

Jane Jensen (Influential Video Game Designers)



In the 1990s, the Personal Computer (or PC) was on the rise in homes, and with it came new genres of play. Yet most of the games in these new genres featured fantasylands or humorous science fiction landscapes with low stakes and little to suggest the potential of the PC as a serious space for art and play. Jane Jensen's work and landmark Gabriel Knight series brought a new darkness and personality to PC gaming, offering a first powerful glimpse of what games could be as they came of age. As an author and designer, Jensen brought her approach as a designer-writer hybrid to the forefront of game design, with an approach to developing environments through detailed research to make game settings come to life, an attention to mature dilemmas and complex character development, and an audience-driven vision for genres reaching beyond the typical market approaches of the gaming industry. With a brand new interview with Jensen herself, Anastasia Salter provides the first ever look at Jensen's impact and role in advancing interactive narrative and writing in the game design process.

Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects - Influential Video Game Designers (Hardback). Anastasia Salter (author). Buy Jane Jensen (Influential Video Game Designers) by Anastasia Salter (ISBN: 9781501327469) from Amazon's Book Store. Everyday low prices and free shipping. ISBN: 9781501327421. Imprint: Bloomsbury Academic. Series: Influential Video Game Designers. Illustrations: 25 bw illus. RRP: \$33.65. Title: Jane Jensen: Gabriel Knight, adventure games, hidden objects / Anastasia Marie Series: Influential Video Game Designers Includes bibliographical references. Jane Jensen is an American video game designer and author. She is mostly known as the creator of the Gabriel Knight series of adventure games, and also as one of the first female computer game designers. Shaw is regarded as a by Fortune as one of 30 Under 30 influential figures in the video game industry. suspense, was designed by female programmer Jane Jensen. Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects (Influential Video Game Designers) Anastasia Salter: Bloomsbury Academic. Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects (Influential Video Game Designers) Gabriel Knight Video Game TV Tropes A description of As an author and designer, Jensen brought her approach as a designer-writer hybrid to the forefront of Influential Video Game Designers. Jane Jensen is a game designer and novelist. Best known Top 10 Most Influential Women in Game Development .. Jane Jensen updated their cover photo. Price, review and buy Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects (Influential Video Game Designers) at best price and Imprint: Bloomsbury Academic. Series: Influential Video Game Designers. Illustrations: 25 bw illus. Dimensions: 216 x 140 mm. RRP: \$108.00. Jane Jensen:

Gabriel Knight, Adventure Games, Hidden Objects Influential Video Game Designers: : Anastasia Salter: Libros en idiomas extranjeros. Christa said: Im a huge Jane Jensen fangirl and I absolutely loved every word Knight, Adventure Games, Hidden Objects (Influential Video Game Designers. Jane Jensens work and landmark Gabriel Knight series brought a new darkness and personality to PC Influential Video Game Designers. Anastasia Salters book is the third addition to Bloomsburys Influential Video Game Designers series edited by Carly A. Kocurek and Jennifer deWinter. The first genres of play. Yet most of the games in these new genres featured. By: Anastasia Salter Media of Jane Jensen Series: Influential Video Game Designers. ISBN: 9781501327469. Imprint: Bloomsbury Academic. Series: Influential Video Game Designers. Illustrations: 25 bw illus. Dimensions: 5 1/2 x 8 1/2. List price Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects (Influential Video Game Designers) Anastasia (University of Central Florida, USA) Salter Series: Influential Video Game Designers Jane Jensens work and landmark Gabriel Knight series brought a new 5 Jane Jensen: In Her Own Words Jane Jensen co-designed her first computer game, Kings Quest VI, in 1992. Gabriel Knight has been a major influence in my life. advice you can give to someone who, like yourself, is both into writing and video games? genres of play. Yet most of the games in these new genres featured. By: Anastasia Salter Media of Jane Jensen Series: Influential Video Game Designers.