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The Art of Game Design provides a comprehensive guide to the game design process, helping developers create innovative and engaging games. It explains fundamental principles of game design, demonstrating how tactics from classic board, card, and athletic games can be applied to top-quality video games. Award-winning author Jesse Schell presents 100+ sets of questions to help designers view their game from multiple perspectives and refine their design. The latest edition includes examples from VRAR platforms and modern games like Uncharted 4 and The Last of Us. A Book of Lenses, Third Edition is a 2019 publication that has gone through three revisions. The book contains 211 illustrations in black and white and measures 231 x 190 x 28 mm with a weight of 1317 grams. It has one component and its dimensions are comparable to 7.5 x 9.25 inches or 235 x 191 mm, making it a perfect bound on white paper with a glossy finish. The book is available in various formats, including e-book, paperback, and hardcover, and can be purchased through online retailers such as Bokus. The publisher, CRC Press, has not provided a detailed description of the book, but readers may find more information on their website. Jesse Schell, the author of A Book of Lenses, is also the founder and CEO of Schell Games, one of the largest game development companies in Pennsylvania. He has written two previous editions of the book and has received numerous awards for his work, including the "Front Line Award" from Game Developer Magazine in 2008. Schell's achievements extend beyond his writing career. He is a Distinguished Professor at Carnegie Mellon University and has taught courses on game design and virtual worlds. Prior to founding Schell Games, he worked as a designer, programmer, and manager for Disney Imagineering Virtual Reality Studio and was involved in the creation of several award-winning projects, including Toontown Online. Schell's contributions to the gaming industry have been recognized with various awards, including the KAPI Pioneer Award, the Pioneer in Immersive Reality Award, and the Pittsburgh Technology Council Tech50 CEO of the Year. He has also been named one of the world's Top 100 Young Innovators by MIT's Technology Review and was a finalist for Ernst & Young Entrepreneur Of The Year in 2009. Acquired Master's in Information Networking from Carnegie Mellon University alongside IBM and Bell Communications Research+ Also earned a Bachelor's Degree in Computer Science from Rensselaer Polytechnic Institute (RPI) To discover more about Jesse, check out his website at .

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