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A theory of fun for game design (book, 2005)

Additional Physical Format: Online version: Koster, Raph, 1971-Theory of fun for game design. Scottsdale, AZ : Paraglyph Press, 2005 (OCoLC)608586640

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Raph Koster (San Diego, CA) is the Chief Creative Officer for Sony Online Entertainment and author of the bestselling book, A Theory of Fun for Game Design.

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