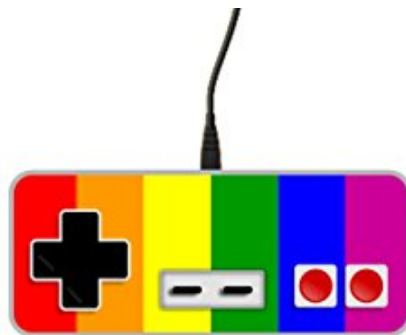


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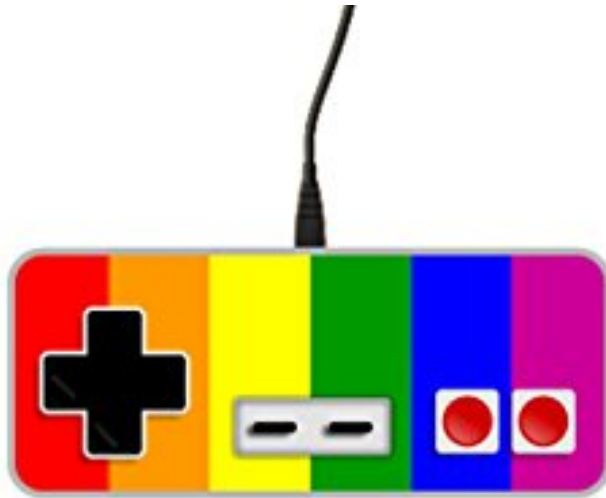
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About the Author

Currently designing games in his new home of Los Angeles, CA, Paul is thrilled to be gaining valuable experience as a game designer. He is most proud of his accomplishments as Senior Game Designer/Producer on Team USA's Pinsanity, a social/mobile game for the US Olympic Team, and for his design work on Disney's Pixie Hollow (an online virtual world starring Tinkerbell and her fairy friends.) Having graduated as valedictorian from the Master's of Science in Video Game Design program at Full Sail University, Paul has proven himself to be an exceptional student and a valuable asset to his community. During his time at the University, Paul became the first Master's Degree candidate to pursue the opportunity to conduct new, independent and academically admissible research with the help of an Internal Review Board. His research into the correlation between sexual identity and video game playing preferences has proved invaluable in designing games for all market segments. Having gotten several credits to his name, Paul hopes to continue designing games while working toward his dream of being the Creative Director of a major title.

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GAYMERS: THE DIFFERENCE A 'Y' MAKES: HOW (AND WHY) TO MAKE VIDEO GAMES LGBT PLAYERS CARE ABOUT BY PAUL S. NOWAK PDF

What do Gaymers want? What makes them different? How do we make games they will love (and why should we even try)? These are the questions that Game Designer Paul S. Nowak sought to answer when he conducted the industry's most-recent academically admissible research into the connection between sexual identity and video game playing preferences. Here, for the first time, he presents the results of his international survey of gay gamers, including guidelines for making successful homosexual content in games and real-world case studies of their successful implementation.

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Most helpful customer reviews

2 of 2 people found the following review helpful.

Clear and Thorough Piece on a Valuable Topic!

By Ray Ivey

So nice to see this important topic dealt with in such a serious and methodical way. The Game industry is often compared to the movie industry, but the game industry does one thing way better than Hollywood: It listens to its customers. Because of that, you've seen a steady improvement of gay-friendly content in games in recent years. Particularly in my genre of choice, RPGs. I'm glad the author put some focus on the "Fable" series and the "Mass Effect" series. Both have been important examples of the growing awareness of the gay gamer. (Fable 2 has a gay-themed optional quest that actually made me cry -- a first for this long-time gamer.)

I hope the honchos in the development studios that aren't as progressive as Bioware and Lionhead pick up

this work and take it seriously.

1 of 1 people found the following review helpful.

Pretty well done...

By Lori E.

This book had a very interesting and different perspective when it came to game making for the gay community; it was written well with good information, but was still easy to read and understand. The only thing I would suggest is including more games into the reviews so that the reader can get a better understanding. Overall, it was very well done and I look forward to read other things from this author.

1 of 1 people found the following review helpful.

I thoroughly enjoyed the perspectives in this book and it opened my ...

By C Mooney

I thoroughly enjoyed the perspectives in this book and it opened my eyes to the need for more research in this area. The survey results are extremely interesting and surprising. I would have loved to see some more examples of how well the design advice worked. Well written and a very enjoyable read!

See all 4 customer reviews...

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