

The Art of Game Design: A Deck of Lenses, Second Edition

Jesse Schell

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Jesse Schell : The Art of Game Design: A Deck of Lenses, Second Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Game Design: A Deck of Lenses, Second Edition:

0 of 0 people found the following review helpful. A beautiful art tool for Gamification Game Design By Sword Armor A great tool for checklist of elements and find some other issues, is not absolute, and depends more of the way

of use, team and school of knowledge, frameworks one uses, but is it indeed effective, especially on Gamified Designs. About quality art, is at the level one will expect, is a tool that in fact will give you some relaxing time on the desk admiring them arranging when you're trying to find a problem or optimize a design. 0 of 0 people found the following review helpful. Required reading for all game designers By Edward Sigler What Jesse does with this book is ask important questions that are pertinent to nearly every game. The other thing he does is create a clear and concise vocabulary for those elements of a game that maybe intuitive to us as designers, but perhaps is not articulated that well in our own minds. This clear vocabulary is empowering, as it enables a designer to more easily think about the elements of their game, and in addition, to add to the foundation that Jesse has already put together. We as game designers are thus able to leap-frog far ahead in terms of how we think about our games. An excellent book by an obviously very thoughtful and intelligent person. 0 of 0 people found the following review helpful. Fun! By Audrey M These cards have been really helpful for me to think about games... and I know someone who used it to evolve his existing boardgames and it has had a lot of success as a result.

Would you like to design world-class games? The Second Edition Deck of Lenses is the ultimate game design creativity toolkit. Companion to the 2nd edition of the acclaimed book *The Art of Game Design: A Book of Lenses*, this convenient deck has been updated to contain 113 unique individual lens cards; each featuring key questions that will make your game great, and a magnificent color illustration to help you remember each principle. The cards have been updated for enhanced durability, appearance and information, truly spanning every aspect of game design - story, game mechanics, technology, aesthetics, psychology, creativity, teamwork, playtesting, and even business issues. Included instructions explain how to use the cards to design board, card, and videogames. Whether you are a novice or expert game designer, this deck of lenses will change the way you look at games.