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Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books)

By Swink, Steve

CRC Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: INTRODUCTION PART 1: Deconstruction 1. Why Feel, Why Now? This chapter focuses on the impetus behind the book, asking the reader to recall the sensation of controlling a virtual avatar and talking about why feel is so important (and why it is often overlooked.) 2. The Grand Scheme of Game Design This chapter assigns feel a place in the larger realm of game design, defining its scope and boundaries, talking about how it fits into creating the Ultimate Game Experience of life-enriching flow and empowerment. Using diagrams and research derived from Maslow's Pyramid of Wants and Will Wright's concept of Granularity, feel is identified as one of the atomic units of game construction, one of the most basic building blocks of interactivity. 3. Games that don't Feature Virtual Sensation There are some types of digital games - Civilization, Solitaire, the Sims, and so on - that don't focus on feel or utilize it as one of their core elements, separating them from what will be discussed in the book. An interesting aside is that we are indeed experiencing virtual sensation whenever we use...



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