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


•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.
• 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.


“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


### Art for Games


**Business Management**


**Graphic Design Tools**


**SGD Careers**


**SGD Programming**


**Simulation and Game Design**


**Library of Congress Subject Headings:**

Animation

Drawing

Game design

Games

Gaming

Manga

Online Game

Programming

Simulation

Video
Video games