Theory Of Fun For Game Design

I would describe Theory Of Fun For Game Design as an introductory book into game design and all roundly how to think when creating a game.

Firstly the author Raph Koster in couple first chapters tries to explain how does brain work, how do we learn and why are games such a powerful tool in learning basically any subject.

These first chapters I enjoyed the most, he mentions lot of concepts and a lot of ideas that are applicable outside of game design and talks a lot about how we perceive the world and how we complete these programs in our head, so that we can solve a lot of problems.

In the next few chapters he talks about what games really are, how we describe them and common misconceptions about the games.

In these chapters he tries to apply the ideas from previous chapters on the games and for example talks about how games cannot be trivial because that would only lead to boredom. Also he points out the problems with human perception of the games. He explicitly mentions when one game was badly perceived due to its violent content even thought he than says that nature of such game wasn't the violence but collecting some coins.

He then goes on talking about ethics and future of games. In ethics he mentions that games aren't bad or good, or at least they shouldn't be viewed only in this context but more broadly.

Also he mentions the future impact of the games on human society, I personally think they impact current society a lot.

I enjoyed reading the book. It mentioned a lot of great ideas and insights about games and fun in general.

There were couple of things on which I would disagree with author but these things are so theoretical that a long debate would be needed to prove any of us wrong.

I would recommend it to someone who is interested in game design or just interested in perception of games in general.

All in all I would rate the book highly with score of 8/10.