



Bibliography

The design chapters in this book are founded on over two decades of amateur and professional experience developing computer games. Nonetheless, the following texts have helped to add structure and conviction to many of the ideas and concepts discussed therein:

- Crawford, Chris. *The Art of Computer Game Design*. Out of print; available online at www.vancouver.wsu.edu/fac/peabody/game-book/Coverpage.html, 1982.
- Crawford, Chris. *On Game Design*. Indianapolis: New Riders Publishing, 2003.
- Loftus, Geoffrey and Loftus, Elizabeth. *Mind at Play: The Psychology of Video Games*. New York: Basic Books, 1983.
- Malone, Thomas and Lepper, Mark. "Making Learning Fun: A Taxonomy of Intrinsic Motivations for Learning." In *Aptitude, Learning and Instruction: III. Conative and affective process analyses*. Hillsdale, NJ: Erlbaum, 1987, p. 223–253.
- Rollings, Andrew and Morris, Dave. *Game Architecture and Design*. Scottsdale, AZ: Coriolis Group, 2000.
- Rollings, Andrew and Adams, Ernest. *On Game Design*. Indianapolis: New Riders Publishing, 2003.
- Salen, Katie and Zimmerman, Eric. *Rules of Play, Game Design Fundamentals*. Cambridge, MA: MIT Press, 2004.
- Wilson, Phil. *Hogs of War: Supplementary Game Design (original concept by Ade Carless)*. Unpublished design document, 1999.

