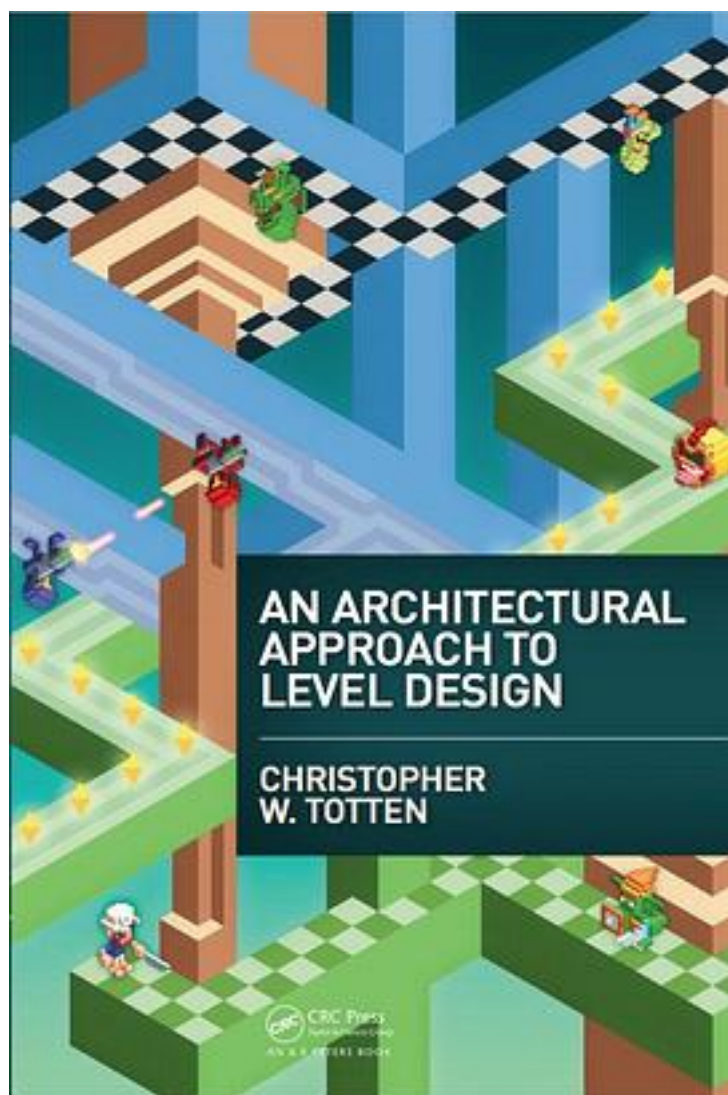


# An Architectural Approach to Level Design



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An Architectural Approach to Instructional Design is organized around a groundbreaking new way of conceptualizing instructional design practice. Both practical and theoretically sound, this approach is drawn from current international trends in architectural, digital, and industrial design, and focuses on the structural and functional properties of the artifact being designed rather than the processes used to design it. Harmonious with existing systematic design models, the architectural approach expands the scope of design discourse by introducing new depth into the conversation and merging current knowledge with proven systematic techniques.

An architectural approach is the natural result of increasing technological complexity and escalating user expectations. As the complexity of design problems increases, specialties evolve their own design languages, theories, processes, tools, literature, organizations, and standards. An Architectural Approach to Instructional Design describes the implications for theory and practice, providing a powerful and commercially relevant introduction for all students of instructional design.

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标签

LevelDesign

GameDesign

游戏设计

关卡设计

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灭

## 评论

我终于体会到了服部平次知道许多年前在山能寺看到的那个樱花树下的女孩就是远山和叶的感受

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牛逼，把游戏设计领域的理论又从建筑学的角度解释了一遍，受益匪浅啦。

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后面的概念误用和过度扩展有点多，但总体而言并不算差有一些点也还算有趣。用例就不敢恭维了

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大量应用了建筑学的方法，然而引入pattern language，这种模块化设计作为指导纲领真的具有推广性吗？

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建筑学和关卡设计的结合度相当高，介绍了一些基本的建筑学概念。其中作者还提供了良好的范例，通俗易懂。英文版没有采用晦涩的用法，阅读体验非常畅快。

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十分细致的描述了空间美学怎么设计的方式，让我对关卡的理解更加深刻

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如果很理解他的那个书摘那么这本书其实不必细致去读，主要是那篇书摘的扩展

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# 书评

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