

BOOK LIST

In addition to the textbook already required this course, the following books are worth investigating.

- Angel, Edward, *Computer Graphics (Fifth Edition)*, Addison-Wesley, 2009... note from Ed: For those who want to learn some graphics...Note from Carolyn: Ed is being modest... this is his book!
- Bateman, Chris (editor), *Game Writing: Narrative Skills for Video Games* (Charles River Media, 2006) ... a compilation of essays about the intersection of story and gameplay. Note from Carolyn: To be honest, I haven't seen the book personally, but a colleague recommended it.
- Dille, Flint and Platten, John Zuur, *The Ultimate Guide to Video Game Writing and Design* (Lone Eagle, 2006) ... a fairly newly book that covers the creative aspects of developing video games, written by two well-known game designers. Note from Carolyn: I haven't actually seen this book yet, but I know Flint personally and he's very sharp.
- Garrett, Jesse James, *The Elements of User Experience* (Garrett, 2003)... about user interface, recommended by Adams & Rollings
- Gee, James Paul, *What Video Games Have to Teach Us about Learning and Literacy* (Palgrave Macmillan, 2003). An exploration of why video games are so effective as vehicles for learning
- Huizinga, Johan H., *Homo Ludens* (Beacon Press, 1971). A study of the concept of human play, from an historical perspective.
- Iuppa, Nick and Borst, Terry, *Story and Simulation for Serious Games* (Focal Press, 2007) ... a solid and clearly written book that focuses on games designed to teach and train.
- Miller, Carolyn Handler, *Digital Storytelling: A Creator's Guide to Interactive Entertainment, second edition* (Focal Press, 2008) ... Carolyn's own book. It covers the whole universe of interactive media, including video games.
- Murray, Janet H, *Hamlet on the Holodeck, The Future of Narrative in Cyber-space* (MIT Press, 1997) ... the classic book about the role of story in interactive media, including video games. It's a fine book, very thoughtful, even if somewhat dated in terms of its references.
- Novak, Jeannie: *Game Development Essentials* (Thompson, 2005)... this is the book we used last year, and while not as solid as our present textbook, it is a good supplement and covers things our present book does not.

- Wardrip-Fruin, Noah, and Harrigan, Pat (editors), *First Person: New Media as Story, Performance and Game*, (MIT Press, 2004) ... an excellent collection of essays representing a variety of points of view about video games, primarily from people in the academic world.

Books on the Technical Side:

- Buckland, Mat, *Programming Game AI by Example*, Wordware Publishing, 2005... recommended by Bill
- Eberly, David 3D, *Game Engine Design*, Morgan Kaufmann, 2001 (recommended by Ed)
- Eberly, David, *3D Game Engine Architecture*, Morgan Kaufmann, 2005... recommended by Bill, who points out the two Eberly book are different. Bill says "...earlier book that was more theoretical. The book I referenced is newer and is a follow up to the first. It is designed to give more examples and provide a more hands-on approach to game engine development."
- Watt, Allan and Policarpo, Fabio, *3D Games, Animation and Advanced Real-time Rendering*, Addison-Wesley, 2003... recommended by Ed