



# Playful Design: Creating Game Experiences in Everyday Interfaces

*John Ferrara*

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## **Playful Design: Creating Game Experiences in Everyday Interfaces** John Ferrara

Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

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