



Rules of Play: Game Design Fundamentals (MIT Press)

By Katie Salen Tekinba?, Eric Zimmerman

[Download now](#)

[Read Online](#) 

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman

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.

 [Download Rules of Play: Game Design Fundamentals \(MIT Press ...pdf](#)

 [Read Online Rules of Play: Game Design Fundamentals \(MIT Pre ...pdf](#)

Rules of Play: Game Design Fundamentals (MIT Press)

By Katie Salen Tekinba?, Eric Zimmerman

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman

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.

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman
Bibliography

- Sales Rank: #112411 in Books
- Brand: imusti
- Published on: 2003-09-25
- Ingredients: Example Ingredients
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 1.19" w x 8.00" l, 3.57 pounds
- Binding: Hardcover
- 688 pages



[Download Rules of Play: Game Design Fundamentals \(MIT Press ...pdf](#)



[Read Online Rules of Play: Game Design Fundamentals \(MIT Pre ...pdf](#)

Download and Read Free Online Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman

Editorial Review

Review

Rules of Play is an exhaustive, clear, cogent, and complete resource for understanding games and game design. Salen and Zimmerman describe an encyclopedia of game design issues, techniques, and attributes. In particular, they analyze the elements that can make a game experience richer, more interesting, more emotional, more meaningful, and, ultimately, more successful. It should be the first stop you make when learning about game design.

(Nathan Shedroff, author of *Experience Design*)

Rules of Play makes a monumental contribution to the development of game theory, criticism, and design. It will instantly become a standard textbook in the field on the basis of its rigor and scope -- yet it is written in such an engaging style that many will read it for pleasure. Salen and Zimmerman do for games what Sergei Eisenstein did for cinema -- offer an expert practitioner's perspective on central aspects of the aesthetics and cultural importance of an emerging medium.

(Henry Jenkins, Director of Comparative Media Studies, MIT)

This is the most impressive book on game design I've ever seen. Broad in scope yet rich in detail, *Rules of Play* sets a new standard for game analysis.

(Will Wright, Game Designer of *Sim City* and *The Sims*)

About the Author

Katie Salen Tekinba? is Professor in the School of Computing and Digital Media at DePaul University and Chief Designer and Researcher at Institute of Play.

Eric Zimmerman is a game designer, game design theorist, and co-founder and CEO of gameLab. He has taught at universities including MIT, the University of Texas, Parsons School of Design, New York University, Rhode Island School of Design, and the School of Visual Arts.

Users Review

From reader reviews:

John Lee:

Book is to be different for each and every grade. Book for children right up until adult are different content. We all know that that book is very important normally. The book Rules of Play: Game Design Fundamentals (MIT Press) seemed to be making you to know about other knowledge and of course you can take more information. It is very advantages for you. The e-book Rules of Play: Game Design Fundamentals (MIT Press) is not only giving you far more new information but also being your friend when you truly feel bored. You can spend your current spend time to read your guide. Try to make relationship while using book Rules

of Play: Game Design Fundamentals (MIT Press). You never sense lose out for everything in case you read some books.

Paul Greenblatt:

Do you one of people who can't read satisfying if the sentence chained in the straightway, hold on guys this aren't like that. This Rules of Play: Game Design Fundamentals (MIT Press) book is readable simply by you who hate those perfect word style. You will find the data here are arrange for enjoyable looking at experience without leaving even decrease the knowledge that want to deliver to you. The writer associated with Rules of Play: Game Design Fundamentals (MIT Press) content conveys thinking easily to understand by most people. The printed and e-book are not different in the articles but it just different available as it. So , do you still thinking Rules of Play: Game Design Fundamentals (MIT Press) is not loveable to be your top list reading book?

Paul Moore:

The particular book Rules of Play: Game Design Fundamentals (MIT Press) will bring one to the new experience of reading any book. The author style to describe the idea is very unique. In the event you try to find new book to learn, this book very appropriate to you. The book Rules of Play: Game Design Fundamentals (MIT Press) is much recommended to you to see. You can also get the e-book from the official web site, so you can quickly to read the book.

Robert Maas:

Beside this kind of Rules of Play: Game Design Fundamentals (MIT Press) in your phone, it might give you a way to get nearer to the new knowledge or details. The information and the knowledge you are going to got here is fresh from the oven so don't always be worry if you feel like an older people live in narrow village. It is good thing to have Rules of Play: Game Design Fundamentals (MIT Press) because this book offers for you readable information. Do you often have book but you don't get what it's exactly about. Oh come on, that won't happen if you have this with your hand. The Enjoyable option here cannot be questionable, including treasuring beautiful island. So do you still want to miss this? Find this book and also read it from right now!

Download and Read Online Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman #O54TYHBMGPQ

Read Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman for online ebook

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman books to read online.

Online Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman ebook PDF download

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman Doc

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman MobiPocket

Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman EPub

O54TYHBMGPQ: Rules of Play: Game Design Fundamentals (MIT Press) By Katie Salen Tekinba?, Eric Zimmerman