



Casual Game Design: Designing Play for the Gamer in ALL of Us

Gregory Trefry

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From *Windows Solitaire* to *Bejeweled* to *Wii Tennis*, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casual games work, from game mechanics to narrative content. Through the close examination of a number of casual games, you will learn how to inject the necessary game design elements into your casual games and give your designs the complexity and strategy they need to hook gamers. You will learn:

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