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Challenges For Game Designers Brenda

Brenda Brathwaite is an award-winning game designer, artist, writer, and creative director with 30 years of experience in the industry. Before founding Loot Drop, Brenda worked for a variety of game companies including Atari, Electronic Arts, Sir-tech Software, and numerous companies in the social games space.

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Challenges for Game Designers: Authors: Brenda Brathwaite, Ian Schreiber: Contributor: Charles River Media (Firm) Edition: illustrated: Publisher: Course Technology, 2009: ISBN: 158450580X, 9781584505808: Length: 317 pages: Subjects

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Author: Brenda Brathwaite and Ian Schreiber, game designers and academics. Year: 2009. Summary: Excellent introduction to game design fundamentals, focusing on board games, but the real value lies in doing the challenges packed throughout the book. Challenges for Game Designers is a very solid fundamentals book that covers key design concepts without relying too much on technology.

Review: Challenges for Game Designers by Brenda Brathwaite ...

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"Challenges for Game Designers" is nothing but practice, making it an essential book on any designer's shelf. About the Author Brenda Brathwaite is an award-winning game designer, artist, writer, and creative director with 30 years of experience in the industry.

Challenges for Game Designers: Amazon.co.uk: Brenda ...

Sex in Video Games is a nonfiction book by Brenda Romero about the history of sex content in video games. Challenges for Game Designers is a nonfiction book that challenges and improves your game design abilities. Game Balance is a nonfiction book about balancing computer, video and non-digital games.

Brenda Romero - Wikipedia

Brenda Brathwaite is an award-winning game designer, artist, writer, and creative director with 30 years of experience in the industry. Before founding Loot Drop, Brenda worked for a variety of game companies including Atari, Electronic Arts, Sir-tech Software, and numerous companies in the social games space.