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Lingua di pubblicazione	Inglese
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Sommario/riassunto

Deepen your understanding of human-computer interaction (HCI) in game development and learn how to develop video games that grab players and don't let them go. This book explores HCI design in computer games to maximize collaborative and interactive functions. You'll first gain a basic introduction to fundamental concepts and practices of HCI before diving into the fundamental concepts of game interface design and technology.
