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March 2009 Vol. 46 No. 07

SCIENCE & TECHNOLOGY

Information & Computer Science

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Elsevier BV
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The following review appeared in the March 2009 issue of CHOICE:

46-3898 QA76 MARC

Schell, Jesse. **The art of game design: a book of lenses.** Morgan Kaufmann Publishers, 2008. 489p bibl index afp
ISBN 9780123694966 pbk, $59.95

Many existing books on game design are very difficult for undergraduate and even graduate students to read. Sometimes when this reviewer asks his students what they have learned from a certain chapter or how this material is applicable to game design, they have difficulties with an answer. *The Art of Game Design* is a step toward making game design an interesting field with direct applications to real projects. The reader familiar with other works will find this one a valuable resource that discusses all stages of game development, the role of game content, and game play strategies. Additionally, Schell (entertainment technology, Carnegie Mellon Univ.) provides valuable insight into game design from the point of view of software engineering--an aspect that is often overlooked in other sources. Perhaps the key advantage of this book over other sources is the presentation of material. The well-organized text will be an enjoyable, effective read for students at all levels. The diagrams support the key points of the book. As opposed to choices made by many other authors, the images and graphics are very relevant to the text and quite informative. Generally speaking, this is one of the best game design course resources currently on the market. **Summing Up**: Essential. All collections. -- *J. Brzezinski, DePaul University*