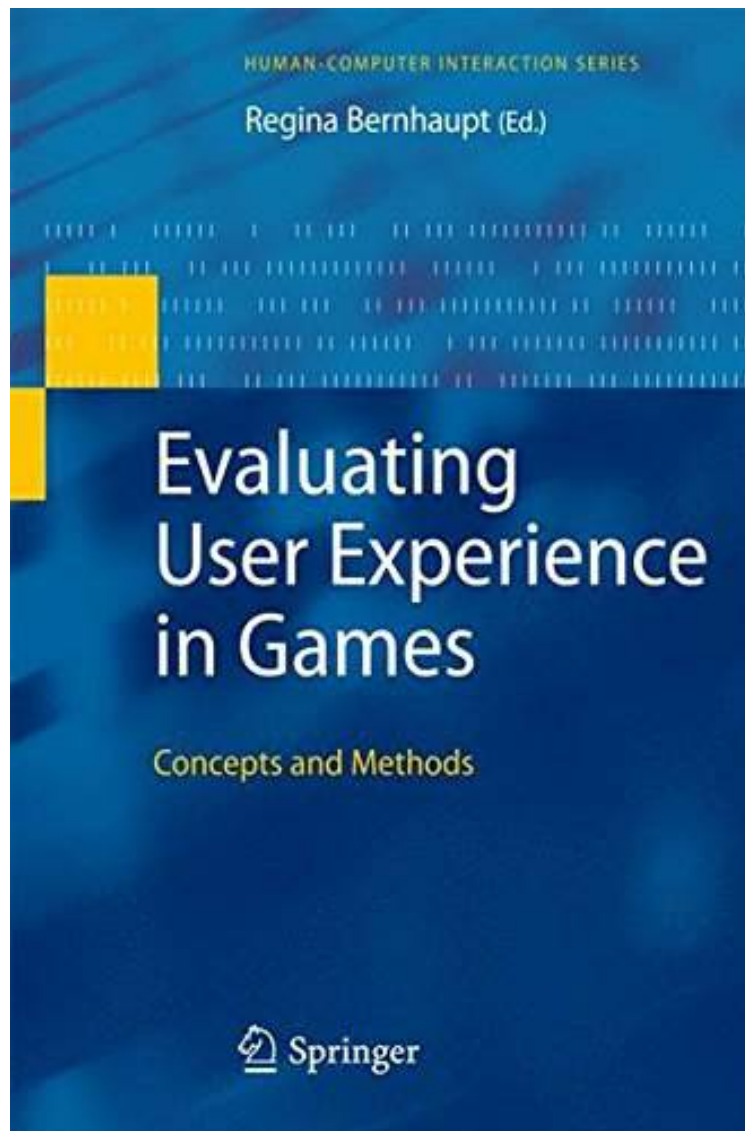


Evaluating User Experience in Games: Concepts and Methods (Human–Computer Interaction Series)

## Evaluating User Experience in Games: Concepts and Methods (Human–Computer Interaction Series)

*From Bernhaupt Regina*



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It was a pleasure to provide an introduction to a new volume on user experience evaluation in games The scope depth and diversity of the work here is amazing It attests to the growing popularity of games and the increasing importance developing a range of theories methods and scales to evaluate them This evolution is driven by the cost and complexity of games being developed today It is also driven by the need to broaden the appeal of games Many of the approach From the reviews 'The book promises to address the evaluation of user experience it provides little in terms of actual analysis and more in terms of anecdotes of data collection efforts for various specific games hellip provides a broad overview of

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