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Game Design Workshop: A Playcentric Approach to Creating Innovative Games 3rd Edition ArtAuthortracy FullertonOriginal titleGame Design workshop: design, prototyping, and playtesting games (1st edition) element of subjectivePubliak Peters / CRC PressPublication Daty2004, 2008, 2014pages535s, 2014-1-482-2171661633 The Workshop of Game Design is © a book on game design by Tracy Fullerton, originally published by CMP books in 2004. It was updated and released in two subsequent editions, the most recent by AK Peters/CRC Press in 2014. The book is © based on the curriculum of game design taught in the Division of Media and Interactive Games of USC's USC School of Cinematographic Arts. Contributors to the third edition include many notable game designers, including: Christina Norman, Keita Takahashi, Anna Anthopia, Randy Smith, Robin Hunica, Michael John, Asher Vollmer, Elan Lee, Jane McGonigal, Tim Letourneau, Chaim Gingold, Jenova Chen, Jenova Chen, Richard Lemarchand, Eric Zimmerman, Frank Lantz, Adrian Hon, Stone Librande, Warren Spector, Kellee Santiago, among others. The game design workshop is © by inane fonts as one of the "must have" books for new game designers. [3] It is in use in game design courses around the world. [6] [7] See also list of books © on computer references and video games ^ Four must have books to learn games from designers ^ Best video game Design Books ^ Popular Game Design Books ^ Introduction To Syllabus game project ^ "Syllabus game design". Filed from the original on 2014-12-16. 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