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Social Game Design. Pages 151 187. Chapter Eight Monetization Strategies. Tim The bulk of the chapter discusses the way that free to play games

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Since 1995, Tim Fields has worked in the game industry as a producer, project manager, design lead, and business developer. Tim has helped small studios and top

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Tim Fields has been making games professionally since 1995. He's made racing games, shooters, RPGs, sports games, action games, drinking games, and a few others besides.

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