The following are some reference that can guide you in your studies of game Design.

1- Game work : language, power, and computer game culture. McAllister, Ken S.
2- Visual rhetoric in a digital world : a critical sourcebook. Handa, Carolyn.
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5- Advertising by design : creating visual communications with graphic impact. Landa, Robin
6- Mind at play : the psychology of video games Loftus. Geoffrey R.
7- Trigger happy : videogames and the entertainment revolution. Poole, Steven.

Good Luck
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