Game Feel

Steve Swink 2008-10-13 “Game Feel” exposes “feel” as a hidden language in game design that no one has fully articulated yet. The language is the building block for much of the overlooked magic in a game; the speaking of the language—its style, format, timing, or style or time period—these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of interaction with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a methodological lens.

This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics such as feel, anxiety indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The book is associated with making feel an integral part of the development process of games. The book is written for game developers and designers, and aims to provide insights into the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games.

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