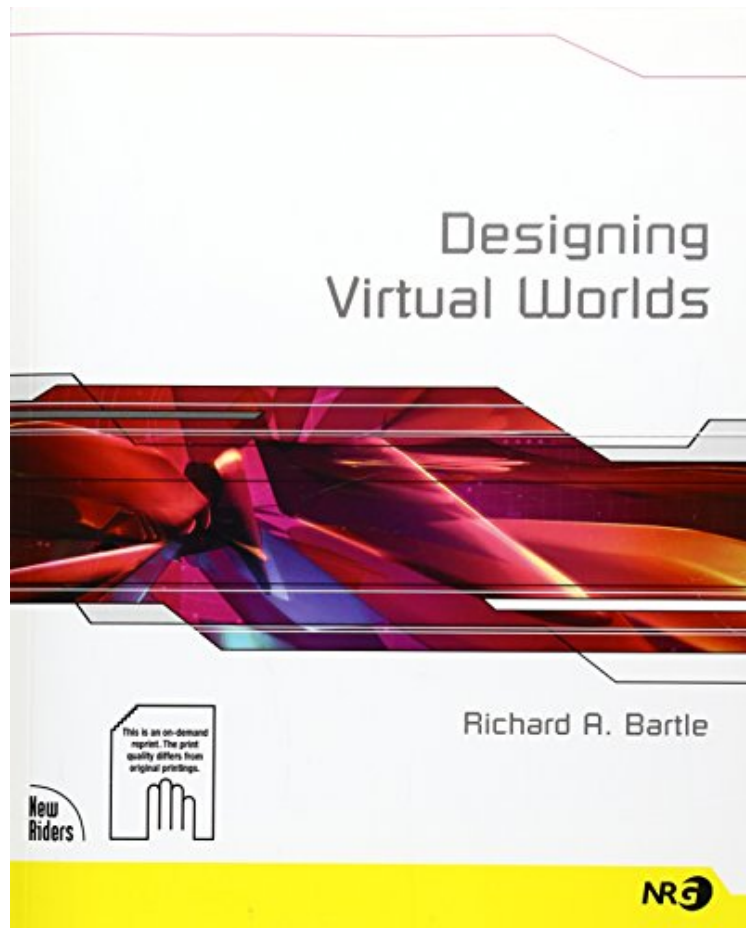


Designing Virtual Worlds

Richard A. Bartle

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Richard A. Bartle : Designing Virtual Worlds before purchasing it in order to gauge whether or not it would be worth my time, and all praised Designing Virtual Worlds:

2 of 2 people found the following review helpful. Designing Virtual Worlds is a bible By Ryan Berckmans Designing Virtual Worlds is a bible. It's hard to find a game today that doesn't (often in ignorance) trace its roots back to the concepts in this book, concepts developed when the author co-invented the first MMO game decades ago. 1 of 1 people found the following review helpful. Superb history of Virtual Worlds development By Kindle Customer Mr. Bartle's writing is precise and his facts carefully researched, even the ones he experienced himself. This is a huge, superbly constructed history of the tools and philosophies developed over the years in experimental and commercial development of online virtual worlds. Because of Mr. Bartle's personal knowledge as a long-time designer and his sharp memory for the significance of trends and details, this book will raise anyone's appreciation of whatever virtual worlds one comes across on line or on disk, whether they be famous commercial ones or those developed by enthusiasts for their own pleasure. I would think it would be a must read for gaming students. What a grand, satisfying,

fascinating book! And when one considers that this exciting history is only the beginning of VW development... Wow! 3 of 3 people found the following review helpful. Classic, even after a decade. By John K. Obviously a bit dated at this point, but filled with loads of interesting historical and anecdotal evidence. In many ways, this book is still a must read for a retrospective view on how far we have (and haven't) come in virtual worlds. Much more philosophical than technical, this is a good starting point for thinking about virtual worlds in design or analysis. Even though the virtual landscape has changed so much, this is still an in depth treatment of the most salient issues in world design and production.

Designing Virtual Worlds is the most comprehensive treatment of virtual world design to-date from one of the true pioneers and most sought-after design consultants. It's a tour de force of VW design, stunning in intellectual scope, spanning the literary, economic, sociological, psychological, physical, technological, and ethical underpinnings of design, while providing the reader with a deep, well-grounded understanding of VW design principles. It covers everything from MUDs to MOOs to MMORPGs, from text-based to graphical VWs. Designing Virtual Worlds brings a rich, well-developed approach to the design concepts behind virtual worlds. It is grounded in the earliest approaches to such designs, but the examples discussed in the book run the gamut from the earliest MUDs to the present-day MMORPG games mentioned above. It teaches the reader the actual, underlying design principles that many designers do not understand when they borrow or build from previous games. There is no other design book on the market in the area of online games and virtual worlds that provides the rich detail, historical context, and conceptual depth of Designing Virtual Worlds.

From the Back Cover "Designing Virtual Worlds" is the most comprehensive treatment of virtual world design to-date from one of the true pioneers and most sought-after design consultants. It's a tour de force of VW design, stunning in intellectual scope, spanning the literary, economic, sociological, psychological, physical, technological, and ethical underpinnings of design, while providing the reader with a deep, well-grounded understanding of VW design principles. It covers everything from MUDs to MOOs to MMORPGs, from text-based to graphical VWs. "Designing Virtual Worlds" brings a rich, well-developed approach to the design concepts behind virtual worlds. It is grounded in the earliest approaches to such designs, but the examples discussed in the book run the gamut from the earliest MUDs to the present-day MMORPG games mentioned above. It teaches the reader the actual, underlying design principles that many designers do not understand when they borrow or build from previous games. There is no other design book on the market in the area of online games and virtual worlds that provides the rich detail, historical context, and conceptual depth of Designing Virtual Worlds. About the Author Richard Allan Bartle, Ph.D., co-wrote the first virtual world, MUD ("Multi-User Dungeon"), in 1978, thus being at the forefront of the online gaming industry from its very inception. A former university lecturer in Artificial Intelligence, he is an influential writer on all aspects of virtual world design and development. As an independent consultant, he has worked with almost every major online gaming company in the U.K. and the U.S. over the past 20 years. Richard lives with his wife, Gail, and their two children, Jennifer and Madeleine, in a village just outside Colchester, England. He works in virtual worlds. These reviewers contributed their considerable hands-on expertise to the development process for Designing Virtual Worlds. As the book was being written, these dedicated professionals reviewed all the material for technical content, organization, and flow. Their feedback was critical to ensuring that Designing Virtual Worlds fits our readers' need for the highest-quality technical information. Matt Mihaly is the founding partner, lead designer, and CEO of Achaea LLC. Founded in 1996 in San Francisco, Achaea designs and produces some of the world's most popular and successful commercial text MUDs, including Achaea, Dreams of Divine Lands (<http://www.achaea.com>), Aetolia, the Midnight Age (<http://www.aetolia.com>), and Imperian (<http://www.imperian.com>) all of which run on Achaea's proprietary network engine, Rapture. Matt graduated from Cornell University in 1994 with a degree in Political Science and is a licensed stockbroker. These experiences have informed his game design tendencies and he is an expert on business models, political systems, and community dynamics in virtual worlds. Along with the inevitable interest in games, he spends his free time pursuing Brazilian jujitsu and kickboxing, cooking, travelling, hiking, kayaking, skiing, and scuba diving. Damion Schubert has been working in online world design professionally for over seven years. He was originally the lead designer of Meridian 59 (and several expansions), as well as the lead designer for the defunct Ultima Online 2. He has also served as a contractor for such projects as The Sims Online and Kalisto's Highlander Online. Currently Damion is serving as a senior designer at Wolfpack, which shipped Shadowbane in March 2003.