

## **BOOK LIST**

In addition to the textbooks already required or recommended for this course, I believe the following books are worth investigating. The first book, *Fundamentals of Game Design*, has just been published and is particularly recommended.

- Carolyn Handler Miller

Adams, Ernest and Rollings, Andrew, *Fundamentals of Game Design* (Pearson Prentice Hall, 2007) ... a solid book focusing on game design. Ernest Adams is a highly regarded game designer. This is the book I was referring to on Feb. 15 when I was talking about level design.

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. 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 newly published book that covers the creative aspects of creating video games, written by two well-known game designers. The book is so new I haven't seen it yet, but I know Flint personally and he's very sharp.

Ippa, Nick and Borst, Terry, *Story and Simulation for Serious Games* (Focal Press, 2007) ... focuses on games designed to teach and train.

Miller, Carolyn Handler, *Digital Storytelling: A Creator's Guide to Interactive Entertainment* (Focal Press, 2004) ... my 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.

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.

References on Game Technology and Computer Graphics

Ed Angel

- Ed Angel, Interactive Computer Graphics, A Top-down Approach with OpenGL, Fourth Edition, Addison-Wesley, 2005
- T. Mohler and E. Haines, Real-Time Rendering, Second Edition, AK Peters, 2002.
- D. Eberly, 3D Game Engine Design, Morgan Kaufmann, 2001.
- A. Watt and F. Policarpo, 3D Games, Animation and Advanced 3D Rendering, Addison-Wesley, 2003.