

Simulation and Game Development: A Bibliography of Resources in the Erwin Library, Wayne Community College

Scope of the Bibliography:

Internet Resources are completely annotated and have been selected by the Instructional Services Librarian.

Books listed as part of the General Collection may be checked out by any Erwin Library registered patron, faculty, staff or student for twenty-one days, with one renewal. Books listed as part of the Reference Collection should be used within the Erwin Library only.

Though not listed in this bibliography, many relevant digital video titles are available in the *Films on Demand* video streaming resource, which can be accessed and searched using the **WCC Single Search** aggregate database on the Erwin Library webpage at: <http://waynecc.edu/library/>

Similarly, thousands of full-text **Journal Articles** are also available using the WCC Single Search aggregate database from the Erwin Library homepage. These texts may be printed out in the library, or at home, even emailed to your account.

Even if an article is not indexed by any of our databases, it can be obtained by Interlibrary Loan request made to the Erwin Library, either in-person at the Circulation Desk, by telephone at 919.739.6891, or by submitting an online request from the Interlibrary Loan link on the library's webpage.

Library of Congress Subject Headings may be used in a subject search to search the Erwin Library Online Public Access Catalog (OPAC) for more books. The Library of Congress Subject Headings make excellent search terms, and may be typed into the search box of any major database with no punctuation, just spaces between the words.

Internet Resources:

Job Descriptions

*O*NET OnLine*. "Video Game Designers." Available online at: <http://www.onetonline.org/link/summary/15-1099.13>

- Create core game features including storylines, role-play mechanics, and character biographies for a new video game or game franchise.
- Document all aspects of formal game design, using mock-up screenshots, sample menu layouts, gameplay flowcharts, and other graphical devices.
- Collaborate with artists to achieve appropriate visual style.
- Conduct regular design reviews throughout the game development process.
- Consult with multiple stakeholders to define requirements and implement online features.
- Create and manage documentation, production schedules, prototyping goals, and communication plans in collaboration with production staff.
- Create gameplay prototypes for presentation to creative and technical staff and management.

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- Determine supplementary virtual features, such as currency, item catalog, menu design, and audio direction.
- Develop and maintain design level documentation, including mechanics, guidelines, and mission outlines.
- Devise missions, challenges, or puzzles to be encountered in game play.

U.S. Department of Labor. Bureau of Statistics. "Artists and Related Workers." Available online at: <http://www.bls.gov/oco/ocos092.htm>

"Demand for multimedia artists and animators will increase as consumers continue to demand more realistic video games, movie and television special effects, and 3D animated movies. Additional job openings will arise from an increasing need for computer graphics in the growing number of mobile technologies. The demand for animators is also increasing in alternative areas such as scientific research and design services."

Books:

3D Modeling

Ahearn, Luke. *3D Game Textures: Create Professional Game Art Using Photoshop*. 2nd ed. Amsterdam; Boston: Focal Press/Elsevier, 2009. Call Number: QA76.76 .C672 A42154 2009

Granberg, Carl. *Character Animation with Direct3D*. Boston, Mass.: Charles River Media; Course Technology/Cengage Learning, 2009. Call Number: TR897.7 .G72 2009

Jones, Wendy. *Beginning DirectX 10 Game Programming*. Boston, Mass.: Thomson Course Technology, 2008. Call Number: QA76.76 .C672 J66 2008

Winder, Jeff. *Papervision3D Essentials: The Professional Guide for Real-Time 3D in Flash*. Birmingham, U.K.: Packt Publishing, 2009. Call Number: T385 .W56 2009

Art for Games

Gantzler, Todd. *Game Development Essentials: Video Game Art*. Clifton Park, N.Y.: Thomson/Delmar Learning, 2005. Call Number: QA76.76 .C672 G368 2005

Hart, Christopher. *Manga for the Beginner: Everything You Need to Know to Get Started Right Away!* New York: Watson-Guption Publications, 2008. Call Number: NC1764.5 .J3 H369286 2008

The Monster Book of Manga. New York, N.Y.: Collins Design, 2005. Call Number: NC1764.5 .J3 M66 2005

The Monster Book of Manga: Fairies and Magical Creatures. New York: Collins Design, 2007. Call Number: NC1764.5 .J3 M66 2007

Omernick, Matthew. *Creating the Art of the Game*. Indianapolis, Ind.: New Riders, 2004. Call Number: T385 .O44 2004

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Pardew, Les. *Basic Drawing for Games*. Boston, Mass.: Thomson Course Technology, 2006. Call Number: QA76.76 .C672 P3745 2006

Pardew, Les. *Everyone Should Draw*. Boston, Mass.: Thomson Course Technology, 2006. Call Number: QA76.76 .C672 P3753 2006

Tsukamoto, Hiroyoshi. *Manga Matrix: Create Unique Characters Using the Japanese Matrix System*. New York: Collins Design; Tokyo: Published by arrangement with Maar-Sha Pub. Co., 2006. Call Number: NC1764.5 .J3 T78 2006

Business Management

Boyd, S. Gregory. *Business and Legal Primer for Game Development*. Boston, Mass.: Charles River Media, 2007. Call Number: KF1893 .E44 B87 2007

Castronova, Edward. *Synthetic Worlds: The Business and Culture of Online Games*. Chicago: University of Chicago Press, 2005. Call Number: GV1469.15 .C43 2005

Lipson, Ashley S. *Computer and Video Game Law: Cases and Materials*. Durham, N.C.: Carolina Academic Press, 2009.

Sicart, Miguel. *The Ethics of Computer Games*. Cambridge, Mass.: MIT Press, 2009. Call Number: GV1469.34 .C67 S53 2009

Spaulding, Seth. *Team Leadership in the Game Industry*. Boston, Mass.: Course Technology, 2009. Call Number: HD66 .S6783 2009

Graphic Design Tools

Bouton, Gary David. *CorelDRAW X5 the Official Guide*. New York: McGraw-Hill, 2011. Call Number: T385 .B68316 2011

SGD Careers

Enelow, Wendy S. *Expert Resumes for Computer and Web Jobs*. 3rd ed. Indianapolis, Ind.: JIST, 2011. Call Number: QA76.25 .E525 2011

Heller, Steven. *Becoming a Digital Designer: A Guide to Careers in Web, Video, Broadcast, Game and Animation Design*. Hoboken, N.J.: John Wiley & Sons, 2008. Call Number: T65.3 .H45 2008

Hodgson, David S. J. *Video Game Careers*. Updated ed. Roseville, Calif.: Prima Games, 2008. Call Number: GV1469.3 .H63 2008

SGD Programming

Busby, Jason. *Mastering Unreal Technology Vol. 1: Introduction to Level Design with Unreal Engine 3*. Indianapolis, Ind.: Sams, 2010. Call Number: QA76.76 .C672 B8685 2010 V.1

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Busby, Jason. *Mastering Unreal Technology Vol. 2: Advanced Level Design Concepts with Unreal Engine 3*. Indianapolis, Ind.: Sams, 2010. Call Number: QA76.76 .C672 B8685 2010 V.2

Cawood, Stephen. *Microsoft XNA Game Studio Creator's Guide*. 2nd ed. New York: McGraw-Hill, 2009. Call Number: QA76.76 .C672 C395 2009

Chun, Russell. *Flash Professional CS5 Advanced for Windows and Macintosh: Visual QuickPro Guide*. Berkeley, Calif.: Peachpit, 2011. Call Number: TR897.7 .C48 2011

Cinnamon, Ian. *Programming Video Games for the Evil Genius*. New York: McGraw-Hill, 2008. Call Number: QA76.76 .C672 C48 2008

Cohen, Sandee. *InDesign CS5 for Windows and Macintosh*. Berkeley, Calif.: Peachpit Press, 2011. Call Number: Z253.532 .A34 C64 2011

Dann, Wanda. *Exploring Wonderland: Java Programming Using Alice and Media Computation*. Boston: Prentice Hall, 2010. Call Number: QA76.64 .D358 2010

Dann, Wanda. *Learning to Program with Alice*. 2nd ed. Upper Saddle River, N.J.: Pearson Prentice Hall, 2009. Call Number: QA76.64 .D36 2009

Gregory, Jason. *Game Engine Architecture*. Wellesley, Mass.: A K Peters, 2009. Call Number: QA76.76 .C672 G77 2009

Griffith, Christopher. *Real-World Flash Game Development: How to Follow Best Practices and Keep Your Sanity*. Burlington, Mass.: Elsevier Focal Press, 2010. Call Number: QA76.76 .C672 G774 2010

Kölling, Michael. *Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations*. Upper Saddle River, N.J.: Prentice Hall, 2010. Call Number: QA76.64 .K657 2010

McShaffry, Mike. *Game Coding Complete*. 3rd ed. Boston, Mass.: Charles River Media, 2009. Call Number: QA76.76 .C672 M37 2009

Miles, Rob. *Microsoft XNA Game Studio 3.0: Learn Programming Now!* Redmond, Wash.: Microsoft Press, 2009. Call Number: QA76.76 .C672 M54 2009

Weinmann, Elaine. *Photoshop CS5 for Windows and Macintosh*. Berkeley, Calif.: Peachpit, 2010. Call Number: TR267.5 .A3 W45 2010

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Ahlquist, John. *Game Development Essentials: Game Artificial Intelligence*. Clifton Park, N.Y.: Thomson/Delmar Learning, 2008. Call Number: QA76.76 .C672 A425 2008

Boellstorff, Tom. *Coming of Age in Second Life*. Princeton: Princeton University Press, 2008. Call Number: GN307.65 .B64 2008

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Bogost, Ian. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, Mass.: MIT Press, 2007. Call Number: GV1469.34 .S52 B64 2007

Brathwaite, Brenda. *Challenges for Game Designers*. Boston, Mass.: Course Technology/Cengage Learning, 2009. Call Number: QA76.76 .C672 B75 2009

Castillo, Travis. *Game Development Essentials: Game Level Design*. New York: Delmar, 2008. Call Number: QA76.76 .C672 C385 2008

Cavallaro, Dani. *Anime and the Visual Novel: Narrative Structure, Design and Play at the Crossroads of Animation and Computer Games*. Jefferson, N.C.: McFarland & Co., 2010. Call Number: NC1766 .J3 C374 2010

Chandler, Rafael. *Game Writing Handbook*. Boston, Mass.: Charles River Media, 2007. Call Number: QA76.76 .C672 C447 2007

Chandler, Heather Maxwell. *The Game Production Handbook*. 2nd ed. Hingham, Mass.: Infinity Science Press, 2009. Call Number: QA76.76 .C672 C446 2009

Cogburn, Jon. *Philosophy Through Video Games*. New York: Routledge, 2009. Call Number: GV1469.3 .C645 2009

Collins, Karen. *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design*. Cambridge, Mass.: MIT Press, 2008. Call Number: MT3540.7 .C65 2008

Collins, Nick. *Introduction to Computer Music*. Hoboken: John Wiley & Sons, 2010. Call Number: MT723 .C63 2010

Dille, Flint. *The Ultimate Guide to Video Game Writing and Design*. Los Angeles: Lone Eagle, 2007. Call Number: QA76.76 .C672 D52 2007

Dunniway, Troy. *Game Development Essentials: Gameplay Mechanics*. Clifton Park, N.Y.: Delmar Cengage Learning, 2008. Call Number: QA76.76 .C672 D865 2008

Flanagan, Mary. *Critical Play: Radical Game Design*. Cambridge, Mass.: MIT Press, 2009. Call Number: GV1230 .F53 2009

Fullerton, Tracy. *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*. 2nd ed. Amsterdam; Boston: Elsevier Morgan Kaufmann, 2008. Call Number: QA76.76 .C672 F84 2008

Hall, Rick. *Game Development Essentials: Online Game Development*. Clifton Park, N.Y.: Delmar/Cengage Learning, 2008. Call Number: QA76.76 .C672 H3515 2008

Hight, John. *Game Development Essentials: Game Project Management*. Clifton Park, N.Y.: Thomson Delmar Learning, 2008. Call Number: HD9993 .E452 H54 2008

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Juul, Jesper. *Half-Real: Video Games between Real Rules and Fictional Worlds*. Cambridge, Mass.: MIT Press, 2005. Call Number: GV1469.3 .J88 2005

Kent, Steve L. *The Ultimate History of Video Games: From Pong to Pokemon and Beyond: The Story Behind the Craze That Touched Our Lives and Changed the World*. Roseville, Calif.: Prima Pub., 2001. Call Number: GV1469.3 .K45 2001

Krawczyk, Marianne. *Game Development Essentials: Game Story and Character Development*. Clifton Park, N.Y.: Thomson Delmar Learning, 2006. Call Number: QA76.76 .C672 K73 2006

Levy, Luis. *Game Development Essentials: Game QA and Testing*. Clifton Park, N.Y.: Delmar/Cengage Learning, 2010. Call Number: QA76.76 .C672 L49 2010

Loguidice, Bill. *Vintage Games: An Insider Look at the History of Grand Theft Auto, Super Mario, and the Most Influential Games of All Time*. Boston: Focal Press/Elsevier, 2009. Call Number: GV1469.3 .L64 2009

Makar, Jobe. *Actionscript for Multiplayer Games and Virtual Worlds: Learn Multi-User Interaction Concepts from the Experts*. Berkeley, Calif.: New Riders, 2010. Call Number: QA76.76 .C672 M327 2010

Mark, Dave. *Behavioral Mathematics for Game AI*. Boston, Mass.; Singapore: Course Technology Cengage Learning, 2009. Call Number: QA76.76 .C672 M375 2009

Marks, Aaron. *The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, Game Developers*. 2nd ed. Burlington, Mass.; Oxford: Focal Press/Elsevier, 2009. Call Number: TK7881.4 .M368 2009

McKinley, Michael. *The Game Animator's Guide to Maya*. Indianapolis, Ind.: Wiley Pub., 2006. Call Number: TR897.7 .M394 2006

Novak, Jeannie. *Game Development Essentials: An Introduction*. 2nd ed. Clifton Park, N.Y.: Thomson/Delmar Learning, 2008. Call Number: QA76.76 .C672 N69 2008

Pardew, Les. *Game Character Animation All in One*. Boston, Mass.: Thomson Course Technology, 2007. Call Number: TR897.7 .P356 2007

Rabin, Steve. *Introduction to Game Development*. 2nd ed. Boston, Mass.: Course Technology; London: Cengage Learning [distributor], 2010. Call Number: QA76.76 .C672 I58 2010

Reed, Aaron. *Learning XNA 3.0*. Farnham: O'Reilly, 2009. Call Number: QA76.76 .C672 R44 2009

Salen, Katie. *The Game Design Reader: A Rules of Play Anthology*. Cambridge, Mass.: MIT Press, 2006. Call Number: QA76.76 .C672 G357 2006

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Saunders, Kevin. *Game Development Essentials: Game Interface Design*. Clifton Park, N.Y.: Thomson Delmar Learning, 2007. Call Number: QA76.76 .C672 N68 2007

Schell, Jesse. *The Art of Game Design: A Book of Lenses*. Amsterdam; Boston: Elsevier/Morgan Kaufmann, 2008. Call Number: QA76.76 .C672 S34 2008

Sethi, Maneesh. *Game Programming for Teens*. 3rd ed. Boston: Course Technology PTR, 2009. Call Number: QA76.76 .C672 S438 2009

Sheldon, Lee. *Character Development and Storytelling for Games*. Boston, Mass.: Thomson Course Technology, 2004. Call Number: GV1469.34 .A97 S54 2004

Swink, Steve. *Game Feel: A Game Designer's Guide to Virtual Sensation*. Amsterdam; Boston: Morgan Kaufmann Publishers/Elsevier, 2009. Call Number: QA76.9 .H85 S934 2009

Taylor, T. L. *Play Between Worlds: Exploring Online Game Culture*. Cambridge, Mass.; London: MIT, 2009. Call Number: GV1469.17 .S63 T38 2009

Turkle, Sherry. *Simulation and Its Discontents*. Cambridge, Mass.: MIT Press, 2009. Call Number: QA76.9 .C65 T87 2009

Waggoner, Zach. *My Avatar, My Self: Identity in Video Role-Playing Games*. Jefferson, N.C.: McFarland, 2009. Call Number: QA76.76 .I59 .W34 2009

Williams, Richard. *The Animator's Survival Kit*. Expanded ed. London: Faber and Faber, 2009. Call Number: NC1765 .W55 2009

Library of Congress Subject Headings:

Animation

Drawing

Game design

Games

Gaming

Manga

Online Game

Programming

Simulation

Video

Video games