Who Is a Game Designer ?

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- Creating video games is really a collaborative art — even for those who are doing it "on their own."

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- *Everything in a game that adds value to the player experience has affected the design of the game.*

- So, good news: You are probably a game designer already. Your experience may be limited, and you may not "know" a thing about what you are doing, but that's alright because you become a better designer by continuing to practice and learn.

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- Game designers who are certain they've already worked every thing out are going to need those closet game designers to pick up the slack.

Special Definitions

- While continually improving and maturing, the video game field is still young. Terms and definitions are not standardized and disagreements on language are common.

- This language gap reflects a gap in understanding—terms for video games differ because thinking on video games differs and it also depends on the particular kind of game being discussed.

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- The definitions offered in this section are intended to be functional. You should be able to apply them to all games that could ever be made. The rationale behind each definition will be explained so that you can disagree in part or in whole according to your own opinion.

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- Clearly, games are artifacts but we will need to look at the ways people categorize and comprehend artifacts in order to get any more detail.

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    - For example, a "tool" is something that helps us perform work; a "hammer" is a kind of tool, usually with a handle and a head, used to bang on things; a "mallet" is a hammer with a soft head to prevent damaging the objects it hits; a "copper mallet" is a type used to move iron or steel machine parts without scuffing the surfaces. Once the appropriate level of detail is found, we're finished.

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- The materials can be important: for example, how a cup may be made of many substances but a glass cannot.

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- So to answer our questions, we just need to organize them into their category of function.

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- A good place to start is to ask scientists how play appears – what does it look like when it happens? many descriptions highlights some familiar themes —
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- These features of play, skimmed from leading voices in the science, have been observed across the spectrum of animals—not just dogs and cats.

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- Studies have shown similarities in brain activity that may ultimately lead to understanding the impulses in animal and human play.
- Players—both people and animals—are enjoying themselves when they play. We're all having fun.

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- Fun isn't so much a single set of favored emotions as it is a label we put on preferred feelings that fit our personal attitudes.
- Playing a game, we can feel true, measurable fear–in the same form and intensity as if under real threat—yet enjoy it. But taste and personality matter; for example, some people won't ever like watching a horror movie.

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- **Game:** An emotional artifact used through a series of structured interactions.

Thank You