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And Mechanics, Second Edition By Tim Fields**

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By social interactions like tabletop gaming . Game Eventually the people around me said, You know, you really should just start designing your own games

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And this is why I was curious about learning more about social games as they are the first step in getting games out to a larger audience. Yet the deeper I got into

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Social game designer

matthew London, United Kingdom My name is Matt McFaul. I am a social game designer based in London. My approach to social games is to pursue 3 elements;an addictive

Social game design: engagement analysis of clash

Kevin Oke, lead designer of AC+C talks game design, engagement, loop optimization, replay features, push notification & strategies in Clash of Clans

Pro- social game design: make things that are good

Pro-social game design is something many indies are already doing intuitively but very few talk George Hoqqanen is a game designer and writer living in Los

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Since 1995, Tim Fields has worked in the game industry as a producer, project manager, design lead, and business developer. Tim has helped small studios and top

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What is a social game? - gamesbrief - gamesbrief

Social games were the flavour of 2010 and look likely to continue to be the flavour of 2011. But what exactly is a social game, and why is it so special?.

Casual social game design and development - quora

For single player games: DLC content and expansions is the way to go, and then there are always sequels. Some games are also very good at making effective use of user

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Most social networking games, like FarmVille, are lacking. Sure, they have millions of daily players, but they are not completely utilizing the social networking half

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The design framework is the result of analysing a number of social network games. Looking at the most popular multiplayer games such as Farmville, Lil' Green

Dual currency vs. one currency in social games

but game development related. I am creating an iPhone online game which I wish to be free-to-play where in-app purchase is used for monetization. Design

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I read this interview with Playfish's CEO Kristian Segerstrale a while back. When asked one of the key challenges in the development of social games, he points to

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Practice: social game design needs more

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