The Art of Game Design: A Book of Lenses, Second Edition

Jesse Schell

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Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, **The Art of Game Design** presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This **Second Edition** of a Game Developer Front Line Award winner:

• Describes the deepest and most fundamental principles of game design
• Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games
• Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games

The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

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