

	Foreword: Frank Lantz	ix
	Preface	xiii
1	About This Book	1
2	The Design Process	11
	<i>Commissioned Essay: Reiner Knizia</i>	22

Unit 1: Core Concepts 28

3	Meaningful Play	30
4	Design	38
5	Systems	48
6	Interactivity	56
7	Defining Games	70
8	Defining Digital Games	84
9	The Magic Circle	92
10	The Primary Schemas: RULES, PLAY, CULTURE	100
	<i>Commissioned Game: Richard Garfield</i>	106

Unit 2: RULES 116

11	Defining Rules	118
12	Rules on Three Levels	126
13	The Rules of Digital Games	140
14	Games as Emergent Systems	150
15	Games as Systems of Uncertainty	172
16	Games as Information Theory Systems	190
17	Games as Systems of Information	202
18	Games as Cybernetic Systems	212
19	Games as Game Theory Systems	230
20	Games as Systems of Conflict	248
21	Breaking the Rules	266
	<i>Commissioned Game: Frank Lantz</i>	286



Contents

Unit 3: PLAY	298	Unit 4: CULTURE	502
22 Defining Play	300	29 Defining Culture	504
23 Games as the Play of Experience	312	30 Games as Cultural Rhetoric	514
24 Games as the Play of Pleasure	328	31 Games as Open Culture	536
25 Games as the Play of Meaning	362	32 Games as Cultural Resistance	556
26 Games as Narrative Play	376	33 Games as Cultural Environment	570
27 Games as the Play of Simulation	420	<i>Commissioned Game: James Ernest</i>	588
28 Games as Social Play	460		
<i>Commissioned Game: Kira Snyder</i>	490	Additional Reading and Resources	602
		Conclusion	604
		Bibliography	608
		List of Games Cited	620
		Index	638