

Casual Game

Lewis Pulsipher

Casual Game Design Gregory Trefry, 2010-01-26 From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casual

A Casual Revolution Jesper Juul, 2012-02-10 How casual games like Guitar Hero, Bejeweled, and those for Nintendo Wii are expanding the audience for video games. We used to think that video games were mostly for young men, but with the success of the Nintendo Wii, and the proliferation of games in browsers, cell phone games, and social games video games changed fundamentally in the years from 2000 to 2010. These new casual games are now played by men and women, young and old. Players need not possess an intimate knowledge of video game history or devote weeks or months to play. At the same time, many players of casual games show a dedication and skill that is anything but casual. In *A Casual Revolution*, Jesper Juul describes this as a reinvention of video games, and of our image of video game players, and explores what this tells us about the players, the games, and their interaction. With this reinvention of video games, the game industry reconnects with a general audience. Many of today's casual game players once enjoyed Pac-Man, Tetris, and other early games, only to drop out when video games became more time-consuming and complex. Juul shows that it is only by understanding what a game requires of players, what players bring to a game, how the game industry works, and how video games have developed historically that we can understand what makes video games fun and why we choose to play (or not to play) them. Important Notice: The digital edition of this book is missing some of the images found in the physical edition.

Casual Game Design Gregory Trefry, 2010-01-26 From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casual

Fundamentals of Puzzle and Casual Game Design Ernest W. Adams, 2014 You understand the basic concepts of game design: gameplay, user interfaces, core mechanics, character design, and storytelling. Now you want to know how to apply them to the puzzle and casual game genres. This focused guide gives you exactly what you need. It walks you through the process of designing for the puzzle and casual game genres and shows you how to use the right techniques to create fun and challenging experiences for your players.

Gaming Sexism Amanda C. Cote, 2020-09-01 Interviews with female gamers about structural sexism across the gaming landscape When the Nintendo Wii was released in 2006, it ushered forward a new era of casual gaming in which video games appealed to not just the stereotypical hardcore male gamer, but also to a much broader, more diverse audience. However, the GamerGate controversy six years later, and other similar public incidents since, laid bare the internalized misogyny and gender stereotypes in the gaming community. Today, even as women make up nearly half of all gamers, sexist assumptions about the what and how of women's gaming are more actively enforced. In *Gaming*

Sexism, Amanda C. Cote explores the video game industry and its players to explain this contradiction, how it affects female gamers, and what it means in terms of power and gender equality. Across in-depth interviews with women-identified gamers, Cote delves into the conflict between diversification and resistance to understand their impact on gaming, both casual and “core” alike. From video game magazines to male reactions to female opponents, she explores the shifting expectations about who gamers are, perceived changes in gaming spaces, and the experiences of female gamers amidst this gendered turmoil. While Cote reveals extensive, persistent problems in gaming spaces, she also emphasizes the power of this motivated, marginalized audience, and draws on their experiences to explore how structural inequalities in gaming spaces can be overcome. *Gaming Sexism* is a well-timed investigation of equality, power, and control over the future of technology.

Social, Casual and Mobile Games Michele Willson, Tama Leaver, 2017-08-24 The first collection dedicated to analysing the casual, social, and mobile gaming movements that are changing games the world over.

Creating Casual Games for Profit and Fun Allen R. Partridge, 2007 Thousands of game enthusiasts and would-be developers are searching habitually for an opportunity to expand their knowledge of games. Whether they're clicking through Amazon or browsing Barnes and Noble, they are all looking for a path to their dream, a secret door into the games industry. The Casual Games Market is that secret passage. The industry, featuring online downloadable games generally delivered through distributors like Real-One Arcade, Shockwave.com and Oberon Media (via MSN Games and Pogo) has exploded over the past five years into a multi-billion dollar annual marketplace. Independent developers have rapidly discovered the field as one of the last remaining venues to break into the public eye. It is now the single most attractive opportunity available to anyone who wants to become a game developer. *Casual Games for Profit and Fun* introduces and defines casual games, explains the current state and scope of the industry, and describes the various genres, formats, conventions, and business models that define the industry today. It also teaches the basic casual game development techniques in Flash for the web, PC, and PDA's and cell phones. Throughout the book users will learn how to create a variety of games that they can use for their own fun or sell commercially.

Gaming Sexism Amanda C. Cote, 2020-09-01 Interviews with female gamers about structural sexism across the gaming landscape When the Nintendo Wii was released in 2006, it ushered forward a new era of casual gaming in which video games appealed to not just the stereotypical hardcore male gamer, but also to a much broader, more diverse audience. However, the GamerGate controversy six years later, and other similar public incidents since, laid bare the internalized misogyny and gender stereotypes in the gaming community. Today, even as women make up nearly half of all gamers, sexist assumptions about the what and how of women's gaming are more actively enforced. In *Gaming Sexism*, Amanda C. Cote explores the video game industry and its players to explain this contradiction, how it affects female gamers, and what it means in terms of power and gender equality. Across in-depth interviews with women-identified gamers, Cote delves into the conflict between diversification and resistance to understand their impact on gaming, both casual and “core” alike. From video game magazines to male reactions to female opponents,

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Game Feel Steve Swink, 2008-10-13 *Game Feel* exposes feel as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks when

GameAxis Unwired, 2008-03 *GameAxis Unwired* is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Casual and Social Games Ernest Adams, Martha Sapeta, 2013-08-15 Learn casual game design in depth, with an emphasis on Facebook and other social network games. The book covers everything from the initial game production to maintaining a live game, and focuses on the challenges of designing casual live games versus more hardcore PC and console titles.

Game Design Lewis Pulsipher, 2012-08-08 Many aspiring game designers have crippling misconceptions about the process involved in creating a game from scratch, believing a "big idea" is all that is needed to get started. But game design requires action as well as thought, and proper training and practice to do so skillfully. In this indispensable guide, a published commercial game designer and longtime teacher offers practical instruction in the art of video and tabletop game design. The topics explored include the varying types of games, vital preliminaries of making a game, the nuts and bolts of devising a game, creating a prototype, testing, designing levels, technical aspects, and assessing nature of the audience. With practice challenges, a list of resources for further exploration, and a glossary of industry terms, this manual is essential for the nascent game designer and offers food for thought for even the most experienced professional.

The Oxford Handbook of Internet Studies William H. Dutton, 2013-01-10 Internet Studies has been one of the most dynamic and rapidly expanding interdisciplinary fields to emerge over the last decade. The Oxford Handbook of Internet Studies has been designed to provide a valuable resource for academics and students in this area, bringing together leading scholarly perspectives on how the Internet has been studied and how the research agenda should be pursued in the future. The Handbook aims to focus on Internet Studies as an emerging field, each chapter seeking to provide a synthesis and critical assessment of the research in a particular area. Topics covered include social perspectives on the technology of the Internet, its role in everyday life and work, implications for communication, power, and influence, and the governance and regulation of the Internet. The Handbook is a

landmark in this new interdisciplinary field, not only helping to strengthen research on the key questions, but also shape research, policy, and practice across many disciplines that are finding the Internet and its political, economic, cultural, and other societal implications increasingly central to their own key areas of inquiry.

Gaming Cultures and Place in Asia-Pacific Larissa Hjorth, Dean Chan, 2009-06-24 This collection explores the relationship between digital gaming and its cultural context by focusing on the burgeoning Asia-Pacific region. Encompassing key locations for global gaming production and consumption such as Japan, China, and South Korea, as well as increasingly significant sites including Australia and Singapore, the region provides a wealth of divergent examples of the role of gaming as a socio-cultural phenomenon. Drawing from micro ethnographic studies of specific games and gaming locales to macro political economy analyses of techno-nationalisms and trans-cultural flows, this collection provides an interdisciplinary model for thinking through the politics of gaming production, representation, and consumption in the region.

Gamemaker Studio Book Ben Tyers, 2017-04-16 Learn some cool GML coding as you make 25 casual games. Includes all resources and projects files. You can reuse code in your own projects, both free and paid. Packed full of coding, explanations and screenshots. Make these games: Includes The Following Games: Beat_Master Tap the keys to the beat of the music. Blitz A test of reaction and motion planning. Drop bombs to destroy buildings. Cannon_Ball Tests your skills to find a target and compensate for changing wind speed. Shoot a cannon and hit the target. Darts Tests your reaction and maths skills. Score 501 with as few darts as possible. Donut_Tap Test your reaction skills and tap the right coloured donut. Duck_Hunt Reaction type game. Shoot the ducks and earn points. Egg_Tap Reaction game. Splat the eggs before they leave the screen. Fishing Control the fish hook and catch the fish. Flappy_Balloons Test your reaction and planning, as you guide a bird through a course. Based on the classic game style. Golf Crazy golf, find the hole in as few shots as possible. Hangman Word based game, guess the missing word before you're hung. Horse_Race Tap away to make your horse gallop. Match_Three A simple take on the classic match 3 puzzle style. Missile_Command Based on the classic, destroy the bombs before they hit your city. Plane_Dodge Flying game, where you need to dodge obstacles. Plane_Shooter Classic shooting style arcade action. Pong One of the first ever games, still fun to play. Quiz Multiple choice questions to test your general knowledge. Rock_Paper_Scissors Remake of the classic playground game. Sea_Climber Climb the rope, avoid the enemies. Ship Guide a ship through a course. Shooter Acrade tap to shoot game. Snake Classic game, how long can you get your snake? Spot_The_Difference Tap to find 10 differences between two images. Zombie_Ninja Slash the zombies in this classic game style.

The Casual Vacancy J. K. Rowling, 2012-09-27 A big novel about a small town... When Barry Fairbrother dies in his early forties, the town of Pagford is left in shock. Pagford is, seemingly, an English idyll, with a cobbled market square and an ancient abbey, but what lies behind the pretty façade is a town at war. Rich at war with poor, teenagers at war with their parents, wives at war with their husbands, teachers at war with their pupils...Pagford is not what it first seems. And the empty seat left by Barry on the parish council soon becomes

the catalyst for the biggest war the town has yet seen. Who will triumph in an election fraught with passion, duplicity, and unexpected revelations? A big novel about a small town, *The Casual Vacancy* is J.K. Rowling's first novel for adults. It is the work of a storyteller like no other.

Game Usability Katherine Isbister, Noah Schaffer, 2008-08-12 Computers used to be for geeks. And geeks were fine with dealing with a difficult and finicky interface--they liked this--it was even a sort of badge of honor (e.g. the Unix geeks). But making the interface really intuitive and useful--think about the first Macintosh computers--took computers far far beyond the geek crowd. The Mac made HCI (human c

You Wouldn't Want to Live Without Gaming! Jim Pipe, David Salariya, 2021-02-02 Humans have always loved to play games, from dice games in ancient Iran 5,000 years ago to chess and cards in the Middle Ages. Today, fanaticism over console games is at an all-time high, with players arguing passionately why one console is better than another. Learn about the many uses and positive effects of video games: how they can be a teaching aid, exercise our bodies and brains, stimulate our creativity, and bring people together. *You Wouldn't Want to Live Without Gaming!* is part of a brand-new science and technology strand within the internationally acclaimed *You Wouldn't Want to Be* series. The clear, engaging text and humorous illustrations bring the subject to life and stimulate young readers' curiosity about the world around them. Specially commissioned cartoon-style illustrations in full colour make these books attractive and accessible even to reluctant readers. Information is conveyed through captions, labels and humorous speech bubbles in addition to the main text. Illustrated sidebars headed 'How It Works', 'Top Tip' or 'You Can Do It' supply more facts, describe simple, safe experiments, or steps that readers can take to help make the world a better place. Each volume includes a timeline and a list of 'Did You Know?' facts.

Ethics and Game Design: Teaching Values through Play Schrier, Karen, Gibson, David, 2010-02-28 This book addressing an emerging field of study, ethics and games and answers how we can better design and use games to foster ethical thinking and discourse in classrooms--Provided by publisher.

The Casual Commander Dp Durlston-Powell, 2020-03-15 Commander is a grassroots game that has been growing in popularity for many years and is now the most played game using Magic: The Gathering cards. It has been proven to be too complex for computers, but can be picked up by anyone from ages 8 to 80. Commander is a multiplayer, social game that encourages cooperative competition, empathy and has a focus on fun. This book gives you everything you need to know for casual play and is based on countless conversations with grassroots players from around the globe over a number of years. If you have never played before, this book will give you the quick way into Commander and the distilled knowledge from everyday, casual players. Visit any local store and borrow or buy a ready-to-play deck and this book will tell you everything else. Current casual players should find plenty inside too. Topics include the clarification of some of the odd rules and card interactions, the COOL framework for deckbuilding, detailed examination of mana management and much more. If you cannot tell the difference between mana ramp and mana inject or remember the difference between Embalm and Eternalize, this book has plenty for you.

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Casual Game Introduction

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