

Educational Game Design Fundamentals A Journey To Creating Intrinsically Motivating Learning Experiences

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Educational Game Design Fundamentals A

Educational Game Design Fundamentals embarks on a journey to explore the necessary aspects to create games that are both fun and help players learn. This book examines the art of educational game design through various perspectives and presents real examples that will help readers make more informed decisions when creating their own games.

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Here, we'll dive into the 4 fundamentals of game design. Also check out a recent post on how to pick the right framework to make mobile game design a lot quicker and easier. 1. Keep it simple. I love this tweet: On Your First Game Idea "Go big or go home" does not apply to getting started in #gamedev Keep it simple! #onGames pic.twitter.com ...

4 fundamentals of mobile game design - TechBeacon

The amount of thought and research that went into this book on game design amazes me. It is a surprisingly deep but understandable treatise on game theory. The book deals with three aspects of game design - rules (the structure of games), play (players interactions with games), and culture (the interaction between games and culture).

Rules of Play: Game Design Fundamentals by Katie Salen

When I took the Instructional Game Design course I learned the fundamentals and mechanics of instructional gaming and was given the freedom to design a game for the entirety of the course. It was amazing to have a finished and functional product that not only sparked my passion for creating games, but did it in a meaningful and helpful way.