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For better or worse, much of the games market is moving to games-as-a-service. Once upon a time, this was known as the MMO business model, because all MMOs were games-as-a-service, and virtually nothing else

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a lot of GaaS
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Koster and
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the meaning of
fun and the
potential of
games. It comes
at the issue
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rather than a
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my surprise,
then, to find
that Ralph
Koster's A
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is extremely
concerned with
the intersection
of learning and
fun; in fact,
his "theory of
fun" even holds
that fun and

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intertwined. He
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by examining
some of the
peculiarities of
the human brain,
for example, the
release of
pleasurable
chemicals in the
brain at the
"moment of

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learn something
or master a
task."

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well... fun. For
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ignore many of
the larger meta-
questions
surrounding our

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slowly,
painfully
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into the
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underlie
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of fun isn't
really more than

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an assertion of what he wants to talk about. So it doesn't work. If you change the title to: A Theory of Art for Game Design Then the whole thing falls into place. This book is about games and art, not games and fun.

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designs to
incorporate the
highest degree
of fun. As the
book shows,
designing for
fun is all about
making
interactive

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games highly
entertaining,
engaging, and
addictive.

Book Review: A Theory of Fun

Raphael "Raph"
Koster (born
September 7,
1971) is an
American
entrepreneur,

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game designer,
Design Raph
Koster
and author of A
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for Game Design.
Koster is widely
recognized for
his work as the
lead designer of
Ultima Online
and the creative
director behind
Star Wars
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