



# Game Design Foundations, Second Edition

By Roger E. Pedersen

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### **About the Author**

Roger E. Pedersen has been designing, producing, and programming games since the early 1980s for companies such as CBS Software, Gametek, Hi-Tech Expressions, Merit Software, Villa Crespo Software, Acclaim Entertainment, Phantom EFX, Walker Boy Studio, 3D Open Motion, Hypnotics, Merit Industries, Game Trust, Slingo, Digital Embryo and Cellufun. His cumulative title sales have surpassed 10 million copies on over 50 titles for multiple platforms, including the personal computer, video consoles, location-based, Internet, arcade, and hand-held. He is the author of Game Design Foundations and has written award-winning articles for Gamasutra.com, GameDev.net, and Gignews.com. Mr. Pedersen is an adjunct professor in game design and curriculum adviser for NYU and other institutions. He is currently working on a master's in Game Production and Management from the University of Advancing Technology.

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