

# 21st CENTURY GAME DESIGN

- ◆ Teaches the “why” behind game design
- ◆ Describes different play styles in terms of psychological models, using a cutting-edge audience model
- ◆ Covers fundamental principles of game design, including interface design, structural elements, and game world abstractions as they relate to the audience
- ◆ Introduction by Ernest W. Adams



*Game Development Series*

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