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Kevin Oke, lead designer of AC+C talks game design, engagement, loop optimization, replay features, push notification & strategies in Clash of Clans

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Game design is the art of applying design and aesthetics to create a game to facilitate interaction between players for entertainment or for medical, educational, or

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I read this interview with Playfish s CEO Kristian Segerstr le a while back. When asked one of the key challenges in the development of social games, he points to

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Since 1995, Tim Fields has worked in the game industry as a producer, project manager, design lead, and business developer. Tim has helped small studios and top

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Pro- social game design: make things that are good

Pro-social game design is something many indies are already doing intuitively but very few talk George Hoqqanen is a game designer and writer living in Los

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For single player games: DLC content and expansions is the way to go, and then there are always sequels. Some games are also very good at making effective use of user

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Analysis: Anti-Social Game Design And The Sims Social. August 22, 2011 [Some "best practices" are undermining the evolution of Facebook game design

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Social game designer

matthew London, United Kingdom My name is Matt McFaul. I am a social game designer based in London. My approach to social games is to pursue 3 elements;an addictive

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And this is why I was curious about learning more about social games as they are the first step in getting games out to a larger audience. Yet the deeper I got into

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Social Game Design 0. An Eightfold Path for Social Game Development. Posted by Andrew. November 23, 2009. Someone asked about what it takes to create a social game.

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Dual currency vs. one currency in social games

but game development related. I am creating an iPhone online game which I wish to be free-to-play where in-app purchase is used for monetization. Design

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Most social networking games, like FarmVille, are lacking. Sure, they have millions of daily players, but they are not completely utilizing the social networking half

Practice: social game design needs more

At NYU's PRACTICE game design conference this weekend, social game designer Scott Jon Siegel explains why more exploration and refinement of prototyping is key to his

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The design framework is the result of analysing a number of social network games. Looking at the most popular multiplayer games such as Farmville, Lil' Green

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you really should just start designing your own games

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