Games: Mechanics, Content, and Technology. Kinds of book are a lot of. It means that, science reserve or encyclopedia or other people. So , how do you think about this e-book?

Paul Williams:

Nowadays reading books be a little more than want or need but also work as a life style. This reading behavior give you lot of advantages. Advantages you got of course the knowledge even the information inside the book which improve your knowledge and information. The knowledge you get based on what kind of book you read, if you want have more knowledge just go with education and learning books but if you want really feel happy read one along with theme for entertaining including comic or novel. The actual Creating Games: Mechanics, Content, and Technology is kind of reserve which is giving the reader erratic experience.

April Harry:

You can find this Creating Games: Mechanics, Content, and Technology by browse the bookstore or Mall. Just simply viewing or reviewing it could to be your solve issue if you get difficulties for your knowledge. Kinds of this reserve are various. Not only by written or printed but also can you enjoy this book by simply e-book. In the modern era including now, you just looking by your local mobile phone and searching what your problem. Right now, choose your ways to get more information about your e-book. It is most important to arrange yourself to make your knowledge are still change. Let's try to choose appropriate ways for you.

Download and Read Online Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins #0FBKP3XQE5A

Read Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins for online ebook

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins books to read online.

Online Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins ebook PDF download

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Doc

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Mobipocket

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins EPub

0FBKP3XQE5A: Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins