

# The Rules We Break: How to play with game design

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## INTRODUCTION

All of us study games, make games, and play games. (In some combination!) And we all face the challenge of figuring out how to teach about games. For example, how to familiarize students with the fundamental qualities of games, while at the same time critically questioning them as well. This session offers a peek at Eric's new book - *The Rules We Break* - which was written to help address just these kinds of questions. Full of hands-on exercises and short essays, the book is based on three decades of teaching game design. During this interactive session, we will play through an exercise or two, discuss the ideas behind the book, and connect games to larger questions of design and culture.

## BIO

Eric Zimmerman has been working in the game industry and teaching game design for thirty years. He co-founded Gamelab, an independent game company based in NYC that created games including the hit *Diner Dash*. With architect Nathalie Pozzi, Eric has designed installations that have been exhibited at MoMA, Smithsonian American Art Museum, and other venues. He currently teaches at the NYU Game Center, a program he helped to design. His books include *Rules of Play* with Katie Salen (MIT Press, 2004), and *The Rules We Break* (Princeton Architectural Press, 2022). Recent projects with Peter Berry, Colleen Macklin, and John Sharp at Local No. 12 include the Apple-published *Dear Reader* and *Jot*, recipient of an IDEO grant and slated for a 2023 release.

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