

Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (Video Training) Bundle



Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity and C# Award-winning game designer and professor Jeremy Gibson has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills.

Introduction to Game Design, Prototyping, and Development is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms. If you want to develop games, you need strong experience with modern best practices and professional tools. There's no substitute. There's no shortcut. But you can get what you need in this book.

COVERAGE INCLUDES In-depth tutorials for eight different game prototypes Developing new game design concepts Moving quickly from design concepts to working digital prototypes Improving your designs through rapid iteration Playtesting your games and interpreting the feedback that you receive Tuning games to get the right game balance and game feel Developing with Unity, today's best engine for independent game development Learning C# the right way Using Agile and Scrum to efficiently

organize your game design and development process
Debugging your game code
Getting into the highly competitive, fast-changing game industry

5+ Hours of Video Instruction

Overview Introduction to Game Design
LiveLessons introduces you to a play-based approach to game design through the creation of a video game from start to finish. Along the way, the lessons identify the primary characteristics of games and different strategies for creating them as well as the iterative game design process of conceptualizing, prototyping, playtesting and evaluating. Description

This is a comprehensive overview of the game design process from start to finish. By following along, viewers learn the steps involved in coming up with a solid idea for a game, building different types of prototypes, methods for playtesting game prototypes and evaluating the results. The goal of this Livelessons video is to provide viewers with all the tools needed to create innovative and exciting new games. Along the way, Macklin and Sharp cover a wide range of game genres and types as examples of a play-centric approach to making games and delve into the reasons why they are successful. Skill Level

All Levels Beginner Intermediate Advanced

What You Will Learn

The game design process in detail

Techniques for creating innovative games
The tools designers use to create a wide range of play experiences

How to break down the elements of a game
Who Should Take This Course
Those interested in learning how to design games, and those with experience looking for a new approach to thinking about games.

Course Requirements n/a
About LiveLessons Video Training
The LiveLessons Video Training series publishes hundreds of hands-on, expert-led video tutorials covering a wide selection of technology topics designed to teach you the skills you need to succeed. This professional and personal technology video series features world-leading author instructors published by your trusted

technology brands: Addison-Wesley, Cisco Press, IBM Press, Pearson IT Certification, Prentice Hall, Sams, and Que. Topics include: IT Certification, Programming, Web Development, Mobile Development, Home and Office Technologies, Business and Management, and more. View all LiveLessons on InformIT at: <http://www.informit.com/livelessons> 0134176707 / 9780134176703 Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle Package consists of: 0134171861 / 9780134171869 Introduction to Game Design LiveLessons Access Code Card 0321933168 / 9780321933164 Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#

Learn Game Design, Prototyping, and Programming with Today's Leading Tools: and Introduction to Game Design LiveLessons (VideoTraining) Bundle. Colleen Macklin is a game designer, an Associate Professor in the school of Art, Media Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle By Colleen Macklin Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle Pck Pap/Ps by Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle: Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle. Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle By Colleen Macklin, Introduction to Game Design, Prototyping, and Development: From Concept to (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle. Introduction to Game Design, Prototyping, and Development: From Concept to (Book) and Introduction to Blender LiveLessons (Video Training) Bundle. Villar. Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle: Colleen Macklin, Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle: Introduction to Game Design LiveLessons Access Code Card (9780134171869): Colleen Macklin, John Sharp.: Books. them as well as the iterative game design process of conceptualizing, prototyping, playtesting and evaluating. . The LiveLessons Video Training series publishes hundreds of hands-on, - Buy Introduction to Game Design, Prototyping, and Development + Introduction to Game Design LiveLessons Access Code: From Concept to: Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle (9780134176703): Colleen Macklin, John Sharp, Jeremy Gibson Bond: Books. Kop Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle av Colleen Macklin Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle Introduction to Game Design, Prototyping, and Development (Book) and Introduction to Game Design LiveLessons (VideoTraining) Bundle [Macklin, Colleen] on Introduction to Game Design, Prototyping, and Development (Book) and. Introduction to Game Design LiveLessons (VideoTraining) Bundle. Learn Game Design Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity and C#. Award-winning game designer and professor Jeremy Gibson Jeremy Gibson Bond is a Professor of Practice, teaching

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