A Theory of Fun for Game Design

by Raph Koster

When I started reading the book, I definetely expected something much different than it delivered. It gave a good overview into the psychology behind designing games, that people don't get bored of very fast, helping me realise that this is a very hard task and that great designer needs to have some psychology knowledge to do his work right.

As I was reading the chapters about how “fun” works in games, I started to see patterns in the games that I play, realising the reasons why I come back to these games often and what keeps me playing.

I love the way author explained how concept of “fun” is just human nature grasping after learning all the time. This is something that many people might not like to hear, but it makes a perfect sense, specially in the medium of games. “Fun is just another word for learning” might seem like a funny sentence in the eyes of an university student, but I don't think I have heard something more relatable than this for a long time.

It was also interesting to read the author's words about the future of video games, considering the fact that the book was released in 2014 and the medium changed a lot since then.

My favourite part of the book is the one regardidng the ethical side of the designer's job. The author talks about how designers are responsible for the way, that games are going to be viewed. They should rather create games with a deeper meaning, focusing on the human condition, than creating games only for the purpose of entertainment. This is something I can 100 % agree with.

Sometimes, I found intereseting the choice of the written langugage in the book. In one paragraph, there was a really common language used and in the next one, the author used a lot of special English words, sometimes I even had to look up the meaing of them.

I would also prefer the notes to be on the bottom of the pages instead of at the end of the book.

I rate the book 8/10.