



## Mobile & Social Game Design: Monetization Methods and Mechanics (2nd Revised edition)

By Tim Fields

Taylor & Francis Inc. Paperback. Book Condition: new. BRAND NEW, Mobile & Social Game Design: Monetization Methods and Mechanics (2nd Revised edition), Tim Fields, Successfully Navigate the Evolving World of Mobile and Social Game Design and Monetization Completely updated, Mobile & Social Game Design: Monetization Methods and Mechanics, Second Edition explains how to use the interconnectedness of social networks to make "stickier," more compelling games on all types of devices. Through the book's many design and marketing techniques, strategies, and examples, you will acquire a better understanding of the design and monetization mechanics of mobile and social games as well as working knowledge of industry practices and terminology. Learn How to Attract and Retain Gamers and Make Money The book explores how the gaming sector has changed, including the evolution of free-to-play games on mobile and tablet devices, sophisticated subscription model-based products, and games for social media websites, such as Facebook. It also demystifies the alphabet soup of industry terms that have sprouted up around mobile and social game design and monetization. A major focus of the book is on popular mechanisms for acquiring users and methods of monetizing users. The author explains how to put the right kinds of hooks in...



**READ ONLINE**  
[ 2.56 MB ]

### Reviews

*It is really an remarkable ebook that we actually have ever read through. I actually have study and i also am confident that i am going to gonna study once more yet again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.*

-- **Ewell Rempel**

*Thorough information! Its such a excellent read. It is really simplistic but unexpected situations within the fifty percent of your pdf. Once you begin to read the book, it is extremely difficult to leave it before concluding.*

-- **Johnathon Moore**