

Better Game Characters by Design: A Psychological Approach (The Morgan Kaufmann Series in Interactive 3d Technology)

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By Katherine Isbister



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1 of 2 review helpful Politics of Character Design By A Navarro Politics of Character Design Most people will have heard about all the psychological ideas in this book whether or not you believe some of it depends on your experience and level of intelligence I didn't read the whole thing it's not that interesting but I skimmed through more than half of it The majority of the book is really about how for many people games are poised for a major evolution driven by growth in technical sophistication and audience reach Characters that create powerful social and emotional connections with players throughout the game play itself not just in cut scenes will be essential to next generation games However the principles of sophisticated character design and interaction are not widely understood within the game development community Further complicating the situation are po If the characters in a game have depth complexity consistency mystery humanity and charm then they are going to feel real to the player and that helps the whole game world feel real and allows the player to suspend his or her disbelief and get lost in

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