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


- 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.


- 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