

1. Record Nr.	UNINA9910789336603321
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Titolo	On the way to fun : an emotion-based approach to successful game design // Roberto Dillon
Pubbl/distr/stampa	Natick, Mass. : , : A K Peters, , 2010
ISBN	0-429-06615-5 1-138-42789-6 1-56881-409-7 1-4398-7689-4
Descrizione fisica	1 online resource (185 p.)
Disciplina	794.8/1526
Soggetti	Video games - Programming Video games - Design - Social aspects
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 (pages [165]-166) and index.
Nota di contenuto	Front Cover; Table of Contents; Foreword; Preface; Introduction: What Makes a Game Fun?; PART I. Emotions and Games: The 6-11 Framework; PART II. Case Studies: Retro Games; PART III. Case Studies: Indie Games; PART IV. Conclusions; References; About the Author; Back Cover
Sommario/riassunto	How can video games be fun and immerse players in fantastic worlds where anything seems possible? How can they be so engaging to have become the main entertainment product for children and adults alike? In On the Way to Fun, the author proposes a possible answer to these questions by going back to the roots of gaming and showing how early games, as well as modern indie productions, captivated generations of players even without the need for fancy graphics and effects but by relying on basic emotions and instincts instead. This book will be most beneficial to aspiring and beginning game designe