

Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)



Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often make use of these psychological principles without realizing it. *Better Game Characters by Design* gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.

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Customer Reviews: Better Game Characters by Design - Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology). By Katherine Isbister. Games are better than ever. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**: Katherine Isbister. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**: Katherine Isbister, Tim Schafer. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. Series Editor: David H. Eberly, Geometric Tools, Inc. The game industry is a powerful and driving force in the 21st century. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. This review is from: **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)** (Paperback). **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)** (Paperback). **Game User Experience Evaluation - Google Books Result** Morgan Kaufmann Publishers, Inc. (2006). ISBN 0130359125. Series Editor: David Ian Millington. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)** Series. Accessed 4 April 2009. ISBN 0130359125. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)** by Katherine Isbister. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)** none. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)**. by Katherine Isbister. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)** Katherine Isbister. **Video Game Spaces: Image, Play, and Structure in 3D Worlds - Google Books Result** 697706. ACM (2013). ISBN 0130359125. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. Jun 5, 2006. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. by: Katherine Isbister. **Visualizing Quaternions - Google Books Result** **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)** [eBook Kindle] pdf, you can find. **MF Lynchs review of Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)** (Paperback). **3D Game Engine Design: A Practical Approach to Real-Time Computer Graphics - Google Books Result** **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)** [Katherine Isbister, Tim Schafer] on **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. Better Game Characters by Design: A Psychological Approach by Katherine Isbister: **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. San Francisco: Elsevier/ Morgan Kaufmann Publishers, Inc. (2006). ISBN 0130359125. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)** has 0 reviews: Published June 5th 2006 by (The Morgan Kaufmann Series in Interactive 3d Technology). **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)**. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. **Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3D Technology)**. Morgan Kaufmann Publishers Inc.,