

Game Design References

Books

[Rules of Play \(Salen & Zimmerman\)](#)

[The Art of Game Design: A Book of Lenses \(Schell\)](#)

[Game Design Workshop \(Fullerton\)](#)

[Challenges for Game Designers \(Brathwaite & Schreiber\)](#)

[A Theory of Fun \(Koster\)](#)

[Game Mechanics \(Adams & Dormans\)](#)

[Persuasive Games \(Bogost\)](#)

[Characteristics of Games \(Elias, Garfield & Gutschera\)](#)

[A Game Design Vocabulary \(Anthropy & Clark\)](#)

[Game Feel \(Swink\)](#)

[Critical Play \(Flanagan\)](#)

[Thinking in Systems \(Meadows\)](#)

[The Design of Everyday Things \(Norman\)](#)

[Universal Principles of Design \(Butler, Holden & Lidwell\)](#)

[Don't Make Me Think: A Common Sense Approach to Web Usability \(Krug\)](#)

[Flow: The Psychology of Optimal Experience \(Csikszentmihalyi\)](#)

[Predictably Irrational \(Ariely\)](#)

[Freakonomics \(Dubner & Levitt\)](#)

[The Power of Habit \(Duhigg\)](#)

Websites

[Gamasutra](#)

[Critical Distance](#)

[The Reverse Design Project](#)

[Lost Garden](#)

Video Essays

[Game Maker's Toolkit](#)

[Extra Credits](#)

[Errant Signal](#)

Essays & Articles

[MDA: A Formal Approach to Game Design and Game Research \(Hunicke, LeBlanc & Zubek\)](#)

[Tale of Tales - Interview with Frank Lantz](#)

[10 Tutorial Tips from Plants vs. Zombies creator George Fan](#)

Presentations

[GDC Vault](#)

[George Fan - How I Got My Mom to Play Through Plants vs. Zombies](#)

Miscellaneous

[Raph Koster – The best game design articles on the site](#)

[Balancing multiplayer competitive games: some resources by David Sirlin](#)

[What are some of the best GDC talks?](#)

[What are some GDC talks and presentations worth watching for any game developer?](#)

[Best Game Design Talks?](#)

[Awesome Game Talks](#)

[Great Talks About Games](#)