

TL;DR: Games have impact.

"It turns out that many of the traits, habits, beliefs, and actions that teenage and young adults pick up playing electronic games and working with handheld gadgets will help them as they enter the ever-changing global workforce."

-Karl M. Kapp

Wanna Learn more?

- Books:

- The Art of Game Design: A Book of Lenses - Jesse Schell
- Theory of Fun for Game Design - Raph Koster
- A Game Design Vocabulary - Naomi Clark
- Challenges for Game Designers - Brenda Brathwaite