

RULES OF PLAY BOOK NOTES AND THOUGHTS

Notes:

- Rules, play, culture model for game design
- Designers learn best through the process of design by experiencing the things they make
- Iterative design is a play based design process
- Prototyping, playtesting, evaluation, refinement
- It is never possible to completely predict the experience of a game
- The play of game will always surprise its creators
- Playtesting becomes the core activity of game dev
- All play means something
- The goal of successful game design is creation of meaningful play
- Play != game itself, play == players interactions with the game
- Rules of a game cant alone constitute meaningful play
- Action – outcome relationship
- No feedback that you are on the right path = the action u took will have little meaning
- Every action = overall game experience
- Semiotics = how meanings are made
- All games can be understood as systems
- Designing game is not just designing a set of rules = rules that will always be experienced as play within a context
- Closed system = no interchange with its environment, open system does
- Objects, attributes, internal relationships, environment
- Games are subset of play, play is subset of game

Thoughts:

I am not done with the book, currently I am on page 117. I am really invested in the book now, it is very well written and I like the examples with each topic. I also like the diversity of the topics. I would advise this book for anyone who is interested in game design, I learned a lot in the 117 pages.