



Zasady Gry: Podstawy Projektowania Gier

Indeks: 710484 Producent: The MIT Press

Cena: 372.83 zł

Opis

Rules of Play: Game Design Fundamentals

Producent: The MIT Press

- **Prawo autorskie:** © MIT
- **wiązący:** hardcover
- **język:** english, english, english
- **waga przedmiotu:** 1656 grams
- **strony:** 688
- **słowo kluczowe tematu:** gaming;video games;technology;computers;computer;design books;tech;adobe illustrator;web design;game design;game programming;game development;computer books;game design book;games;chess;business;reference;philosophy;historical;gambling;magic;language;leadership;psychology;beer;mystery;inspiration;beer gifts;classic;work;brothers;strategy;sports;design;culture;math;parenting;crime;personal development;education;biography;engineering;advertising;art;self help;creativity;diy;steampunk;sci-fi, technology; computer; gaming; computers; video games; web design; adobe illustrator; game design; game programming; design books; computer books; game development; tech; game design book; programming; business; games; chess; reference; diy; engineering; gambling; math; philosophy; communication; marketing; design; strategy; culture; education; mathematics; language; psychology; advertising; development; inspiration; work; creativity; leadership; innovation; self improvement; art; self help; memory; personal development; parenting; how to
- **marka:** The MIT Press
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- **grupa docelowa:** General/trade
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- **waga opakowania przedmiotu:** 1.462 kilograms
- **wydanie:** Illustrated
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Waga

1.656 kg