# Top Casual Games

Christoffer Andersson,Daniel Freeman,Ian James,Andy Johnston,Staffan Ljung

**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 casua

**Top Down / Casual Game Development Journal** Puzzle Juice,2020-11-05 All the best games, all the most successful and popular games have a backstory, a clear objective, a universe with defined rules, immersive gameplay, entertaining stories and memorable characters. They're IMPORTANT. They raise a mediocre game into a good game, a good game into a GREAT game. Without the proper planning most games are doomed to fail before they even get off the ground. This is where the Top Down / Casual Game Development Journal comes in to help you! Before you even switch on your PC, you will have created a clear vision for your game. You will know the Worlds, the game scenes, the characters, the objects, the colors, the music and will have a valuable resource to refer to and fall back on. You will be armed with the all the information and knowledge needed to bring your game idea to life. Your Journal includes: Game Design Prompts including progression, objectives, challenges, puzzles and more. Many Square graph paper pages Mind maps for elements including game mechanics and physics, interactions, target audience, game engines, visuals and more. World planner Brain Dumps - brainstorming for worlds, levels, integrations and more. Plenty of pages for notes, for example planning music for levels, color schemes and so on. A large variety of storyboarding pages to bring your game story to life. Panels can also be used to plan game objects, level descriptions or anything else that will be useful in creating your game. Character and object check lists. Comprehensive prompted character profiles for building depth and immersion into your game. Design the User Interface - Start screens, Game Over screens, Coin Shops and so on Comprehensive prompted level planners - Up to 100 game levels. So what are you waiting for? Hit the Buy Now button at the top of the page and start creating your next hit Top Down / Casual game!

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 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.

**Game Design Foundations** Roger Pedersen,2009-06-23 Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the One Pager document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry.

**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.

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 whe

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.

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 casua

Encyclopedia of Video Games [3 volumes] Mark J. P. Wolf,2021-05-24 Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike.

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.

The Social Gaming Handbook - Everything You Need to Know about Social Gaming Emily Smith,Sam Haines,2011 Social Casual Games are browser based casual games that have social network integration or elements. Social casual games evolved somewhat independently from two sources: Casual games which added social network integration and social networks which added casual game support. A social casual game may or may not have a multiplayer aspect to it. Social Casual games are continuing to grow their audience with Zynga's FarmVille approaching 80 million monthly active users as of March 2010. This book is your ultimate resource for Social Gaming. Here you will find the most up-to-date information, photos, and much more. In easy to read chapters, with extensive references and links to get you to know all there is to know about Social Gaming right away: Social casual games, Battle Punks, CityVille, Dawn of the Dragons (video game), Empire Avenue, Farm Town, Farmerama, FarmVille, FishVille, Friends for Sale, Gbanga, Mafia Wars, MMA Pro Fighter, Mob Wars, My Empire, Ranch Rush 2, Ravenwood Fair, Realm of Empires, Smeet, Top Eleven Football Manager, Winning Goal, YoVille (game), ZooMumba Contains selected

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*Facebook for Seniors* Carrie Ewin,Chris Ewin,Cheryl Ewin,2016-12-15 Facebook is the world's largest internet community. It's used by millions of people like you to connect with family and friends, share photos, and stay in touch. But if you're new to Facebook, getting started can be a little tricky. Based on award-winning computer classes for seniors, the 12 lessons in Facebook for Seniors will show you how to do things like: —Sign up for Facebook and connect with family members and old friends —Instantly share photos and messages —Keep up-to-date with friends and loved ones —Chat about cars, gardening, travel, or anything else that interests you —Play games, and RSVP to parties and other events —Keep your account safe and secure Step-by-step instructions and full-color images make it easy to follow along. Activities throughout help you practice what you've learned, and if you get stuck, just flip to the solutions at the back of the book! Why let the kids have all the fun? Join the party.

Innovation and Strategy of Online Games H. Wi Jong,2009 In the global game industry where the U.S. has already established its strong position in PC game and Japan in console game, Korea successfully opened new territory and began to play an important role in the global game industry with a new and emerging product — the online game. This book focuses on this interesting phenomenon and suggests that innovation, which led to the shift from the offline game to the online game, is the rationale behind this. Based on field data gathered through direct investigations with Korean game developers as well as the U.S., Southeast Asian, Chinese and Japanese companies, this book unveils diverse strategies of game companies and presents cognitive differences toward the online game business where various convergences will occur between the online game and other Internet businesses.This book focuses on the innovative factors which made the online game, born in a small Asian country, grow tremendously and successfully to gain competitiveness in the global game industry where the PC and console games had already taken their strong position. Based on authentic, accumulated research conducted over five years in the domain of the online game industry through interviews, case studies and international surveys, the data in this book has huge value since the results were derived from users' data with the cooperation of each game industry.

The Epic Evolution of Video Games Arie Kaplan,2013-10-01 Have you ever wondered what video games would be like if they never changed? The first games were little more than bouncing dots on a plain screen. Modern games include astonishing action, realistic environments, and epic story lines. Take a look at how video games have evolved over the years, and learn about the kinds of games we might be playing in the future.

**Strategic Management** Jeffrey H. Dyer,Paul C. Godfrey,Robert J. Jensen,David J. Bryce,2024-02-21 Students enjoy the concise and approachable style of Strategic Management: Concepts and Cases, 5th Edition. Written in an accessible Harvard Business Review style with lots of practical examples and strategy tools, this course engages students with an easy-to-understand learning experience to strategic management concepts that will help them succeed in today's workplace. The newest edition of Strategic Management

sparks ideas, fuels creative thinking, and discussion, while engaging students via contemporary examples, outstanding author-produced cases, unique Strategy Tool Applications, and much more!

  *Game Design Workshop* Tracy Fullerton,2024-04-05 "Create the digital games you love to play." Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic experience with Game Design Workshop, Fifth Edition. Tracy Fullerton demystifies the creative process with clear and accessible guidance on the formal, dramatic, and dynamic systems of game design. Using examples of classic and popular games, illustrations of design techniques, and refined exercises to strengthen your understanding of how game systems function, this book gives you the skills and tools necessary to create a compelling and engaging game. This updated 5th edition brings deeper coverage of playcentric design techniques, including setting emotion-focused experience goals and managing the design process to meet them. It includes a host of new diverse perspectives from top industry game designers. Game Design Workshop puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. These skills will provide the foundation for your career in any facet of the game industry including design, producing, programming, and visual design.

  **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 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.

  **Mobile Media and Applications, From Concept to Cash** Christoffer Andersson,Daniel Freeman,Ian James,Andy Johnston,Staffan Ljung,2006-08-04 Experience the forces behind the changes in the IT, Mobile Telecom and Media industries through real-life cases from this converging market! Mobile Media and Applications - From Concept to Cash shows how to address the challenges of consumer marketing, technology strategy and delivery tactics for new 3G services from a pragmatic 'how they did it' approach. Combining the authors' technical competence, business experience and consumer understanding, the book pinpoints the pitfalls and keys to success in the industry. The authors offer an end-to-end view, covering customer needs, analysis of the many complex value chains, the capabilities and limitations of the technologies,

and the packaging and launch of new mobile services. Based on real case studies and experiences, analysis and advice is given to help the reader succeed in the real world. Mobile Media and Applications - From Concept to Cash: Explains how media companies can go mobile, how the telecoms, media and IT industries are converging and how even a frog can top the CD singles chart with a ringtone. Built heavily on case studies from real implementations and launches of services such as mobile TV, music and gaming. Describes how many service environments today are failing and highlights best practices to make them efficient and powerful. For the first time ever, the impact of mobile devices and customer behavior for mobile services is analyzed in depth. Offers an accompanying website with additional case studies, articles and links to the best developer forums and resources. Decision makers, professionals and application developers in the IT, Telecoms and Media industries, as well as enterprises, analysts, consultants, financial services, and journalists will find this an invaluable guide to creating successful mobile services. Advanced students in Electrical Engineering and Telecoms as well as business schools will find this book a useful addition to their reading list.

**Global Games** Aphra Kerr,2017-03-27 In the last decade our mobile phones have been infiltrated by angry birds, our computers by leagues of legends and our social networks by pleas for help down on the farm. As digital games have become networked, mobile and casual they have become a pervasive cultural form. Based on original empirical work, including interviews with workers, virtual ethnographies in online games and analysis of industry related documents, Global Games provides a political, economic and sociological analysis of the growth and restructuring of the digital games industry over the past decade. Situating the games industry as both cultural and creative and examining the relative growth of console, PC, online and mobile, Aphra Kerr analyses the core production logics in the industry, and the expansion of circulation processes as game services have developed. In an industry dominated by North American and Japanese companies, Kerr explores the recent success of companies from China and Europe, and the emergent spatial politics as countries, cities, companies and communities compete to reshape digital games in the networked age.

*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

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