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'game design

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for entertainment or for educational exercise or experimental purposes increasingly elements and principles of game design are also applied to other interactions in the form of gamification game design creates goals rules and challenges to define a board game card game dice game casino game role playing game'

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May 27th, 2020 - she is the coauthor of rules of play game design fundamentals and coeditor of the game design reader a rules of play anthology and the ecology of games connecting youth media and learning all published by the mit press she is also executive director of institute of play a design led games and learning nonprofit'

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'salen amp zimmerman 2004 rules of play game design

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