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Pro-social game design is something many indies are already doing intuitively but very few talk George Hoqqanen is a game designer and writer living in Los

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I read this interview with Playfish s CEO Kristian Segerstr le a while back. When asked one of the key challenges in the development of social games, he points to

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but game development related. I am creating an iPhone online game which I wish to be free-to-play where in-app purchase is used for monetization. Design

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## **Social game designer**

matthew London, United Kingdom My name is Matt McFaul. I am a social game designer based in London. My approach to social games is to pursue 3 elements;an addictive

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Social Clues is a therapy tool and video game for children with autism teaching social skills and communication.

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Social games were the flavour of 2010 and look likely to continue to be the flavour of 2011. But what exactly is a social game, and why is it so special?.

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For single player games: DLC content and expansions is the way to go, and then there are always sequels. Some games are also very good at making effective use of user

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The design framework is the result of analysing a number of social network games. Looking at the most popular multiplayer games such as Farmville, Lil' Green

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