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Characteristics of Games by George Skaff Elias, Richard Garfield and K. Robert Gutschera (all of the Magic: the Gathering fame) is a book on game design and analysis based on their series of lectures given at MIT. The book isn't a design manual, or a How-To book on game tactics.

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Understanding games—whether computer games, card games, board games, or sports—by analyzing certain common traits. Characteristics of Games offers a new way to understand games: by focusing on certain traits—including number of players, rules, degrees of luck and skill needed, and reward/effort ratio—and using these characteristics as basic points of comparison and analysis.

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Whether or not you agree, it is clear that having the right concepts to work with automatically raises the level of the discussion. The authors identify a large number of important characteristics of games: downtime, spectation, kingmaking, standards, metagame, and many more.

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Skaff Elias is Vice President of Three Donkeys LLC, a game design, development, and consulting company. Richard Garfield, mathematics professor and game designer, is the creator of many card games, including Magic: The Gathering, as well as the board game RoboRally. K. Robert Gutschera is Lead Designer at Secret Identity Studios.

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