

# Clockwork Game Design

*Von Keith Burgun*

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KEITH BURGUN 

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**Von Keith Burgun : Clockwork Game Design** before purchasing it in order to gage whether or not it would be worth my time, and all praised Clockwork Game Design:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Highly recommended if you are interested in Systemic approach to Game DesignVon KundeI'm a pretty novice game designer my self and this book has helped me a lot to identify why my designs are good/bad.The book offers a pretty interesting view on games (or the 4 forms as described in the book) and breaks them down into understandable chunks. While i do

not agree with everything Keith is saying, i still think that there's a lot of value in his way of thinking. This is one of the very few books on game design that actually gives practical advices on how to approach a design at the very core. Again if you are into the systemic, formal side of creating interesting interactive systems you should buy this book!

Kurzbeschreibung Only by finding and focusing on a core mechanism can you further your pursuit of elegance in strategy game design. Clockwork Game Design is the most functional and directly applicable theory for game design. It details the clockwork game design pattern, which focuses on building around fundamental functionality. You can then use this understanding to prescribe a system for building and refining your rulesets. A game can achieve clarity of purpose by starting with a strong core, then removing elements that conflict with that core while adding elements that support it. Filled with examples and exercises detailing how to put the clockwork game design pattern into use, this book is a must-have manual for designing games. A hands-on, practical book that outlines a very specific approach to designing games. Develop the mechanics that make your game great, and limit or remove factors that disrupt the core concept. Practice designing games through the featured exercises and illustrations.

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ber den Autor und weitere Mitwirkende Keith Burgun is the author of Game Design Theory: A New Philosophy for Understanding Games. He is a contributing editor to Gamasutra and his own design blog at keithburgun.net. He has taught game design at a number of schools, including SUNY Purchase College, The New York Film Academy, and the Katonah Arts Center. He has also guest lectured at NYU and Franklin Marshall College.