

How Games Move Us

Emotion by Design

Katherine Isbister

**The MIT Press
Cambridge, Massachusetts
London, England**

Contents

On Thinking Playfully ix

Acknowledgments xi

Introduction xv

1 A Series of Interesting Choices: The Building Blocks of Emotional Design 1

2 Social Play: Designing for Multiplayer Emotions 43

3 Bodies at Play: Using Movement Design to Create Emotion and Connection 73

4 Bridging Distance to Create Intimacy and Connection 109

Endgame: A Few Last Thoughts 131

Notes 135

Ludography 151

Index 153