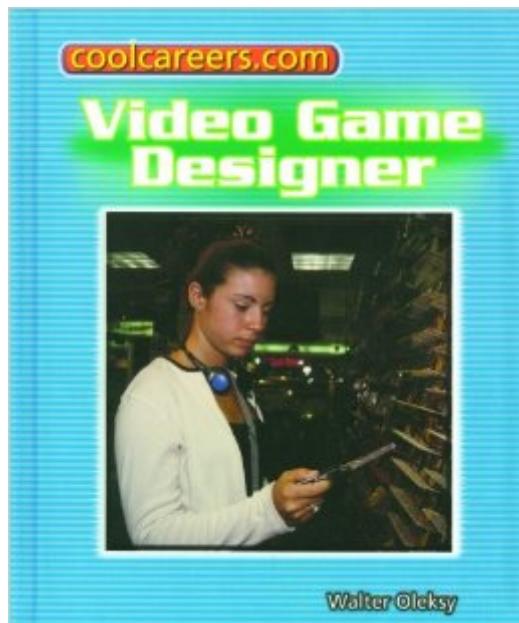


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# Video Game Designer (Coolcareers.Com)



## Synopsis

Discusses what education and skills are needed to become a video game designer and profiles several successful game designers.

## Book Information

Lexile Measure: 1080L (What's this?)

Series: Coolcareers.Com

School & Library Binding: 48 pages

Publisher: Rosen Publishing Group; 1st edition (January 2000)

Language: English

ISBN-10: 082393117X

ISBN-13: 978-0823931170

Product Dimensions: 8.8 x 7.4 x 0.3 inches

Shipping Weight: 9.8 ounces

Average Customer Review: 5.0 out of 5 starsÂ  See all reviewsÂ  (2 customer reviews)

Best Sellers Rank: #4,074,581 in Books (See Top 100 in Books) #45 inÂ  Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > COM & DCOM #45 inÂ  Books > Computers & Technology > Programming > APIs & Operating Environments > COM, DCOM & ATL #3256 inÂ  Books > Children's Books > Education & Reference > Jobs & Careers

Age Range: 8 and up

Grade Level: 3 and up

## Customer Reviews

This book is great for all ages. It especially talks about what things you should do if you are starting a game designing job. This book talks about the great hit games like "Final Fantasy"^.^

This is a great deal for a book. I have read it and it helped me alot. If your saying... ooohhh, he's just a kid he doesn't know what he's talking about...

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Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design

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