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practice of game design, including, but not limited to, Ricardo Aguilo, Dax Gazaway, D ' Juan Irvin, Christina Kadinger, Michael Lucas, Kingsley Montgomery, Andrew O ' Connor, Mark Pursell, Brian Stabile, and Lee Wood.

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Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players by Zack Hiwiler ISBN: 0134396758 | 480 pages | PDF | December 17, 2015 | English | 11 Mb

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Gamasutra - Improving Player Choices
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