



# Praise for *Games, Design and Play*

"Sharp and Macklin break down the design process in detail from concept to code to completion. What I particularly like about this book is its inclusion of prototyping methods and design patterns that are often overlooked by others. I suspect it will be helpful to designers looking to break new ground outside the AAA space."

—**Brenda Romero**, Game Designer, Romero Games

"There are many books you can read about games. But *Games, Design, and Play* is something new. Colleen Macklin and John Sharp don't just explain what games are—they detail the game design process itself."

—**Eric Zimmerman**, Game Designer & Arts Professor, NYU Game Center

"*Game, Design and Play* is a detailed, thoughtful, and well-researched primer on the multifaceted discipline that is game design."

—**Mare Sheppard**, President, Metanet Software

"I've been studying and teaching game design for over a decade and this is the first time I've read a book that catalogs so many diverse aspects of the game design process. Colleen and John dissect and examine games of all types (not just videogames) and then expertly show you how to put all the pieces together to form your own unique design."

—**Stone Librande**, Lead Designer, Riot Games

"The authors share a wealth of experience, making for a text full of great concepts, thorough process and applied practice. Throughout they provide pertinent examples and use engaging exercises which makes it useful, informative and insightful."

—**Drew Davidson**, Director and Teaching Professor, Entertainment Technology Center, Carnegie Mellon University

"This is a book that fills the much needed space between systems thinking and play theory. Macklin and Sharp balance the process with practicalities, in a way that is as timeless, enjoyable and engaging as the games they discuss."

—**Lindsay Grace**, Associate Professor and Founding Director, American University Game Lab and Studio

# Games, Design and Play: A detailed approach to iterative game design

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