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I've been poking at systems design and the confluence of systems thinking and game

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design for some time, starting many years ago with engaging conversations with Charles Cameron, reading Christopher Alexander, and leading to some wonderful group-work that resulted in a 2014 report from Project Horseshoe, followed by a lot more in-depth reading (Meadows, Capra, Luhmann, etc.). All of that ...

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Anyway, let's talk about what advancements have been made in game design technology, and what they mean for you (because the white

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rabbit is going to show up any minute now).
The Constant Advancement of Technology Itself
New iterations of gaming consoles come out more often than they used to.

The Advancements in Game Design Technology

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Designing a game's economy is the core of the game designer's trade: You craft mechanics to create a game system that is fun and challenging to interact with. Ernest Adams and Joris Dormans, authors of Game Mechanics: Advanced Game Design , explain how to do it.

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