Game Design Theory: A New Philosophy for Understanding Games

By Keith Burgun

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Despite the proliferation of video games in the twenty-first century, the theory of game design is largely underdeveloped, leaving designers on their own to understand what games really are. Helping you produce better games, **Game Design Theory: A New Philosophy for Understanding Games** presents a bold new path for analyzing and designing games.

The author offers a radical yet reasoned way of thinking about games and provides a holistic solution to understanding the difference between games and other types of interactive systems. He clearly details the definitions, concepts, and methods that form the fundamentals of this philosophy. He also uses the philosophy to analyze the history of games and modern trends as well as to design games.

Providing a robust, useful philosophy for game design, this book gives you real answers about what games are and how they work. Through this paradigm, you will be better equipped to create fun games.

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Editorial Review

Review
"How do we make better entertaining interactive systems, "games," specifically? That's the question Burgun is trying to answer here, and I think his "philosophy for understanding games" does an excellent job of helping all of its readers answer that question."

- Ryan Rigney
WIRED Contributor

While literature and music, for example, stand on a solid theoretical foundation, the theory of game design is much less developed. … It is possible that thought-provoking books such as this one may be just the spark required to kick start the industrial revolution of game design.
?From the Foreword by Reiner Knizia

About the Author

Keith Burgun is a game designer, writer, composer, and visual artist who has been developing games independently for nearly 20 years. He writes for Gamasutra, Destructoid, and several other popular websites, including his own blog at Dinofarm Games. He is a founding member of Dinofarm Games and produced its first commercial game *100 Rogues* for the iOS platform. He also teaches game design and animation courses at local art schools.

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