



The Game Design Reader: A Rules of Play Anthology (MIT Press)

From Salen, Katie (EDT)/ Zimmerman, Eric (EDT)

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The Game Design Reader is a one-of-a-kind collection on game design and criticism, from classic scholarly essays to cutting-edge case studies. A companion work to Katie Salen and Eric Zimmerman's textbook *Rules of Play: Game Design Fundamentals*, *The Game Design Reader* is a classroom sourcebook, a reference for working game developers, and a great read for game fans and players.

Thirty-two essays by game designers, game critics, game fans, philosophers, anthropologists, media theorists, and others consider fundamental questions: What are games and how are they designed? How do games interact with culture at large? What critical approaches can game designers take to create game stories, game spaces, game communities, and new forms of play?

Salen and Zimmerman have collected seminal writings that span 50 years to offer a stunning array of perspectives. Game journalists express the rhythms of game play, sociologists tackle topics such as role-playing in vast virtual worlds, players rant and rave, and game designers describe the sweat and tears of bringing a game to market. Each text acts as a springboard for discussion, a potential class assignment, and a source of inspiration. The book is organized around fourteen topics, from The Player Experience to The Game Design Process, from Games and Narrative to Cultural Representation. Each topic, introduced with a short essay by Salen and Zimmerman, covers ideas and research fundamental to the study of games, and points to relevant texts within the Reader. Visual essays between book sections act as counterpoint to the writings.

Like *Rules of Play*, *The Game Design Reader* is an intelligent and playful book. An invaluable resource for professionals and a unique introduction for those new to the field, *The Game Design Reader* is essential reading for anyone who takes games seriously.

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Editorial Review

Review

Katie Salen and Eric Zimmerman have done a great service to the academic community with their well-composed and highly usable work. With all these key texts now conveniently accessible, there is one reason less to postpone setting up game-studies courses and degrees.

(Frans Mäyrä, Hypermedia Laboratory, University of Tampere, Finland, and President, Digital Games Research Association (DiGRA)P)

About the Author

Eric Zimmerman is a game designer, game design theorist, and co-founder and CEO of gameLab. He has taught at universities including MIT, the University of Texas, Parsons School of Design, New York University, Rhode Island School of Design, and the School of Visual Arts.

Users Review

From reader reviews:

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Now a day people that Living in the era where everything reachable by connect to the internet and the resources included can be true or not call for people to be aware of each info they get. How many people to be smart in acquiring any information nowadays? Of course the answer is reading a book. Examining a book can help people out of this uncertainty Information specially this The Game Design Reader: A Rules of Play Anthology (MIT Press) book as this book offers you rich details and knowledge. Of course the data in this book hundred per cent guarantees there is no doubt in it everybody knows.

Lana Spalding:

The book untitled The Game Design Reader: A Rules of Play Anthology (MIT Press) contain a lot of information on it. The writer explains her idea with easy way. The language is very easy to understand all the people, so do not really worry, you can easy to read the item. The book was authored by famous author. The author provides you in the new period of literary works. It is possible to read this book because you can please read on your smart phone, or gadget, so you can read the book throughout anywhere and anytime. In a situation you wish to purchase the e-book, you can start their official web-site and also order it. Have a nice study.

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