



Game Design: Principles, Practice, and Techniques - The Ultimate Guide for the Aspiring Game Designer

Jim Thompson, Barnaby Berbank-Green, Nic Cusworth

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Practical, complete coverage of game design basics from design process to production

This full-color, structured coursebook offers complete coverage of game design basics, focusing on design rather than computer programming. Packed with exercises, assignments, and step-by-step instructions, it starts with an overview of design theory, then progresses to design processes, and concludes with coverage of design production.

Jim Thompson, Barnaby Berbank-Green, and Nic Cusworth (London, UK) are computer game designers and lecturers in animation and computer game design.

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