

EXPLORING THE FOUNDATIONAL PRINCIPLES BEHIND  
**GOOD GAME DESIGN**



A GAME  
**DESIGN**  
VOCABULARY

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## Praise for *A Game Design Vocabulary*

"*A Game Design Vocabulary* succeeds where many have failed—to provide a broad-strokes overview of videogame design. Utilizing analytic smarts, an encyclopedic knowledge of games, and subcultural attitude, Naomi Clark and Anna Anthropy get to the heart of how games work.

"Why is this book important? Videogames are the defining mass medium of our time, yet even those who make games lack a clear language for understanding their fundamental mechanics. *A Game Design Vocabulary* is essential reading for game creators, students, critics, scholars, and fans who crave insight into how game play becomes meaningful."

—**Eric Zimmerman**, Independent Game Designer and Arts Professor, NYU Game Center

"*A Game Design Vocabulary* marks an important step forward for our discipline. Anna Anthropy and Naomi Clark's extraordinarily lucid explanations give us new ways to unpick the complexities of digital game design. Grounded in practical examples and bursting with original thinking, you need this book in your game design library."

—**Richard Lemarchand**, Associate Professor, USC, Lead Designer, *Uncharted*

"Anthropy and Clark have done it! Created an intuitive vocabulary and introduction to game design in a concise, clear, and fun-to-read package. The exercises alone are a great set of limbering-up tools for those new to making games and seasoned designers, both."

—**Colleen Macklin**, Game Designer and Professor, Parsons The New School for Design

"Two of my favorite game design minds sharing a powerful set of tools for designing meaningful games? I'm so excited for this book. *A Game Design Vocabulary* may very well be the best thing to happen to game design education in more than a decade. I can't wait to put this book in the hands of my students and dev friends alike."

—**John Sharp**, Associate Professor of Games and Learning, Parsons The New School for Design

"Some of the greatest challenges to the intelligent advancement of game-making can be found in the ways we conceptualize and discuss them. This simple yet profound new vocabulary is long-overdue and accessible enough to help new creators work within a meaningful framework for games."

—**Leigh Alexander**, Game Journalist and Critic

# Game Design Vocabulary, A: Exploring the Foundational Principles Behind Good Game Design

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## A Further Playing

Achievement Unlocked (John Cooney, 2008)  
American Dream (Stephen Lavelle, Terry Cavanagh, Tom  
Morgan-Jones, and Jasper Byrne, 2011)  
Analogue: A Hate Story (Christine Love, 2012)  
The Banner Saga (Stoic, 2014)  
Candy Box (aniwey, 2013)  
Consensual Torture Simulator (Merritt Kopas, 2013)  
Corrypt (Michael Brough, 2012)  
Crypt of the Necrodancer (Ryan Clark, 2013)  
Dwarf Fortress (Tarn Adams, 2006)  
English Country Tune (Stephen Lavelle, 2011)

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Even Cowgirls Bleed (Christine Love, 2013)

Gone Home (The Fullbright Company, 2013)

Mighty Jill Off (Anna Anthropy, 2008)

NetHack (NetHack Dev Team, 1987)

Papers, Please (Lucas Pope, 2013)

Persist (AdventureIslands, 2013)

QWOP (Bennett Foddy, 2008) and GIRP (Bennett Foddy, 2011)

Spelunky (Derek Yu, 2008)

Triple Town (Spry Fox, 2011)

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