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Fundamentals of Game Design Third Edition Ernest Adams Founder of the IGDA Dr. Ernest Adams is a game design consultant, teacher, and the author of several books, including Game Mechanics: Advanced Game Design and previous editions of this book. He has worked in the game industry for over 20 years, eight of them at Electronic Arts. He has been a lead

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For courses in Fundamentals of Game Design for all video game developers and designers With a focus on designing for the commercial entertainment market, this text teaches the principles and practice of game design and covers each of the major game genres individually.

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