



Creating Games: Mechanics, Content, and Technology

By Morgan McGuire, Odest Chadwicke Jenkins

Download now

Read Online 

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

Special features:

- Exercises at the end of each chapter combine comprehension tests with problems that help the reader interact with the material
- Worksheet exercises provide creative activities to help project teams generate new ideas and then structure them in a modified version of the format of a game industry design document
- Pointers to the best resources for digging deeper into each specialized area of game development
- Website with worksheets, figures from the book, and teacher materials including study guides, lecture presentations, syllabi, supplemental exercises, and assessment materials

 [Download Creating Games: Mechanics, Content, and Technology ...pdf](#)

 [Read Online Creating Games: Mechanics, Content, and Technolo ...pdf](#)

Creating Games: Mechanics, Content, and Technology

By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

Special features:

- Exercises at the end of each chapter combine comprehension tests with problems that help the reader interact with the material
- Worksheet exercises provide creative activities to help project teams generate new ideas and then structure them in a modified version of the format of a game industry design document
- Pointers to the best resources for digging deeper into each specialized area of game development
- Website with worksheets, figures from the book, and teacher materials including study guides, lecture presentations, syllabi, supplemental exercises, and assessment materials

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Bibliography

- Sales Rank: #351841 in Books
- Brand: Brand: A K Peters/CRC Press
- Published on: 2008-12-23
- Original language: English
- Number of items: 1
- Dimensions: 9.40" h x 1.30" w x 7.70" l, 2.35 pounds
- Binding: Hardcover
- 500 pages

 [Download Creating Games: Mechanics, Content, and Technology ...pdf](#)

 [Read Online Creating Games: Mechanics, Content, and Technolo ...pdf](#)

Editorial Review

Review

Williams College Professor Morgan McGuire takes his games very seriously. So seriously, in fact, that he has written a book about it. ... While teaching his game design class, McGuire couldn't find a book that covered this, so he called up his colleague Professor Chad Jenkins at Brown, and they co-wrote the book to help other people design games. It combines scientific theories about rule systems with more practical advice about the process of designing a game.

-- *L452The Berkshire Eagle* , November 2008

Apply Game Design as a Science for Public Policy to Rescue Economy, Planet: They are all subject to analysis as games: scenarios where intelligent agents (players) seek to maximize their payoff (win) under a set of rules. Although some seem like fun and others like work, an understanding of each instance informs the others, and insights for any improve how we both work and play.

-- Morgan McGuire, Infinite Connection, April 2009

The writing is friendly and just casual enough that the authors' personalities come through. The book is engaging, clear, and well focused. The text combines a general survey of each topic with occasional asides offering specific and well-chosen detail. This combination gives the book a sense of confident authority. . . . This ambitious, wide-ranging book succeeds in giving its readers a broad overview of many topics that contribute to contemporary video game design. For someone who has never worked in the field, this book will give a general understanding of how a game is designed, the working of a modern studio, the roles of different departments and the people in them, the tools they use, and the technical issues that are important to them. The exercises at the end of each chapter enhance the book's value as a course textbook.

With its wealth of information on many subjects important to game design, the book would serve well as an introductory text for a student considering a career as a game designer.

-- Andrew Glassner, SIAM, January 2010

About the Author

Morgan McGuire is an Assistant Professor of Computer Science at Williams College, where he teaches computer graphics and games. He is also a games industry consultant with credits including Titan Quest (2006), ROBLOX (2005), Zen of Sudoku (2007), and a yet-unannounced Activision title. He received his Ph.D in Computer Science from Brown University.

Odest Chadwicke Jenkins is an Assistant Professor of Computer Science at Brown University. In 2007, Jenkins received the Presidential Early Career Award for Scientists and Engineers and Young Investigator funding from the Office of Naval Research. He received his Ph.D in Computer Science from the University of Southern California.

Users Review

From reader reviews:

Leonard Bartow:

The book *Creating Games: Mechanics, Content, and Technology* can give more knowledge and also the precise product information about everything you want. Why then must we leave the good thing like a book *Creating Games: Mechanics, Content, and Technology*? A number of you have a different opinion about publication. But one aim which book can give many information for us. It is absolutely suitable. Right now, try to closer along with your book. Knowledge or details that you take for that, you can give for each other; you are able to share all of these. Book *Creating Games: Mechanics, Content, and Technology* has simple shape but the truth is know: it has great and big function for you. You can look the enormous world by start and read a book. So it is very wonderful.

Johnny Relyea:

Do you one among people who can't read gratifying if the sentence chained inside straightway, hold on guys this particular aren't like that. This *Creating Games: Mechanics, Content, and Technology* book is readable simply by you who hate the straight word style. You will find the data here are arrange for enjoyable reading through experience without leaving even decrease the knowledge that want to give to you. The writer involving *Creating Games: Mechanics, Content, and Technology* content conveys prospect easily to understand by a lot of people. The printed and e-book are not different in the content material but it just different as it. So , do you continue to thinking *Creating Games: Mechanics, Content, and Technology* is not loveable to be your top collection reading book?

Christopher Dixon:

Hey guys, do you really wants to finds a new book to see? May be the book with the subject *Creating Games: Mechanics, Content, and Technology* suitable to you? The actual book was written by renowned writer in this era. The actual book untitled *Creating Games: Mechanics, Content, and Technology* is a single of several books that everyone read now. That book was inspired many men and women in the world. When you read this guide you will enter the new shape that you ever know ahead of. The author explained their plan in the simple way, and so all of people can easily to comprehend the core of this e-book. This book will give you a wide range of information about this world now. To help you see the represented of the world in this book.

Donna Robinson:

Don't be worry should you be afraid that this book can filled the space in your house, you can have it in e-book technique, more simple and reachable. This particular *Creating Games: Mechanics, Content, and Technology* can give you a lot of friends because by you looking at this one book you have point that they don't and make anyone more like an interesting person. This particular book can be one of a step for you to get success. This book offer you information that probably your friend doesn't learn, by knowing more than other make you to be great people. So , why hesitate? Let us have *Creating Games: Mechanics, Content, and*

Technology.

**Download and Read Online Creating Games: Mechanics, Content,
and Technology By Morgan McGuire, Odest Chadwicke Jenkins
#ZG7BEA0D524**

Read Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins for online ebook

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins books to read online.

Online Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins ebook PDF download

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Doc

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins Mobipocket

Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins EPub

ZG7BEA0D524: Creating Games: Mechanics, Content, and Technology By Morgan McGuire, Odest Chadwicke Jenkins