



## How Games Move Us: Emotion by Design (Playful Thinking)

By Katherine Isbister



**How Games Move Us: Emotion by Design (Playful Thinking)** By Katherine Isbister

This is a renaissance moment for video games -- in the variety of genres they represent, and the range of emotional territory they cover. But how do games create emotion? In *How Games Move Us*, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, emotionally numb, antisocial loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences; they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples -- drawn from popular, indie, and art games -- that unpack the gamer's experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game developers build upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players' emotional experience, and examines long-distance networked play. She illustrates the use of these design methods with examples that range from Sony's *Little Big Planet* to the much-praised indie game *Journey* to art games like Brenda Romero's *Train*. Isbister's analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium for doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human.

[!\[\]\(003082e50e3009141f59bd5df831749f\_img.jpg\) Download How Games Move Us: Emotion by Design \(Playful Thin...pdf](#)

[!\[\]\(17413706fd4997a1a4bdf85c6864eee1\_img.jpg\) Read Online How Games Move Us: Emotion by Design \(Playful Th...pdf](#)

# How Games Move Us: Emotion by Design (Playful Thinking)

By Katherine Isbister

## How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister

This is a renaissance moment for video games -- in the variety of genres they represent, and the range of emotional territory they cover. But how do games create emotion? In *How Games Move Us*, Katherine Isbister takes the reader on a timely and novel exploration of the design techniques that evoke strong emotions for players. She counters arguments that games are creating a generation of isolated, emotionally numb, antisocial loners. Games, Isbister shows us, can actually play a powerful role in creating empathy and other strong, positive emotional experiences; they reveal these qualities over time, through the act of playing. She offers a nuanced, systematic examination of exactly how games can influence emotion and social connection, with examples -- drawn from popular, indie, and art games -- that unpack the gamer's experience. Isbister describes choice and flow, two qualities that distinguish games from other media, and explains how game developers build upon these qualities using avatars, non-player characters, and character customization, in both solo and social play. She shows how designers use physical movement to enhance players' emotional experience, and examines long-distance networked play. She illustrates the use of these design methods with examples that range from Sony's *Little Big Planet* to the much-praised indie game *Journey* to art games like Brenda Romero's *Train*. Isbister's analysis shows us a new way to think about games, helping us appreciate them as an innovative and powerful medium for doing what film, literature, and other creative media do: helping us to understand ourselves and what it means to be human.

## How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister Bibliography

- Sales Rank: #428639 in eBooks
- Published on: 2016-03-04
- Released on: 2016-03-04
- Format: Kindle eBook

 [Download How Games Move Us: Emotion by Design \(Playful Thin ...pdf](#)

 [Read Online How Games Move Us: Emotion by Design \(Playful Th ...pdf](#)

## Download and Read Free Online How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister

---

### Editorial Review

#### Review

Katherine Isbister has long been one of the most important scholars of games -- and certainly the most empathic. Her new book, *How Games Move Us*, is an invaluable guide to the many ways that games can be designed to provoke powerful positive emotions, not to mention chills, goosebumps, and transformative experiences that change how we see ourselves and the people we play with. It's an essential read for all game scholars and game designers who want to make a real emotional impact with their work.

(Jane McGonigal, PhD, author of *Reality Is Broken* and creator of SuperBetter)

In *How Games Move Us*, Katherine Isbister gets to the heart of what makes games a powerful emotional medium. She writes clearly and persuasively about the actual techniques game developers use to reach players emotionally and explains why those techniques have impact. I particularly enjoyed the many examples of compelling emotional moments in games that illustrate and corroborate her analysis.

(Noah Falstein, Chief Game Designer, Google)

*How Games Move Us* is the first book to fully explore the complex social and psychological relationships we have with videogames -- and each other -- as we play. Whether you're a designer, a player, or someone who is simply curious about the human aspects of play, this small volume is packed with exciting findings that will inform how we play, make, and think about games.

(Colleen Macklin, Associate Professor, Art, Media, and Technology, Parsons The New School for Design; Co-director, PETLab)

You carefully consider the narrative, design, and technology for your game, but what of the emotions you are eliciting? Isbister's work courageously urges us to consider games as a means for communicating emotion, not just sights and sounds. How might you emotionally impact your player thoughtfully, and purposefully?

(Mark DeLoura, former Senior Advisor for Digital Media, White House Office of Science and Technology Policy; Creator, Game Programming Gems series)

Katherine Isbister is always insightful and thoughtful in her analysis of the game creation process, and in this book she continues to set standards and raise appreciation for the art of game-making.

(Tim Schafer, Founder, Double Fine Productions)

In *How Games Move Us: Emotion By Design* Katherine Isbister investigates how game creators are figuring out different ways to spring actual feelings from the jaded corridors of our psyches.... This book is about how designers take the human desire and capacity for feeling and turn all that into meaningful interactions with

computers and, via computers, with other humans. It's something that happens, to one degree or another, with all games.

*(Polygon)*

#### About the Author

Katherine Isbister is Professor of Computational Media at the University of California, Santa Cruz, and is the author of *Better Game Characters by Design*. She was the founding Director of the Game Innovation Lab at New York University.

## Users Review

### From reader reviews:

#### Elizabeth Cao:

In other case, little people like to read book How Games Move Us: Emotion by Design (Playful Thinking). You can choose the best book if you love reading a book. Providing we know about how is important a book How Games Move Us: Emotion by Design (Playful Thinking). You can add knowledge and of course you can around the world by a book. Absolutely right, simply because from book you can recognize everything! From your country right up until foreign or abroad you will be known. About simple matter until wonderful thing you are able to know that. In this era, we could open a book as well as searching by internet product. It is called e-book. You should use it when you feel fed up to go to the library. Let's examine.

#### Antonia Parham:

Precisely why? Because this How Games Move Us: Emotion by Design (Playful Thinking) is an unordinary book that the inside of the e-book waiting for you to snap that but latter it will jolt you with the secret that inside. Reading this book adjacent to it was fantastic author who write the book in such amazing way makes the content interior easier to understand, entertaining means but still convey the meaning totally. So , it is good for you because of not hesitating having this ever again or you going to regret it. This book will give you a lot of positive aspects than the other book get such as help improving your ability and your critical thinking means. So , still want to postpone having that book? If I ended up you I will go to the book store hurriedly.

#### Michael Kautz:

You can find this How Games Move Us: Emotion by Design (Playful Thinking) by browse the bookstore or Mall. Only viewing or reviewing it could possibly to be your solve problem if you get difficulties for your knowledge. Kinds of this reserve are various. Not only by written or printed but can you enjoy this book by e-book. In the modern era like now, you just looking of your mobile phone and searching what your problem. Right now, choose your own ways to get more information about your publication. It is most important to arrange you to ultimately make your knowledge are still up-date. Let's try to choose right ways for you.

**Leesa Banta:**

E-book is one of source of information. We can add our understanding from it. Not only for students but in addition native or citizen want book to know the update information of year to help year. As we know those textbooks have many advantages. Beside all of us add our knowledge, may also bring us to around the world. Through the book How Games Move Us: Emotion by Design (Playful Thinking) we can take more advantage. Don't you to definitely be creative people? Being creative person must choose to read a book. Simply choose the best book that ideal with your aim. Don't become doubt to change your life at this time book How Games Move Us: Emotion by Design (Playful Thinking). You can more pleasing than now.

**Download and Read Online How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister #6FEA0ROPUI1**

## **Read How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister for online ebook**

How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister books to read online.

### **Online How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister ebook PDF download**

#### **How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister Doc**

**How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister Mobipocket**

**How Games Move Us: Emotion by Design (Playful Thinking) By Katherine Isbister EPub**