

Rules of Play



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出版者:The MIT Press

出版时间:2003-9-25

装帧:Hardcover

isbn:9780262240451

As pop culture, games are as important as film or television--but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to

computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games..Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance.Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

作者介绍:

目录:

[Rules of Play_ 下载链接1](#)

标签

游戏设计

游戏

游戏策划

游戏开发

设计

GameDesign

Design

gamestudies

评论

这是本游戏研究的书，并不是游戏设计的书。喜欢从不同学科角度剖析游戏是什么的推荐阅读。

比号召游戏化的垃圾畅销书好多了

作为游戏研究毋庸置疑的好书。追求实用的就不必看了

很基础的一本书，介绍了一些基本概念，每章后的推荐阅读很有价值。

没看完。理论作。

看了天之虹的博客版，规则是相通的，社会也是一个系统，复杂度高几个数量级呢？

读的是天之虹的翻译版，算是读过吧。

寂寞大师的书~pretty good for beginners. 欢迎大家来跳game industry这个只靠情怀就能活的大坑

5星，就这样吧

A Must-Read.

读完忘标了。。。前半在天之虹博客读的，后半读的原文。本书有着一套完备的系统，很明显影响着后来的很多书。即使有些观念与现在的观点（或者说我的观点）有所差异，但看到这些设计理论的发展过程也是一件很有意义的事情。

too broad, too academic. good for research and completionist, not so good for newbie. I shouldn't expect it to be very practical...

我的启蒙读物

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书评

如果阅读这本书的目的是为了学习设计游戏的具体方法，那我推荐去读《The Art of Game Design》。如果不满足于游戏设计的具体实现，想要了解游戏设计背后的原理，看这本书是没错的。但就像其副标题说的那样，这本书只是个基础概论，涵盖了游戏设计的方方面面，但都蜻蜓点水一般...

在 MIT online study 的网页上看到了他们开设有video game的课程，看他们的学生作业无非就是写点halo warcraft bioshock之类。这些学生可爽了，天天打游戏当写作业。那门课程的reference就是这本书，salen& zimmerman写的， google book 上有全文浏览。

似乎是入门必备，阐述了游戏一些常识和核心概念。比起直接指导怎么做游戏设计，本书内容更学术一点。个人觉得有价值的是全书的目录架构，帮助你了解作者是怎么看待游戏这个系统的。

每章后的推荐阅读很有价值，推荐详细到了各方面的书、论文的章节，帮助深入。
总体来说更...

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