

[PDF] 100 Principles Of Game Design

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Description:

About the Author

Wendy Despain is a contract game designer, writer and teacher who has wide experience in games and viral media. Her credits include narrative designer on "Gardens of Time," named the Best Social Game of 2011 by GDC Online, and consultant on the design of Cartoon Network's successful MMO "Fusion Fall." Despain was also the lead designer and producer on Alternative Reality Games (ARG's) for Gene Roddenbery's "Andromeda" and "Earth: Final Conflict," and served as writer and/or designer on a variety of children's games such as "Bratz: Forever Diamondz" and "Jakers! The Adventures of Piggley Winks." She runs her own consultancy called Quantum Content, works in association with International Hobo, and teaches online classes to game design students at Full Sail University.

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