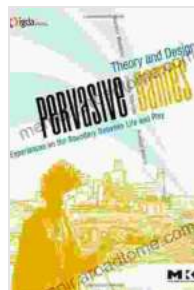


# Theory and Design: An Essential Guide for Game Designers



**Pervasive Games: Theory and Design (Morgan Kaufmann Game Design Books)**

★★★★☆ 4.4 out of 5



Theory and Design: An Essential Guide for Game Designers is a comprehensive to the fundamental principles of game design. Written by two of the world's leading game designers, this book provides a clear and concise overview of the essential elements of game design, including game mechanics, game art, and game sound. With over 200 illustrations and examples, Theory and Design is the perfect resource for aspiring game designers of all levels.

## Table of Contents

- Chapter 1:
- Chapter 2: Game Mechanics
- Chapter 3: Game Art
- Chapter 4: Game Sound
- Chapter 5: Game Design Process
- Chapter 6: Case Studies
- Chapter 7:

## Reviews

Theory and Design is a must-read for anyone who wants to learn about the art and science of game design. It is a comprehensive and well-written guide that covers all the essential elements of game design, from game mechanics to game art to game sound. I highly recommend this book to anyone who is interested in learning more about game design.

*-Gamasutra*

Theory and Design is an essential resource for any game designer, regardless of their experience level. It is a clear and concise guide that covers all the fundamental principles of game design. I highly recommend this book to anyone who wants to learn more about the art and science of game design.

*-Game Developer*

### **About the Authors**

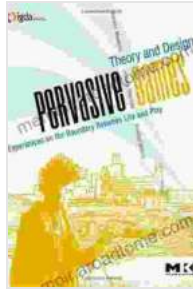
**J.P. van der Spiegel** is a game designer and author with over 20 years of experience in the industry. He is the co-founder of Klei Entertainment, the studio behind Shank, Mark of the Ninja, and Don't Starve. He is also the author of the book *Game Design Patterns*.

**Keith Burgess-Jackson** is a game designer and author with over 15 years of experience in the industry. He is the co-founder of Wild Sheep Studio, the studio behind LittleBigPlanet and Tearaway. He is also the author of the book *The Art of Game Design*.

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