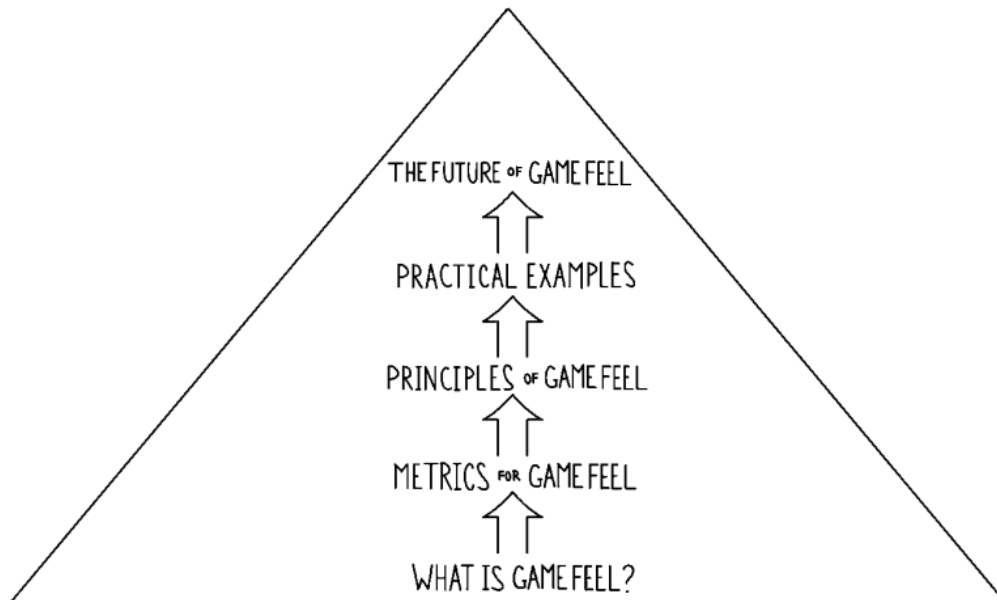


Lecture1 Introduction

[Game Feel \(game-feel.com\)](http://game-feel.com)

1. The structure and flow of the book



2. Content

1. What is game feel

- Three-part definition of game feel based on the ways player experience it and game designer design it

2. Metrics of game feel

- Measuring the pieces of the game feel process that a designer can change

3. Practical Examples

- A clear, practical steps for creating a game that feels a particular way

4. Principles of game feel

- Generalizes the lessons of the good-feeling examples and measurable pieces of game feel into a set of best practices for game feel

5. The future of game feel

- Uses the lessons and definitions of the previous chapters to examine the input devices, rendering technology and thought problems that will define how game feel will be used in the future