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Descrizione fisica	1 online resource (228 pages) : illustrations
Disciplina	790.1
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
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Note generali	A Focal Press book--title page.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	1. Diving for deep game ideas -- 2. Games as an expressive medium -- 3. Modeling the human experience : or the art of nailing a pudding to the wall -- 4. Experiential metaphors : or what breaking up, getting a tattoo, and playing God of war have in common -- 5. Allegorical games : or the monster isn't a monster isn't a monster -- 6. Designing with purpose and meaning : nine questions to define where you're going and make sure you get there -- 7. It's not always about you! : lessons learned from participatory deep game design -- 8. The same new kid in yet another hood : deep game design as creative arts therapy? / coauthored with Susan Imus.
Sommario/riassunto	Like movies, television, and other preceding forms of media, video games are undergoing a dynamic shift in its content and perception. While the medium can still be considered in its infancy, the mark of true artistry and conceptual depth is detectable in the evolving styles, various genres and game themes. Doris C. Rusch's, <i>Making Deep</i>

Games, combines this insight along with the discussion of the expressive nature of games, various case studies, and hands-on design exercises. This book offers a perspective into how to make games that tackle the whole bandwidth of the human experience; games that teach us something about ourselves, enable thought-provoking, emotionally rich experiences and promote personal and social change. Grounded in cognitive linguistics, game studies and the reflective practice of game design, *Making Deep Games* explores systematic approaches for how to approach complex abstract concepts, inner processes, and emotions through the specific means of the medium. It aims to shed light on how to make the multifaceted aspects of the human condition tangible through gameplay experiences.
