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it is a science; it requires artistic skills and know-how as well as an extensive technical knowledge and is an extremely important part of computer game design. Good or bad level design can make or break any game, so it is surprising how little reference material exists for

level designers. Beginning level designers have a limited understanding of the tools and techniques they can use to achieve their goals, or even define them.

Level Design:Concept, Theory, and Practice: Amazon.co.uk ...

Kremers covers many concepts universal to level design, such as interactivity, world building, immersion, sensory perception, pace, and more, and he shows how to apply these concepts in practical ways, with many examples from real games.

Level Design: Concept, Theory, and Practice - 1st Edition ...
In general, the theory and concepts apply to level design in all games. However, you will have to take into consideration that 2D and 3D games will play differently.

It's all a matter of perception in most cases since in 2D you will have a very limited amount of the game and level visible on the screen.

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Level Design: Concept, Theory, and Practice. Rudolf Kremers. Taylor & Francis, Oct 21, 2009 -

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And Practice *Amazon.com: Customer reviews: Level Design: Concept ...*

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