

## **COURSE LITERATURE**

# **Game Design 7.5 credits M0001D**

## **Speldesign**

**Course literature admitted: Autumn 2022 Sp 1 - Present**

**DECISION DATE  
2022-02-11**

The following books are recommended (but not required) reading for the course:

Salen, K. & Zimmerman, E. (2003). Rules of Play: Game Design Fundamentals. MIT Press.

Fullerton, T. (2004). Game Design Workshop: A Playcentric Approach to Creating Innovative Games. CMP Books.

Schell, J. (2008). The Art of Game Design: A Book of Lenses. CRC Press.

## **Examiner**

Arash Källmark