

ABOUT THE AUTHOR



Chris Crawford is the “grand old man” of computing game design. He sold his first computer game in 1978, joined Atari in 1979, and led Games Research there. During his time at Atari, he wrote the first edition of *The Art of Computer Game Design* (Osborne, 1984), which has now become a classic in the field. After Atari collapsed in 1984, Chris became a freelance computer game designer. All in all, Chris has 14 published computer games to his credit—all of which he designed and programmed himself. He founded, edited, and wrote most of *The Journal of Computer Game Design*, the first periodical devoted to game design. He founded and led the Computer Game Developers’ Conference (now the Game Developers’ Conference) in its early years. Chris has lectured on game design at conferences and universities all over the world. For the last ten years, he has been developing technology for interactive storytelling.