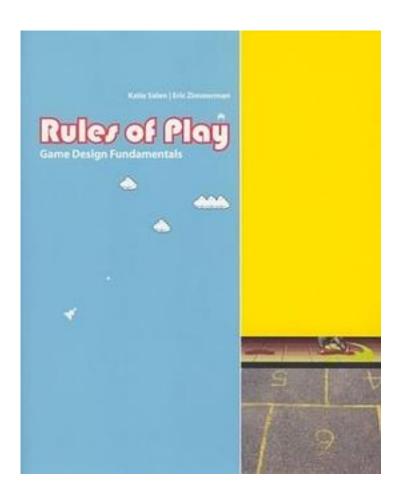
## Rules of Play



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著者:Eric Zimmerman

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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:
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游戏设计
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## 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
读的是天之虹的翻译版,算是读过吧。
A Must-Read.

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