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Secrets of Game Feel and Juice | Game Design Basics Some game designers use words like "game feel" and "juice" to describe the abstract and often invisible factors that make the ...

The Art and Science of Game Feel | How Game Designers Juice Games with

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Mechanics, Pacing and Effects Game Feel is that elusive property **Game designers** use to juice their **games**. In this video, I get into the art and science of **game** ...

How To Make Your Game Feel AWESOME | SCOURGERBRINGER Game Design Analysis
SCOURGERBRINGER - What makes it work? Why is it so awesome? Rick and I discuss what we think is great about the game and ...

Jan Willem Nijman - Vlambeer - "The art of screenshake" INDIGO Classes 2013: Jan Willem Nijman is 50% of indie power house Vlambeer. He talks about 'The Art of Screenshake'. Why is ...

Juice it or lose it - a talk by Martin Jonasson & Petri Purho Try the **game** here:
<http://grapefrukt.com/f/games/juicy-breakout/> (ESC for menu) Fork us on github: ...

Implementing game feel in Archvale Here's a video about how I implemented "**game-feel**" in Archvale! Join the Archvale discord: discord.gg/jGxAAvX.

Level Head - How to Make Your Game's Combat Feel Good Become a Level Head!
<http://bit.ly/1lBqRM3> < ▷ Follow me on Twitter: @SunderCR < ▷ Side Channel!
<http://bit.ly/1ODxgEM> ...

Game Feel: Why Your Death Animation Sucks Talking at GDC Europe 2015, indie dev Nicolae Berbecu talks in depth on **game feel** - the thing that makes you say "This **game** ...

How to design with feedback and game feel in mind - Unite Copenhagen This video will cover the workflow and processes one of the teams at Ubisoft uses to craft enjoyable **game** experiences, with a ...

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How Controls Can Improve Game Feel* || *Syntax_Error Welcome to Syntax_Error, the show where I analyze topics that relate to **game design** and try to teach viewers how to develop ...

Game Feel - Measuring the Influence of Acceleration and Deceleration - Medialogy, Aalborg University Game is available here: <http://tunnelvisiongames.com/g/GameFeel.html>
Thanks to Alex Shaw for narrating this video.

Why Does Celeste Feel So Good to Play? | Game Maker's Toolkit Celeste is one of the most satisfying platformers released in recent memory. And a big part of that is due to the tight and ...

Game Feel Part 2 (of 2): Presentation WRITER'S NOTE: I recently got in touch with Manveer Heir in regards to the story Jan Willem told about him just to clarify it was all ...

Basic Principles of Game Design How do you make good **games**? Huge question, but let's try to break it down! Get the The Complete C# Masterclass for only \$9,99!

Best Practices for fast game design in Unity - Unite LA In this expert talk, Renaud Forestié, Gameloft Montreal's Gameplay Director, reveals how his team of five can **design** a mobile ...

Oh My! That Sound Made the Game Feel Better! In this GDC Europe 2015 Indie Summit session, sound **designer** Joonas Turner (Nuclear Throne, Badland) gives some key ...

5 Reasons Your Indie Platformer Game Sucks! (+Easy Fix!) Here is why your indie platformer **game** stinks and how to make a good platformer instead! It all comes down to making good 2D ...

The Satisfying Motion of Super Mario Bros | Game Feel Deep Dive Super Mario Bros is a

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classic NES **game** with great controls and movement. This deep dive into its **game feel** will break down its ...

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