



## Game Design (21st Century Skills Innovation Library: Makers as Innovators)

*Greg Austic*

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From simple board games to the latest in video game technology makers are hard at work designing fun new ways to play. Readers will discover new processes, integrate visual information with text, and learn technical word meanings as they find out how games are designed and what makes a good game. They will also learn how to plan and create games of their own.

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