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Titolo	Gaming the system : designing with Gamestar mechanic // Katie Salen Tekinbas [and three others] ; foreword by James Paul Gee
Pubbl/distr/stampa	Cambridge, Massachusetts ; ; London, England : , : The MIT Press, , 2014 ©2014
ISBN	0-262-31996-9 0-262-31995-0
Descrizione fisica	1 online resource (303 p.)
Collana	Interconnections: Understanding Systems through Digital Design John D. and Catherine T. MacArthur Foundation Series on Digital Media and Learning
Disciplina	794.8/1536
Soggetti	Computer games - Design - Computer programs Computer games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Series Foreword; Foreword; Acknowledgments and Project History; Systems Thinking Concepts in This Book Collection; Alignment to Common Core State Standards; Next Generation Science Standards; Introduction; Toolkit; Design Challenges Overview; Design Challenge 1; Design Challenge 2; Design Challenge 3; Design Challenge 4; Design Challenge 5; Design Challenge 6; Delving Deeper Into Systems Thinking; Appendix A; Appendix B; Appendix C; Appendix D; Appendix E; References; Index
Sommario/riassunto	Understanding games as systems, with complex interactions of game elements and rules. Gaming the System demonstrates the nature of games as systems, how game designers need to think in terms of complex interactions of game elements and rules, and how to identify systems concepts in the design process. The activities use Gamestar Mechanic, an online game design environment with a systems thinking focus.