Game Design Theory: A New Philosophy for Understanding Games

Keith Burgun

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Despite the proliferation of video games in the twenty-first century, the theory of game design is largely underdeveloped, leaving designers on their own to understand what games really are. Helping you produce better games, **Game Design Theory: A New Philosophy for Understanding Games** presents a bold new path for analyzing and designing games.

The author offers a radical yet reasoned way of thinking about games and provides a holistic solution to understanding the difference between games and other types of interactive systems. He clearly details the definitions, concepts, and methods that form the fundamentals of this philosophy. He also uses the philosophy to analyze the history of games and modern trends as well as to design games.

Providing a robust, useful philosophy for game design, this book gives you real answers about what games are and how they work. Through this paradigm, you will be better equipped to create fun games.

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