



Introduction to Video Game Design

D. Michael Floor

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D. Michael Ploor

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Introduction to Video Game Design is a fun and easy text/software design guide that requires no previous knowledge of programming or game design. This text/software design guide introduces students to the fundamentals of video game design and provides hands-on experience using the freeware Game Maker game engine.

- Activity-based, integrated curriculum: game-theory reading with gamebuilding application lessons.
- Designed to fit into existing high school or middle school CTE curriculum.
- Text and Software Design Guide in one!

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