

Free Mobile Games

Valentina Tamer

Mobile & Social Game Design Tim Fields, 2014-01-22

Successfully Navigate the Evolving World of Mobile and Social Game Design and Monetization Completely updated, *Mobile & Social Game Design: Monetization Methods and Mechanics*, Second Edition explains how to use the interconnectedness of social networks to make stickier, more compelling games on all types of devices. Through the book's many design and marketing techniques, strategies, and examples, you will acquire a better understanding of the design and monetization mechanics of mobile and social games as well as working knowledge of industry practices and terminology. Learn How to Attract—and Retain—Gamers and Make Money The book explores how the gaming sector has changed, including the evolution of free-to-play games on mobile and tablet devices, sophisticated subscription model-based products, and games for social media websites, such as Facebook. It also demystifies the alphabet soup of industry terms that have sprouted up around mobile and social game design and monetization. A major focus of the book is on popular mechanisms for acquiring users and methods of monetizing users. The author explains how to put the right kinds of hooks in your games, gather the appropriate metrics, and evaluate that information to increase the game's overall stickiness and revenue per user. He also discusses the sale of virtual goods and the types of currency used in games, including single and dual currency models. Each chapter includes an interview with industry leaders who share their insight on designing and producing games, analyzing metrics, and much more.

Free-to-Play Christopher A. Paul, 2020-10-13 An examination of free-to-play and mobile games that traces what is valued and what is marginalized in discussions of games. Free-to-play and mobile video games are an important and growing part of the video game industry, and yet they are often disparaged by journalists, designers, and players and pronounced inferior to to

games with more traditional payment models. In this book, Christopher Paul shows that underlying the criticism is a bias against these games that stems more from who is making and playing them than how they are monetized. Free-to-play and mobile games appeal to a different kind of player, many of whom are women and many of whom prefer different genres of games than multi-level action-oriented killing fests. It's not a coincidence that some of the few free-to-play games that have been praised by games journalists are League of Legends and World of Tanks.

Free-to-Play Christopher A. Paul, 2020-10-13 An examination of free-to-play and mobile games that traces what is valued and what is marginalized in discussions of games. Free-to-play and mobile video games are an important and growing part of the video game industry, and yet they are often disparaged by journalists, designers, and players and pronounced inferior to games with more traditional payment models. In this book, Christopher Paul shows that underlying the criticism is a bias against these games that stems more from who is making and playing them than how they are monetized. Free-to-play and mobile games appeal to a different kind of player, many of whom are women and many of whom prefer different genres of games than multi-level action-oriented killing fests. It's not a coincidence that some of the few free-to-play games that have been praised by games journalists are League of Legends and World of Tanks.

Ready Player Two Shira Chess, 2017-10-01 Cultural stereotypes to the contrary, approximately half of all video game players are now women. A subculture once dominated by men, video games have become a form of entertainment composed of gender binaries. Supported by games such as Diner Dash, Mystery Case Files, Wii Fit, and Kim Kardashian: Hollywood—which are all specifically marketed toward women—the gamer industry is now a major part of imagining what femininity should look like. In *Ready Player Two*, media critic Shira Chess uses the concept of “Player Two”—the industry idealization of the female gamer—to examine

the assumptions implicit in video games designed for women and how they have impacted gaming culture and the larger society. With *Player Two*, the video game industry has designed specifically for the feminine ideal: she is white, middle class, heterosexual, cis-gendered, and abled. Drawing on categories from time management and caregiving to social networking, consumption, and bodies, *Chess* examines how games have been engineered to shape normative ideas about women and leisure. *Ready Player Two* presents important arguments about how gamers and game developers must change their thinking about both women and games to produce better games, better audiences, and better industry practices. Ultimately, this book offers vital prescriptions for how one of our most powerful entertainment industries must evolve its ideas of women.

Freemium Mobile Games: Design and Monetization

Dimitar Draganov, 2014-07-28 *Freemium Mobile Games: Design & Monetization* reveals the essence of what freemium games are and provides a framework of best practices and in-depth game design schematics for developers to follow. Although the interaction of brilliant game design and monetization mechanisms based on scientific psychological research has successfully stormed the top grossing mobile charts, the roadmap to success remains elusive... until now. *Freemium Mobile Games: Design & Monetization* is a detailed guide for the new wave of gaming industry professionals that have to embrace the overwhelming trend of games as a service. The free games that already dominate the billion mobile market, have stolen a lot of the industry's brightest away from console and desktop game production, but this new mobile playground also has new base rules. The book frames this ongoing industry shift as the substitution of AAA publishing with HHH polishing and outlines for developers the new path to success. *Freemium Mobile Games: Design & Monetization* is also suitable for casual gamers who enjoy playing *Clash of Clans* in the mornings, *Puzzle & Dragons* in the

evenings and Candy Crush Saga in-between. Examples from these and many more iOS and Android games are employed, to illustrate both best practices and poor game design decisions that can make or break the user experience. Many of the psychological mechanisms exploited by freemium game design to keep casual gamers playing and spending are demystified, which allows users to identify and counteract exploitative biases such as priming, loss aversion, anchoring, sunk cost fallacy, and many others.

Play like a Feminist. Shira Chess,2020-08-18 An important new voice provides a riveting look at why video games need feminism and why all of us should make space for more play in our lives. You play like a girl: it's meant to be an insult, accusing a player of subpar, un-fun playing. If you're a girl, and you grow up, do you play like a woman--whatever that means? In this provocative and enlightening book, Shira Chess urges us to play like feminists. Furthermore, she urges us to play video games like feminists. Playing like a feminist is empowering and disruptive; it exceeds the boundaries of gender yet still advocates for gender equality. Feminism need video games as much as video games need feminism.

Visual Design Concepts For Mobile Games Chirstopher P Carman,2018-01-29 This book is geared towards both students as well as professionals who are looking to enter the mobile (tablet/smartphone) and PC (personal computer) industry as concept artists (for both 2D and 3D production pipelines) or 2D production artists (game-ready assets). This book is not specifically focused on game design or game development and is also not a 3D modeling or animation guide. However, certain aspects of game design, game development, and 3D modeling and animation will impact the visual development and art creation process. So, at points throughout we will explore topics such as game engine performance and game mechanics, though at a very high-level, bird's-eye, vantage point and only as they pertain to the visual development of the various assignments throughout this

book. Through the completion of the exercises and assignments contained within Visual Development for Web & Mobile Games readers will be guided through the visual development process and execution of a variety of concepts and assets (final game art). This includes categories such as characters, props, and backgrounds, within an isometric design template. The categories themselves will relate more to their function within a very simple game design template than their completed visual representation (e.g., the big build-able category could be anything from a town square to a fire breathing dragon as long as it fits within the bare bones parameters of the asset types functionality). The concept, theme, and style of these assets, as well as the world they inhabit, will be completely up to the individual artist. Key Features Weaves knowledge of classic visual development principles and web/mobile game art production practices. Assignments and exercises at the end of every chapter allow the reader to create a game art project from start to finish. Examines both 2D/3D game art pipelines. Includes a companion website with project files, asset downloads & author created video tutorials.

Mobile Game Design Essentials Dr. Claudio Scolastici, David Nolte, 2013-11-21 A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games

Games As A Service Oscar Clark, 2014-02-05 The games industry is serious business and the role of a games designer has dramatically changed over just the last few years. Developers now have to rethink everything they know about the creative, technical and business challenges to adapt to the transition to games as a service. Games as a Service: How Free to Play Design Can Make Better Games has been written to help designers overcome many of the fears and misconceptions surrounding freemium and social games. It provides a framework to deliver better games rather than the 'evil' or 'manipulative' experiences some designers fear with the move away from wasteful Products to sustainable,

trustworthy Services. Oscar Clark is a consultant and Evangelist for Everyplay from Applifier. He has been a pioneer in online, mobile and console social games services since 1998 including Wireplay (British Telecom), Hutchison Whampoa (3UK) and PlayStation®Home. He is a regular columnist on PocketGamer.Biz and is an outspoken speaker and moderator at countless games conferences on Games Design, Discovery, and Monetisation. He is also a notorious hat wearer.

Real Games Mia Consalvo, Christopher A. Paul, 2019-10-01 How we talk about games as real or not-real, and how that shapes what games are made and who is invited to play them. In videogame criticism, the worst insult might be “That's not a real game!” For example, “That's not a real game, it's on Facebook!” and “That's not a real game, it's a walking simulator!” But how do people judge what is a real game and what is not—what features establish a game's gameness? In this engaging book, Mia Consalvo and Christopher Paul examine the debates about the realness or not-realness of videogames and find that these discussions shape what games get made and who is invited to play them. Consalvo and Paul look at three main areas often viewed as determining a game's legitimacy: the game's pedigree (its developer), the content of the game itself, and the game's payment structure. They find, among other things, that even developers with a track record are viewed with suspicion if their games are on suspect platforms. They investigate game elements that are potentially troublesome for a game's gameness, including genres, visual aesthetics, platform, and perceived difficulty. And they explore payment models, particularly free-to-play—held by some to be a marker of illegitimacy. Finally, they examine the debate around such so-called walking simulators as *Dear Esther* and *Gone Home*. And finally, they consider what purpose is served by labeling certain games “real.”

Learning Android Game Programming Richard A. Rogers, 2011-12-01 Build the Next Great Android Game! Learning

Android Game Programming is your hands-on, start-to-finish guide to creating winning games for today's rapidly growing Android mobile device marketplace. If you have even basic Android development experience, Rick Rogers will help you build on your knowledge to quickly create low-budget 2D mobile games that sell. The book starts with an up-to-the-minute overview of today's Android mobile games marketplace, reviews each leading genre, and teaches you the foundational concepts of game development. You'll design a simple game, then master every step of game development with AndEngine—the powerful, open source, free game-development engine. Every chapter teaches with sample code you can actually use, including many examples drawn from the published game, Virgins Versus Vampires (V3). With this book you'll learn how to Use free Android tools for creating code, artwork, and sound Implement the “game loop” that is at the heart of Android games Bring your game to life with scene transitions and entity modifiers Make the most of bitmap and vector graphics, sprites, and animation Integrate user input via touch, multitouch, keyboard, voice recognition, accelerometer, location, and compass Build infinite virtual worlds with tile maps Create, save, and reuse powerful particle effects Find, acquire, modify, and use background music and sound effects Implement highly realistic physics effects with Box2D Use AI techniques to make your games smarter and more fun Build a scoring framework based on collisions between your game elements Download the free version of Virgins Versus Vampires (V3) from Android Market today, as you learn how to build the game in this book

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.

Lords Mobile Game Guide Unofficial Hiddenstuff Entertainment,2016-05-10 *UNOFFICIAL GUIDE* In addition to purchasing this eBook feel free to signup for our free guide

supplement program. By copying the link below you will gain access to the latest updates for the most popular online apps and video games. Sign-up for free below: <http://emailsignupform.subscribemenow.com/> Advanced Tips & Strategy Guide. This is the most comprehensive and only detailed guide you will find online. Available for instant download on your mobile phone, eBook device, or in paperback form. With the success of my hundreds of other written guides and strategies I have written another advanced professional guide for new and veteran players. This gives specific strategies and tips on how to progress in the game, beat your opponents, acquire more coins and currency, plus much more! Here is what you will be getting when you purchase this professional advanced and detailed game guide. - Professional Tips and Strategies. - Cheats and Hacks. - Beat your Opponents! - Secrets, Tips, Cheats, Unlockables, and Tricks Used By Pro Players! - How to Get Tons of Cash/Coins. - PLUS MUCH MORE! All versions of this guide have screenshots to help you better understand the game. There is no other guide that is as comprehensive and advanced as this one. You will be glad that you purchased this guide and will benefit from it greatly compared to the other less effective guides out there. Purchase now and crush your opponents! Become a Pro Player Today! For support and more information on our products please visit: <http://www.hiddenstuffentertainment.com/> Disclaimer: This product is not associated, affiliated, endorsed, certified, or sponsored by the Original Copyright Owner. All trademarks and registered trademarks appearing on this ebook are the property of their respective owners.

The Ultimate Guide to Android Gaming

StoryBuddiesPlay,2024-04-06 Unleash Your Inner Champion: The Ultimate Guide to Android Gaming in 2024 The Android gaming scene has exploded into a powerhouse of entertainment, offering countless adventures, thrilling battles, and mind-bending puzzles at your fingertips. But with a vast library of games and ever-

evolving technology, where do you begin? This comprehensive guide equips you with the knowledge and skills to conquer the mobile battlefield, whether you're a seasoned veteran or a curious newcomer. Master Every Genre: Dive deep into a curated selection of top Android games across various genres, from action-packed RPGs and strategic masterpieces to brain-teasing puzzles and fast-paced shooters. Discover hidden gems and uncover the perfect title to match your playstyle. Level Up Your Play: Explore essential accessories that elevate your Android gaming experience. Learn how controllers, grips, and triggers can enhance your precision and comfort, while headphones and mobile triggers take your immersion to the next level. Touchscreens vs. Controllers: This guide delves into the strengths and weaknesses of both control methods. Discover when touchscreens excel for casual gaming and puzzle titles, and understand when a controller offers a competitive edge in fast-paced action games. The Art of Optimization: Unlock the full potential of your phone and your chosen games with optimization techniques. Learn how to adjust graphics settings, free up resources, and ensure a smooth and stable frame rate for an uninterrupted gaming experience. Beyond the Classics: Explore the exciting world of emulation and relive your childhood favorites. This guide provides a roadmap to popular emulators for Android, allowing you to revisit classic console games and rediscover the joy of retro gaming. Embrace the Future: Get a glimpse into the future of Android gaming with emerging technologies like cloud gaming, virtual reality (VR), and augmented reality (AR). Discover how these advancements will revolutionize mobile gaming and create immersive experiences unlike anything before. Become an Android Gaming Pro: This guide equips you with essential tips and tricks to elevate your gameplay. Learn how to develop healthy gaming habits, build a supportive gaming community, and stay updated with the latest trends and professional esports competitions. The Final Boss Awaits: Sharpen your skills, refine your strategies, and dominate the competition

with the knowledge and resources packed within this comprehensive guide. Download your favorite games, choose your champion, and embark on a journey of endless entertainment in the ever-evolving world of Android gaming!

Narrative Design for Mobile and Live Games Valentina Tamer, 2023-12-12 Provides unique guidance on how to craft narrative for mobile and live games. Includes practical exercises to help readers apply the knowledge gained within to their own games and design processes. Covers both development and production processes for open-ended and seasonal storytelling.

Game Design Deep Dive Joshua Bycer, 2022-08-17 Game Design Deep Dive: Free-to-Play (F2P) continues the series' focus on examining genres with a look at the history and methodology behind free-to-play and mobile games. The genre is one of the most lucrative and controversial in the industry. Josh Bycer lays out not only the potential and pitfalls of this design but also explores the ethics behind good and bad monetization. This book offers: A comprehensive look at the practices behind the most popular free-to-play and mobile games A detailed talk about the ethics of F2P, and one of the few honest looks at it from both sides of the argument A perfect read for designers, students, or people wanting to educate themselves about the practices of the genre Joshua Bycer is a Game Design Critic with more than seven years of experience critically analyzing game design and the industry itself. In that time, through Game-Wisdom.com, he has interviewed hundreds of game developers and members of the industry about what it means to design video games.

Creating Mobile Games Carol Hamer, 2007-10-18 Practical Java ME Game Projects with MIDP is or will likely be the first Java games book for the newly updated and now open source Java Micro Edition (ME). And it will be first and possibly only that covers all MIDP versions 1-3. Online updates and discussions are available through the author's well-known blog site. From a basic game to professional game projects, this book has what you need to be a

mobile Java game developer (and player).

Holistic Mobile Game Development with Unity Penny de Byl, 2014-07-11 Holistic Mobile Game Development with Unity: An All-In-One Guide to Implementing Mechanics, Art Design and Programming for iOS and Android Games Master mobile game design and development in this all-in-one guide to creating iOS and Android games in the cutting-edge game engine, Unity. By using Penny de Byl's holistic method, you will learn about the principles of art, design, and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry. In addition, hands-on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store. Over 70 practical step-by-step exercises recreating the game mechanics of contemporary mobile games, including Angry Birds, Temple Run, Year Walk, Minecraft, Curiosity Cube, Fruit Ninja, and more. Design principles, art, and programming in unison – the one-stop shop for indie developers requiring interdisciplinary skills in their small teams. An introduction to essential two- and three-dimensional mathematics, geometry and physics concepts. A portfolio of royalty free reusable game mechanics and assets. Accompanying website, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and teaching resources. Challenge questions and lesson plans are available online for an enhanced learning experience.

Professional HTML5 Mobile Game Development Pascal Rettig, 2012-08-29 Create mobile game apps for the lucrative gaming market If you're an experienced developer seeking to break into the sizzling mobile game market, this is the book for you. Covering all mobile and touchscreen devices, including iPhones, iPads, Android, and WP7.5, this book takes you through the steps of building both single- and multi-player mobile games. Topics include standard patterns for building games in HTML5, what methods to choose for building (CSS3, SVG, or Canvas), popular game engines and frameworks, and much more. Best of

all, code for six basic games is provided, so you can modify, further develop, and make it your own. Shows intermediate developers how to develop games in HTML5 and build games for iPhone, iPad, Android, and WP7.5 mobile and touchscreen devices Explains single-player and multi-player mobile game development Provides code for six basic games in a GitHub repository, so readers can collaborate and develop the code themselves Explores specific APIs to make games even more compelling, including geolocation, audio, and device orientation Reviews three popular open-source HTML5 game engines--crafty.js, easel.js, and enchant.js Covers simple physics as well as using an existing physics library The world is going mobile, as is the game industry. Professional HTML5 Mobile Game Development helps savvy developers join in this exploding market.

Mobile Game Engines Jason Brownlee, 2012-07-31 This book contains a total of 38 must-read interviews on the making of mobile games using 15 modern game engines. In this book you'll hear how hired guns and indie game developers alike build games and get them to market using off-the-shelf mobile game engines. There is no abstracting or watering down of their experiences. You will read about what they did, in their own words. The interviews were designed to collect wisdom from game developers around the problems of choosing and working with off-the-shelf mobile game engines, and you will agree that this objective was far exceeded. You will get a snapshot into the thoughts and processes from a diverse and successful collection of mobile game developers from around the world. You will feel recharged and will be reinvigorated in your own game development efforts. The sage advice in these interviews will be useful in navigating, selecting and working with the tidal wave of promising mobile game engines available. Reading these interviews will help you find and best use the perfect engine for your mobile game and get it into the hands of an audience that loves it just as much as you.

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