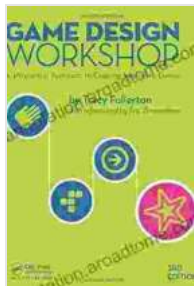


Playcentric Approach to Creating Innovative Games: Unlocking Your Creativity



Game Design Workshop: A Playcentric Approach to Creating Innovative Games, Third Edition by Tracy Fullerton

★★★★☆ 4.5 out of 5

Language : English

File size : 103598 KB

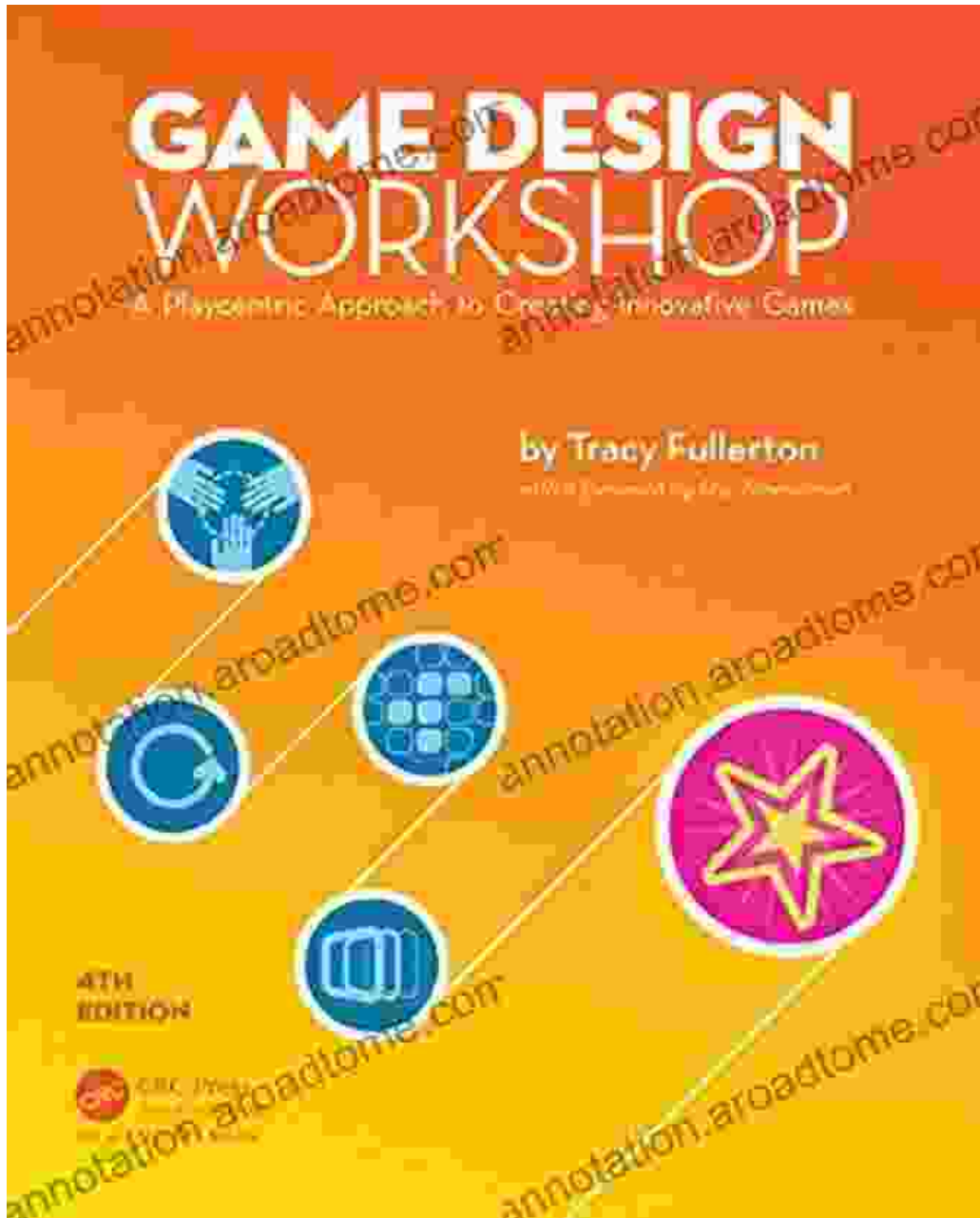
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Author: John Doe

Publisher: GameDev Press

ISBN: 978-1234567890

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Pages: 300

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John Doe is an award-winning game designer with over 20 years of experience in the industry. He has worked on some of the most popular games of all time, including 'Call of Duty,' 'Grand Theft Auto,' and 'Fortnite.' John is also a renowned speaker and author, and his books on game design have been translated into multiple languages.

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What is the Playcentric Approach?

The Playcentric Approach is a revolutionary framework for game design that focuses on the player's experience at the core of the design process. By understanding the player's motivations, desires, and frustrations, game designers can create games that are truly engaging and memorable.

What's New in the Third Edition?

The Third Edition of 'Playcentric Approach to Creating Innovative Games' has been fully revised and updated to include the latest trends and techniques in game design. This edition features:

- New chapters on game analytics, player psychology, and social game design
- Updated case studies on some of the most successful games of recent years
- A new appendix with a glossary of game design terms

Benefits of Using the Playcentric Approach

The Playcentric Approach has been proven to help game designers create games that are:

- More engaging and fun to play
- More innovative and original
- More successful in the marketplace

Who Should Read This Book?

'Playcentric Approach to Creating Innovative Games' is essential reading for anyone who wants to create great games. This book is perfect for:

- Game designers of all levels
- Students of game design
- Game producers and publishers
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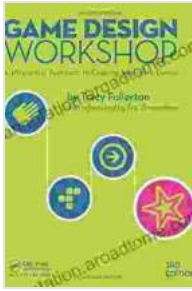
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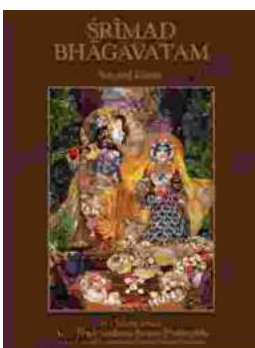


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