

**Game Usability: Advancing The Player Experience**  
**By Katherine Isbister**



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Game Usability Paperback. Advancing the Player Experience. Auteur: Katherine Isbister | Schrijf als eerste een review.

<http://www.bol.com/nl/p/game-usability/1001004006141479/>

### **Game Usability - Katherine Isbister, Noah -**

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<http://www.bokus.com/bok/9780123744470/game-usability/>

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Chapter 17 (A) Usability for Game Feel. Katherine Isbister, Noah Schaffer; Advice from the Experts for Advancing the Player Experience. 2008, Pages 271 280.

<http://www.sciencedirect.com/science/article/pii/B9780123744470000172>

### **- Game Usability -**

Game Usability. Advice from the Experts for Advancing the Player Experience. Advice from the Experts for Advancing the Player Experience. 2008, Pages 381 388.

<http://www.sciencedirect.com/science/article/pii/B9780123744470000305>

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May 15, 2009 There is a call in industry and research for objective evaluation of player experience in games. Advancing the Player usability of game

<http://www.slideshare.net/acagamic/game-metrics-and-biometrics-the-future-of-player-experience-research>

### **Game Usability | 978-0-12-374447-0 | Elsevier -**

Game Usability. Advancing the Player Experience. By. Katherine Isbister, Associate Professor, Department of Language, Literature and Communication, RPI; Director of

<http://www.elsevier.com/books/game-usability/isbister/978-0-12-374447-0>

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155 pp.); and "Game Usability: Advancing the Player Experience," by Katherine Isbister and Noah Schaffer (Morgan Kaufmann; www.elsevierdirect.com;

<http://ieeexplore.ieee.org/stamp/stamp.jsp?arnumber=5688154>

## **Resources - Celia Hodent -**

I am listing here a few recommended resources Advancing the Player Experience by Katherine Isbister and can help improve usability and flow in games.

<http://celiahodent.com/resources/>

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Katherine Isbister. Google Scholar. Citation indices All Since 2010; Citations: Game usability: Advancing the player experience. K Isbister, N Schaffer.

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Methods used to Evaluate Playability and Usability of Games. Katherine Isbister and Noah Schaffer. (2008). Game Usability: Advancing the Player Experience.

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<http://branchy110.nesnasdesigns.com/game-usability-advancing-the-player-experience-ymiujef.pdf>

## **CiteSeerX Citation Query Game Usability: -**

Game Usability: Advancing the Player Experience. Documents; by K Isbister, between level design parameters of platform games and player experience.

<http://citeseerx.ist.psu.edu/showciting?cid=10180834>

### **Game Usability: Advice from the Experts for -**

Jan 29, 2011 In K. Isbister and N. Schaffer (Eds.), Game Usability: Advice from the Experts for Advancing the Player Experience user experience. Usability is

<https://dixieching.wordpress.com/2011/01/30/game-usability-advice-from-the-experts-for-advancing-the-player-experience-ch-1-2/>

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Katherine Isbister is a game and in studying games, titled Game Usability: Advice from the Experts for Advancing the Player Experience. Isbister is

<http://www.freebase.com/m/06w5st9>

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Game usability : advancing the player experience. [Katherine Isbister; Isbister, Katherine, 1969-Game usability. San Francisco, Calif. : Morgan Kaufmann ;

<http://www.worldcat.org/title/game-usability-advancing-the-player-experience/oclc/499056246>

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Katherine Isbister is the author of Game Usability Game Usability: Advancing the Player Experience by Katherine Isbister, help out and invite Katherine to

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Katherine Isbister is currently Research Director of the Game Advice from the Experts for Advancing the Player Experience.

<http://www.casbs.org/katherine-isbister>

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Game Usability Advice from the Experts for Advancing the Player Experience. Author(s): Katherine Isbister and Noah Schaffer ISBN: 978-0-12-374447-0 Publisher's Note

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<http://citeseerx.ist.psu.edu/showciting?cid=10429247>

### **A Game-Based Corpus for Analysing the Interplay -**

Isbister, K., Schaffer, N.: Game Usability: Advancing the Player Experience. Morgan Kaufmann, San Francisco (2008) 9. Koster, R.: A theory of fun for game design.

[http://link.springer.com/chapter/10.1007/978-3-642-24571-8\\_68](http://link.springer.com/chapter/10.1007/978-3-642-24571-8_68)

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