

About the Authors



Andrew Rollings has a B.S. in Physics from Imperial College, London, and Bristol University, and has worked as a technical consultant spanning the games industry and the financial industry since 1995. He is also the co-author of the highly successful book, *Game Architecture and Design*.



Ernest Adams is an American game design consultant currently based in England as a member of the International Hobo design consortium. He has worked in the interactive entertainment industry since 1989, and was most recently employed as a lead designer at Bullfrog Productions. For several years before that, Mr. Adams was the audio/video producer on the *Madden NFL Football* product line at Electronic Arts, and in a much earlier life he was a software engineer, first in the computer-aided design and then the computer game industries. He has developed online, computer, and console games for everything from the IBM 360 mainframe to the Sony Playstation 2. He is also the founder of the International Game Developers' Association, and is the author of the popular *Designer's Notebook* series of columns on the *Gamasutra* developers' webzine. His professional web site is at <http://www.designersnotebook.com>.