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Brenda Schreiber, ... (IGDA) and presently chairs the IGDA's Women in Games Special Interest group. Brenda was named Woman of the Year by Charisma+2 Magazine in 2010 and also was a nominee in Microsoft's 2010 Women in Games game design awards. In 2009, her game Train won ...

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such as Puzzles or Casual Games, and presents the reader with a set of challenges of increasing difficulty.

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Brathwaite, Ian Schreiber No preview available - 2009. About the author (2009)
Brenda Brathwaite is an award-winning game designer, artist, writer, and creative director with 30 years of experience in the industry. Before founding Loot Drop, Brenda worked for a variety of game companies including Atari ...

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Author: Brenda Brathwaite and Ian Schreiber, game designers and academics.
Year: 2009. Summary: Excellent introduction to game design fundamentals, focusing on board games, but the real value lies in doing the challenges packed throughout the book. Challenges for Game Designers is a very solid fundamentals

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book that covers key design concepts
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Brenda Brathwaite is an award-winning game designer, artist, writer, and creative director with 30 years of experience in the industry. Before founding Loot Drop, Brenda worked for a variety of game

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companies including Atari, Electronic Arts, Sir-tech Software, and numerous companies in the social games space.

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Brenda Brathwaite...

"Challenges for Game Designers" is nothing but practice, making it an essential book on any designer's shelf. About the Author Brenda Brathwaite is an award-winning game designer, artist, writer, and creative director with 30 years of experience in the industry.

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