Einstein & the Honeybee: An Introduction to Game Design and Game Development

Rees Shad, The Hive Cooperative

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Einstein & the Honeybee: An Introduction to Game Design and Game Development By The Hive Cooperative This book is a wonderful introduction to game design, methodologies, and usability issues. The book helps young designers of college age to gain a grasp of important concepts and necessary terminology that modern game developers need to know. Professor Rees Shad and his band of game fanatics bring readers on a light hearted romp that explores and illustrates the meaning of play, rule sets, and game mechanics, while introducing readers to important concepts in iterative design, collaborative methodologies, and the role of narrative. The Hive Cooperative is a group of educators and students who gathered together to edit and augment professor Shad's original document into a more approachable type of textbook. Literally testing the approaches described in the book on the work itself in order to assure that members of the target audience would not only understand, but also enjoy learning about game design. Written by: Rees Shad Asides and addendums written by: Dylan Shad, Chris Aiken, & Rocio Rayo Illustrated by: Amara Dioubate & Elijah Richmond Edited by: Rocio Rayo, Dylan Shad, Elijah Richmond, Chris Aiken, Rees Shad, & Pamela Shad Layout: Elijah Richmond The Hive Cooperative - Media & More Bronx, NY With help from The Ravenfox Fund Supporting educational opportunities & social innovation ©2012 by The Hive Cooperative

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