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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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The Art of Game Design / Taylor & Francis Group

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.

Fundamentals of Game Design by Ernest Adams

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