# Game Design Philosophy

*D. M. Vann*

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Game Design Philosophy covers the psychological aspects of Game Design, both for the designer as well as the users and goes into detail regarding things many of the world's greatest Game Designers have running through their minds as they create the next great interactive and enjoyable experience for people all around the world. This book was written by a Game Designer who has worked at or with some of the largest and most successful game companies throughout North America and Japan, on some of the most anticipated or well received projects over the years. But, this was not without a share of failure which this Game Designer used to obtain a better understanding on what is really necessary in the mind of a Game Designer, and in this book breaks down the psychological aspects involved with Game Design which would normally take years and years of experience in the industry to even begin to really understand. Becoming proficient in the more technological aspects of Game Design can be learned through schools and studying, but the unchanging psychological aspect is something that each person must come to realize for him or herself. This book is meant to be a gateway for those new to the field of Game Design to understand and those with years of experience to verify their own practices and hopefully optimize their creativity and progress. The majority of the philosophies covered in this book not only apply directly to the field of Game Design, but to all people who consider themselves creators, and even useful philosophies which can be applied to some of the most difficult situations a person will ever face in life. This will help you become a more accomplished creator and perhaps even help better yourself as a human being.

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