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The psychology and history of games will be explored, as well as practice with industry tools such as game design documents and the other methods of communication that designers use to reduce their ideas to practice. Students will work in groups to develop a game concept and prototype for presentation and review by peers and industry professionals.

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To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace.

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Amazon.com: Fundamentals of Game Design (3rd Edition ... Fundamentals of Strategy Game Design discusses another genre that has been part of gaming since the beginning: strategy games, both real-time and turn-based.

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Fundamentals of Game Design, Third Edition is an introductory textbook aimed at undergraduates and junior professionals (and even seasoned pros may learn a few things). My goal is to teach practical design for commercial video games, using an approach called

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The Fundamentals of Game Design
– Raph's Website

Adams: Fundamentals of Game Design_2. Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies.

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Basic Principles of Game Design
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Game Design Fundamentals, you
will get hacking and slashing in no
time. First, you will get your idea
cemented. Second, assess and
create your timelines and
resources. 3rd, build your Technical
Design Document and finally, get
your outline assembled, so you can
start building your game.

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the subject, teaching students to
design all aspects of a video game:
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Fundamentals of Game Design 3, Ernest Adams, eBook ...
The fundamentals of game design Starting out creating an interactive experience, of any sort really, can be rather daunting. In this tutorial, we'll run through the basic components of a game, so we can

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get a handle on what the next steps are when you make the jump from the training tutorials to your own projects.

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