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Katherine Isbister**

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Game Usability. Advice from the Experts for Advancing the Player Experience. Advice from the Experts for Advancing the Player Experience. 2008, Pages 381 388.

### **A game-based corpus for analysing the interplay**

Isbister, K., Schaffer, N.: Game Usability: Advancing the Player Experience. Morgan Kaufmann, San Francisco (2008) 9. Koster, R.: A theory of fun for game design.

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Chapter 17 (A) Usability for Game Feel. Katherine Isbister, Noah Schaffer; Advice from the Experts for Advancing the Player Experience. 2008, Pages 271 280.

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