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VIDEO GAME DESIGN: PRINCIPLES AND PRACTICES FROM THE GROUND UP (REQUIRED READING RANGE)



AVA Publishing. Paperback. Condition: New. 208 pages. Dimensions: 0.0in. x 0.0in. x 0.0in. Video Game Design is a visual introduction to integrating core design essentials, such as critical analysis, mechanics and aesthetics, prototyping, level design, into game design. Using a raft of examples from a diverse range of leading international creatives and award-winning studios, this is a must-have guide for budding game designers. Industry perspectives from game industry professionals provide fascinating insights into this creative field, and each chapter concludes with..

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- Released at -



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