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This book fills a genuine need in the emerging field of game design for a collection of key texts on game analysis and criticism. Written and designed to accompany Katie Salen and Eric Zimmerman's earlier textbook Rules of Play: Game Design Fundamentals, The Game Design Reader can be used in the classroom or as a resource for game design practitioners.

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The Game Design Reader by Katie Salen Tekinbas, Eric ...

The reader is then asked to consider challenging design questions (more than 100) that arise from looking at a game through a specific perspective, forcing you to think about how other people would see your game.

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designer, but an academic professor in the communications field. The book contains essays from game fans, philosophers, anthropologists. The authors chose men for all of those, except for one single female author out of 30+ essays.

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