Game Development Essentials: Game Interface Design

By Kevin Saunders, Jeannie Novak

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak

Covering the complex topic of game interface design, GAME DEVELOPMENT ESSENTIALS: GAME INTERFACE DESIGN, is back with an all new Second Edition. This comprehensive introductory text immerses readers in the foundation, theory, and practice of interface creation, while including interviews with working professionals, examples from every gaming era and many genres, and hundreds of screenshots from contemporary games. Also featured are an expanded practice section with a wide variety of real world design examples, coverage of interface design for mobile and motion-sensing devices, multiplayer games, and much more. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating winning, interactive interfaces and user experiences.

[⬇] **Download** Game Development Essentials: Game Interface Design ...pdf

[📄] **Read Online** Game Development Essentials: Game Interface Desi ...pdf

Game Development Essentials: Game Interface Design

By Kevin Saunders, Jeannie Novak

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak

Covering the complex topic of game interface design, GAME DEVELOPMENT ESSENTIALS: GAME INTERFACE DESIGN, is back with an all new Second Edition. This comprehensive introductory text immerses readers in the foundation, theory, and practice of interface creation, while including interviews with working professionals, examples from every gaming era and many genres, and hundreds of screenshots from contemporary games. Also featured are an expanded practice section with a wide variety of real world design examples, coverage of interface design for mobile and motion-sensing devices, multiplayer games, and much more. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating winning, interactive interfaces and user experiences.

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak Bibliography

- Sales Rank: #1366381 in Books
- Brand: Brand: Cengage Learning
- Published on: 2012-03-27
- Original language: English
- Number of items: 1
- Dimensions: 9.50" h x 7.75" w x .75" l, 2.02 pounds
- Binding: Paperback
- 384 pages

⬇ **Download** Game Development Essentials: Game Interface Design ...pdf

📄 **Read Online** Game Development Essentials: Game Interface Desi ...pdf

Download and Read Free Online Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak

Editorial Review

Review
1. History of Game Interface Design: how did we get here? 2. Goals and Considerations: what are we trying to accomplish? 3. Platforms: consoles, mobile devices, PCs. 4. Genres: game styles and interface conventions. 5. Control Schemes: empowering the player. 6. Feedback Schemes: informing the player. 7. Process of Interface Design: how interfaces are created. 8. Prototype Interface Design: putting it all together. 9. Future of Interface Design: where are we heading?

About the Author
Kevin D. Saunders, a game designer and producer for 13 years, has worked on projects with Atari, Electronic Arts, Lucas Arts, Nexon, Obsidian Entertainment, Sega, Square Enix, and Westwood Studios. He has been credited on eight shipped video games, with an average composite review score of 81%. Kevin was the lead designer and producer of Shattered Galaxy, which swept the 2001 Independent Games Festival and was recognized by GameSpot as the Most Innovative Game of the year and the Best Multiplayer Strategy Game of the year. Kevin is Creative Director at Alelo, a serious game company that focuses on communication skills training. Kevin has Bachelor of Science and Master of Engineering degrees from Cornell University, where his research work included the development of natural language processing systems. Kevin and his family live in Orange County, California.

Jeannie Novak is the lead author and series editor of the widely acclaimed GAME DEVELOPMENT ESSENTIALS series (with over 15 published titles), co-author of PLAY THE GAME: THE PARENT'S GUIDE TO VIDEO GAMES, and co-author of three pioneering books on the interactive entertainment industry--including CREATING INTERNET ENTERTAINMENT. She is also co-founder of Novy Unlimited and CEO of Kaleidospace, LLC (dbaIndiespace), providing curriculum development and consulting services for corporations, educators, and creative professionals in games, music, film, education, and technology.Novak served as director of the Game Art & Design and Media Arts & Animation programs at the Art Institute Online and has taught game courses at UCLA, Art Center College of Design, DeVry University, Westwood College, ITT Technical Institute, and the Academy of Entertainment & Technology at Santa Monica College. She holds a B.A. in mass communication/business administration from UCLA and an M.A. in communication management from the Annenberg School at USC. She also serves on the Online Gameplay Committee for the Academy of Interactive Arts &Sciences and has served on the executive boards of the International Game Developers Association (Los Angeles) and Women in Games International. An accomplished composer and performer, Novak was chosen as one of the 100 most influential people in technology by MicroTimesmagazine and has been profiled by CNN, Billboard Magazine, the Sundance Channel, Daily Variety, and the Los Angeles Times.

Users Review

From reader reviews:

Margarita Toman:

In this 21st century, people become competitive in each way. By being competitive now, people have do something to make these people survives, being in the middle of the crowded place and notice by surrounding. One thing that oftentimes many people have underestimated the item for a while is reading.

That's why, by reading a guide your ability to survive raise then having chance to stay than other is high. For you who want to start reading a book, we give you this specific Game Development Essentials: Game Interface Design book as nice and daily reading publication. Why, because this book is more than just a book.

Nora Carter:

This Game Development Essentials: Game Interface Design are generally reliable for you who want to be a successful person, why. The reason why of this Game Development Essentials: Game Interface Design can be one of the great books you must have is giving you more than just simple examining food but feed a person with information that probably will shock your previous knowledge. This book is actually handy, you can bring it just about everywhere and whenever your conditions at e-book and printed versions. Beside that this Game Development Essentials: Game Interface Design forcing you to have an enormous of experience like rich vocabulary, giving you trial of critical thinking that we know it useful in your day activity. So , let's have it and revel in reading.

Mark Sawyers:

The guide untitled Game Development Essentials: Game Interface Design is the reserve that recommended to you to read. You can see the quality of the e-book content that will be shown to you. The language that writer use to explained their ideas are easily to understand. The author was did a lot of research when write the book, so the information that they share to you personally is absolutely accurate. You also might get the e-book of Game Development Essentials: Game Interface Design from the publisher to make you a lot more enjoy free time.

Marquita Oswald:

Are you kind of hectic person, only have 10 or even 15 minute in your day time to upgrading your mind ability or thinking skill also analytical thinking? Then you are having problem with the book as compared to can satisfy your short period of time to read it because this all time you only find e-book that need more time to be examine. Game Development Essentials: Game Interface Design can be your answer since it can be read by a person who have those short time problems.

Download and Read Online Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak #8LPG0R9VDSI

Read Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak for online ebook

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak books to read online.

Online Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak ebook PDF download

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak Doc

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak Mobipocket

Game Development Essentials: Game Interface Design By Kevin Saunders, Jeannie Novak EPub