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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.

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Fundamentals of Game Design Third Edition Ernest Adams Founder of the IGDA Dr. Ernest Adams is a game design consultant, teacher, and the author of several books, including Game Mechanics: Advanced Game Design and previous editions of this book. He has worked in the game industry for over 20 years, eight of them at Electronic Arts. He has been ...

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• The participatory part of the game, or the play. The play of the game should give a player different choices on what to do depending on how the game is designed. • The pretended world, or another reality in which the game exists. Create a boundary within the game that does not interfere with the real world.