

Clockwork Game Design By Keith Burgun

By Keith Burgun

Only by finding and focusing on a core mechanism can you further your pursuit of elegance in strategy game design. Clockwork Game Design is the most functional and

Clockwork Game Design by Keith Burgun English | May 29, 2015 | ISBN: 1138798738 | 146 Pages | MOBI/EPUB | 775.02 KB/653.74 KB Only by finding and focusing on a core

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I recently finished writing my second published book on game design, Clockwork Game Design (Focal Press), and it occurred to me that it would be really great if I

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Keith Burgun is the author of Game Design Theory: A New Philosophy for Understanding Games. He is a contributing editor to Gamasutra and his own design blog at

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I'll be doing a short video about Clockwork Game Design soon to help people understand what it is, exactly. In short, though,

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Nov 09, 2014 Episode 1 of Keith Burgun's video series "3 Minute Game Design". Want to support the production of these videos? Become my patron on Patreon.com: <http://www.patreon.com/keithburgun>

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