

Library

Games Art & Design

Unit BA3A

Useful sources of information

This is the reading list that your course has provided for the unit you are currently studying.

You will find everything you need by searching the catalogue via the [Library webpages](#).

For more information on how to search the catalogue [watch this short video](#)

Required:

Fullerton, T. (2008) *Games design workshop: a playcentric approach to creating innovative games*. London: Morgan Kaufmann.

Juul, J. (2019) *Handmade pixels: independent video games and the quest for authenticity*. Cambridge: MIT Press.

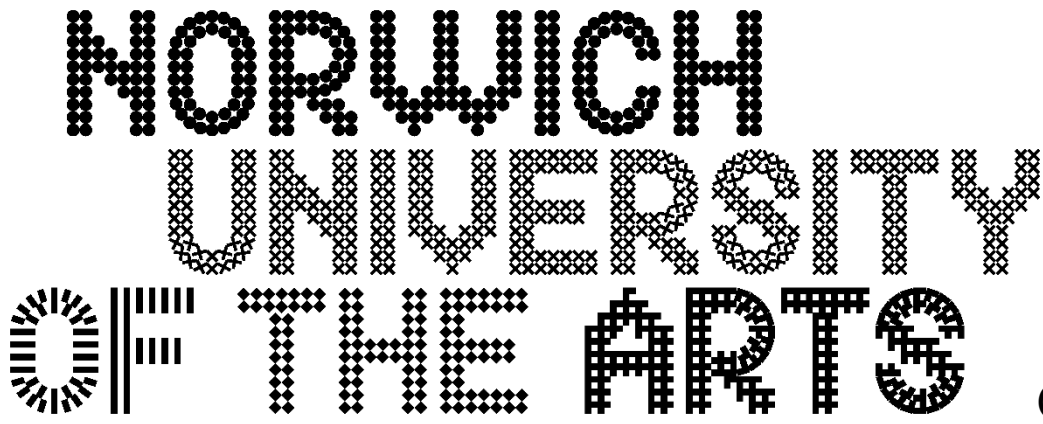
Recommended:

Hill-Whittall, R. (2015) *The indie Game developer handbook*. Abingdon: Routledge.

Fields, T. (2023) *Games development 2042: the future of games design, development, and publishing*. Boca Raton: CRC Press.

Roda, C. (2022) *Real Time Visual Effects for the Technical Artist*. Boca Raton: CRC Press.

Zhang, Y. and Funk, M. (2021) *Coding art: the four steps to creative programming with the processing language*. Berkeley: Apress.



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Further sources of information:

<https://www.youtube.com/@javidx9> (For programming conceptual development)