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A Theory of Fun for Game Design (2013) by Raph Koster describes Koster's view



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of what fun is and why we play computer games. Koster is a game designer and producer who worked on Ultima Online, various MUDS, Everquest and other games. Koster's thesis is that all games are edutainment with low stakes with rewards that tickle our fancy.

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Theories are dry and academic things, found in thick books at the back of the library, whereas fun is light, energetic, playful and... well... fun. For the first few decades of interactive game design we were able to blithely ignore many of the larger meta-questions surrounding our craft while we slowly, painfully learned to walk.

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Raphael "Raph" Koster (born September 7, 1971) is an American entrepreneur, game designer, and author of A Theory of Fun for Game Design. Koster is widely recognized for his work as the lead



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designer of Ultima Online and the creative director behind Star Wars Galaxies.

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Koster, Raph. Theory of Fun for Game Design. Scottsdale, US: Paraglyph Press, 2004. Created Date: 1/30/2017 2:21:26 PM

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A Theory of Fun for Game Design is not your typical how-to book. It features a novel way of teaching interactive designers how to create and improve their designs to incorporate the highest degree of fun. As the book shows,

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designing for fun is all about making interactive products like games highly entertaining, engaging, and addictive.

## **A Theory of Fun for Game Design** **(PDF) - Douban**

That talk served as the foundation for his valuable book, A Theory of Fun for Game Design, challenging game makers

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to build entertaining, engaging, and addictive experiences. Now, for the tenth anniversary of his presentation, Koster will revisit A Theory of Fun to discuss what has changed in the science and the theory in the intervening years.

### **GDC Vault - A Theory of Fun 10 Years Later**

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Written by game designer Raph Koster and published in 2005, A Theory of Fun For Game Design explores the meaning of fun and the potential of games. It comes at the issue from a design perspective rather than a theoretical one, and its informal, personal tone combined with useful but comical illustrations make it a very accessible

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Koster's entire theory is predicated on the notion that fun and learning are really, essentially, the same activity in the brain. He puts forth the notion that our brains, as pattern-making machines,

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delight in learning.

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A Theory of Fun for Game Design Quotes Showing 1-21 of 21. "Noise is any pattern we don't understand. [...] If we perceive something as noise, it's most likely a failure of ourselves, not a failure of the universe." — Raph Koster, A Theory of Fun for Game Design.

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