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written about in any formal way. This book fills that gap. By emphasizing these player-centric basic concepts, the book provides a framework for game analysis from the viewpoint of a game designer. The book shows what all genres of games--board games, card games, computer games, and sports--have

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Today's game designers may find solutions to design problems when they look at classic games that have evolved over years of playing.

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of game designers and game players curious about the inner workings of games.

It includes exercises (which can also serve as the basis for discussions) and examples chosen from a wide variety of games. There are occasional mathematical digressions, but these can be skipped with no loss of continuity.

Appendixes offer



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A pioneer in the field of game design and development draws on his own experiences to present a useful collection of insider tips,

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This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and

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of Games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for

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self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gam-eaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

Despite the advent and explosion of videogames,

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boardgames--from fast-paced party games to intensely strategic titles--have in recent years become more numerous and more diverse in terms of genre, ethos and content. The growth of gaming events and conventions such as Essen Spiel, Gen Con and the UK Games EXPO, as well as crowdfunding through



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sites like Kickstarter, has diversified the evolution of game development, which is increasingly driven by fans, and boardgames provide an important glue to geek culture. In academia, boardgames are used in a practical sense to teach elements of design and game mechanics. Game studies is also recognizing the importance of

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expanding its focus beyond the digital. As yet, however, no collected work has explored the many different approaches emerging around the critical challenges that boardgaming represents. In this collection, game theorists analyze boardgame play and player behavior, and explore the complex

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interactions between the sociality, conflict, competition and cooperation that boardgames foster. Game designers discuss the opportunities boardgame system designs offer for narrative and social play. Cultural theorists discuss boardgames' complex history as both beautiful physical artifacts and special places within

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cultural experiences of  
play.

George Skaff

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In *Advanced Game Design*, pioneering game designer and instructor Michael Sellers situates game design practices in a strong theoretical framework of systems thinking, enabling designers to think more deeply and clearly about their work, so they can

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produce better, more engaging games for any device or platform.

Sellers offers a deep unifying framework in which practical game design best practices and proven systems thinking theory reinforce each other, helping game designers understand what they are trying to accomplish and the best ways to achieve it.

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Drawing on 20+ years of experience designing games, launching game studios, and teaching game design, Sellers explains: What games are, and how systems thinking can help you think about them more clearly How to systematically promote engagement, interactivity, and fun What you can learn from

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MDA and other game design frameworks How to create gameplay and core loops How to design the entire player experience, and how to build game mechanics that work together to create that experience How to capture your game ' s “ big idea ” and Unique Selling Proposition How to establish high-level and

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background design and translate it into detailed design How to build, playtest, and iterate early prototypes How to build your game design career in a field that keeps changing at breakneck speed

This book focuses on orthogeriatrics, a topic that has received little attention in the literature



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to date. As active members of the Fragility Fracture Network (FFN), the editors and most of the authors of this book have gathered all essential expertise on hip fracture management in a single volume. The 14 chapters provide a complete overview of how to approach fractures in elderly patients, starting with the epidemiology of

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hip fractures and subsequently addressing osteoporosis, surgery, anesthesia, medical management of frailty, and peri-operative complications. Attention is also given to rehabilitation and nursing, as well as to the psychological evaluation of the patient and the caregivers, thus emphasizing the

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importance of a multidisciplinary approach. Thanks to its clinical and practice-oriented nature, the book will especially be of interest to residents and young geriatricians, as well as orthopaedic surgeons, anesthesiologists and nurses dealing with elderly fracture patients in all parts of the world.

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The return of a classic book about games and play that illuminates the relationship between the well-played game and the well-lived life. In *The Well-Played Game*, games guru Bernard De Koven explores the interaction of play and games, offering players—as well as game designers, educators, and

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scholars—a guide to how games work. De Koven's classic treatise on how human beings play together, first published in 1978, investigates many issues newly resonant in the era of video and computer games, including social gameplay and player modification. The digital game industry, now moving beyond its

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emphasis on graphic techniques to focus on player interaction, has much to learn from The Well-Played Game. De Koven explains that when players congratulate each other on a “ well-played ” game, they are expressing a unique and profound synthesis that combines the concepts of play (with its associations of

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of Games (playfulness and fun) and game (with its associations of rule-following). This, he tells us, yields a larger concept: the experience and expression of excellence. De Koven—affectionately and appreciatively hailed by Eric Zimmerman as “our shaman of play”—explores the experience of a well-

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played game, how we share it, and how we can experience it again; issues of cheating, fairness, keeping score, changing old games (why not change the rules in pursuit of new ways to play?), and making up new games; playing for keeps; and winning. His book belongs on the bookshelves of players who want to find a game



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in which they can play well, who are looking for others with whom they can play well, and who have discovered the relationship between the well-played game and the well-lived life.

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