



## Game Design: How to Create Video and Tabletop Games, Start to Finish

By Lewis Pulsipher



**Game Design: How to Create Video and Tabletop Games, Start to Finish** By Lewis Pulsipher

Many aspiring game designers have crippling misconceptions about the process involved in creating a game from scratch, believing a "big idea" is all that is needed to get started. But game design requires action as well as thought, and proper training and practice to do so skillfully. In this indispensable guide, a published commercial game designer and longtime teacher offers practical instruction in the art of video and tabletop game design. The topics explored include the varying types of games, vital preliminaries of making a game, the nuts and bolts of devising a game, creating a prototype, testing, designing levels, technical aspects, and assessing nature of the audience. With practice challenges, a list of resources for further exploration, and a glossary of industry terms, this manual is essential for the nascent game designer and offers food for thought for even the most experienced professional.

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From the Author

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Review: Lewis Pulsipher's 'How to Design Epic Games' by David Bolton at Dice.com. [news.dice.com/2012/10/04/how-to-design-epic-games-book-review-jm-103pm/](http://news.dice.com/2012/10/04/how-to-design-epic-games-book-review-jm-103pm/) "

If you want to design games, as opposed to just produce them, this is a great book. It hits the ground running, though you'll need to read it quite a few times for everything to sink in, particularly the first three chapters."

About the Author

Lewis Pulsipher is the designer of six commercially published boardgames, and is a frequent contributor to Gamasutra and GameCareerGuide. He is author of more than a hundred published articles about games and has contributed to several books.

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