Game Development Essentials: Game Interface Design

Kevin Saunders, Jeannie Novak

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As an introduction to the complex topic of user interface design, this in-depth book discusses player interface design conventions and looks at the effects of platform, genre, and design goals related to electronic games. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating a winning, interactive interface. A host of professional applications, revealing insights, and illuminating anecdotes from dozens of pioneering game designers will inspire readers to explore this fascinating aspect of the electronic games industry.

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