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A Tale of Two Jousts: Multimedia, Game Feel, and Imagination *How Game Designers Create Meaningful Mechanics | Conveying Themes, Emotions and Ideas In Video Games*

Game Feel A Designers Guide

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Game Feel: A Game Designer's Guide to Virtual Sensation ...

Game Feel is an interesting look at the phenomenon of controls in video games having "feel," whether they feel "floaty", "heavy", etc. Swink discusses at length what each of these descriptors means and how they are achieved. By examining these phenomena and illustrating his points with several case studies of popular games, Swink is able to construct metrics for defining game feel and ideas for how game designers can best use it to create their desired user experience.

Game Feel: A Game Designer's Guide to Virtual Sensation by ...

The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book.

Game Feel: A Game Designer's Guide to Virtual Sensation ...

Game feel: a game designer's guide to virtual sensation/Steve Swink. p. cm. Includes index. ISBN 978-0-12-374328-2 (pbk. : alk. paper) 1. Computer games—Programming. 2. Computer games—Design. 3. Human-computer interaction. I. Title. QA76.9.H85S935 2009 794.8'1526—dc22 2008035742 ISBN: 978-0-12-374328-2

Game Feel: A Game Designer's Guide to Virtual Sensation ...

Title: Game Feel A Game Designers Guide To Virtual Sensation Morgan Kaufmann Game Design Books Author: Ursula Dresdner Subject: Game Feel A Game Designers Guide To Virtual Sensation Morgan Kaufmann Game Design Books

Game Feel A Game Designers Guide To Virtual Sensation ...

Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success.

Game Feel | ScienceDirect

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Amazon.com: Game Feel (Morgan Kaufmann Game Design Books ...

The book looks at the feel of a game both in abstract and mathematically definable ways. It surveys areas like controller input, rules, game world context and experience enhancing polish effects (sound design, particles, etc...) Later chapters focus on examples of popular games that exhibit good game feel (Asteroids, Super Mario Bros., Bionic Commando & Mario 64) and break down the components that make these games feel so good to play.

Amazon.com: Customer reviews: Game Feel: A Game Designer's ...

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Secrets of Game Feel and Juice | Game Design Basics

Quotes tagged as "game-design"

Showing 1-11 of 11 "Gamers can feel when developers are passionate about their games. They can smell it like a dog smells fear. Don't be afraid to hold onto your unique vision: just be aware that it may not turn out exactly how you envisioned."

Game Design Quotes (11 quotes) - Goodreads

item 7 Game Feel : A Game Designer's Guide to Virtual Sensation by Swink, Steve New,, - Game Feel : A Game Designer's Guide to Virtual Sensation by Swink, Steve New,, \$65.50. Free shipping. See all 10. No ratings or reviews yet. Be the first to write a review. Best Selling in Nonfiction.

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