

Fundamentals of Game Design

By Ernest Adams, Andrew Rollings

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Editorial Review

About the Author

Ernest Adams (Normandy, U.K.) is an independent game designer, writer, and teacher. He has worked in the game industry for 20 years. Ernest was most recently employed as a lead designer at Bullfrog Productions on the Dungeon Keeper series, and for several years before that he was the audio/video producer on the Madden NFL Football product line for Electronic Arts. For the last ten years he has written a regular column on game design for the Gamasutra developers' webzine. He was the founder of the International Game Developers' Association, and is a frequent lecturer at conferences and arts festivals around the world. His professional web site is at <http://www.designersnotebook.com>.

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