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MMOs from the Inside Out: The History, Design, Fun, and Art of Massively-Multiplayer Role-playing Games speaks to the designers and players of MMOs, taking it as axiomatic that such games are inspirational and boundless forces for good. The aim of this book is to enthuse an up-coming generation of designers, to inspire and educate players and designers-to-be, and to reinvigorate those already working in the field who might be wondering if it's still all worthwhile.

MMOs from the Inside Out eBook by Richard A. Bartle ...

MMOs from the Inside Out is for people with a spark of creativity: it pours gasoline on that spark. It: Explains what MMOs are, what they once were, and what they could - and should - become. Delves into why players play, and why designers design.

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