

Library

Games Art & Design

Unit BA1B

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:

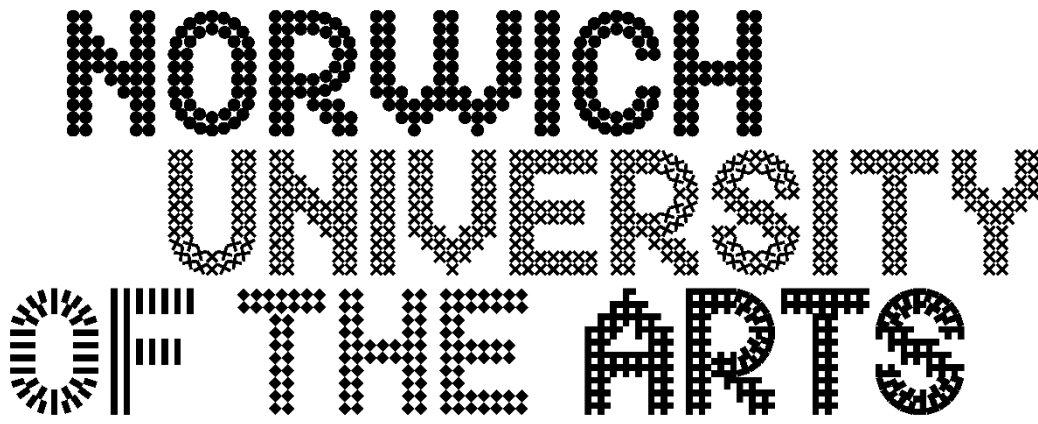
Lewis, M. (ed) (2021) *Art Fundamentals: Theory in Practice: How to critique your art for better results*. Worcester: 3DTotal Publishing.

Mäyrä, F. (2008) *Introduction to Game Studies: Games and Culture*. London: Sage.

Rogers, S. (2014) *Level up! The guide to great video game design*. Chichester: John Wiley & Sons.

Salmond, M. (2016) *Video game design: principles and practices from the ground up*. London: Fairchild Books.

Unreal Engine (2016) *Blueprint communications*. Available at:
https://www.youtube.com/watch?v=EM_HYqQdToE (Accessed 29 September 2023).



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Recommended:

Useful sources of information

Bogost, I. (2015) 'Video games are better without characters', *The Atlantic*, Available at: <https://www.theatlantic.com/technology/archive/2015/03/video-games-are-better-without-characters/387556/> (Accessed: 29 September 2023).

Chess, S. (2017) *Ready player two: women gamers and designed identity*. Minnesota: Minnesota University Press.

Fernández-Vara, C., (2014) *Introduction to game analysis*. New York: Routledge. GMTK (2023) Available at: <https://www.youtube.com/channel/UCqJ-Xo29CKyLTjn6z2XwYAw> (Accessed: 29 September 2023).

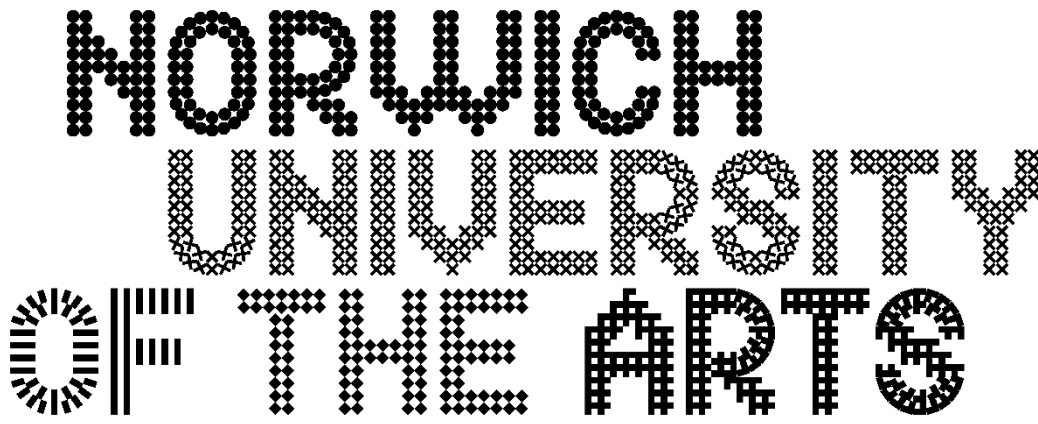
Grace, L. (2021) *Black game studies: an introduction to the games, game makers, and scholarship of the African diaspora*. Pittsburgh: ETC Press.

Hall, S. (2012) *Representation: cultural representations and signifying practices*. Milton Keynes: The Open University.

Huizinga, J. (1950) *Homo ludens: a study of the play-element in culture*. Boston: Beacon Press.

MathewWadsteinTutorials (2023) Available at: <https://www.youtube.com/@MathewWadsteinTutorials> (Accessed: 29 September 2023).

NoclipDocs (2023) Available at: <https://www.youtube.com/@NoclipDocs> (Accessed: 29 September 2023).



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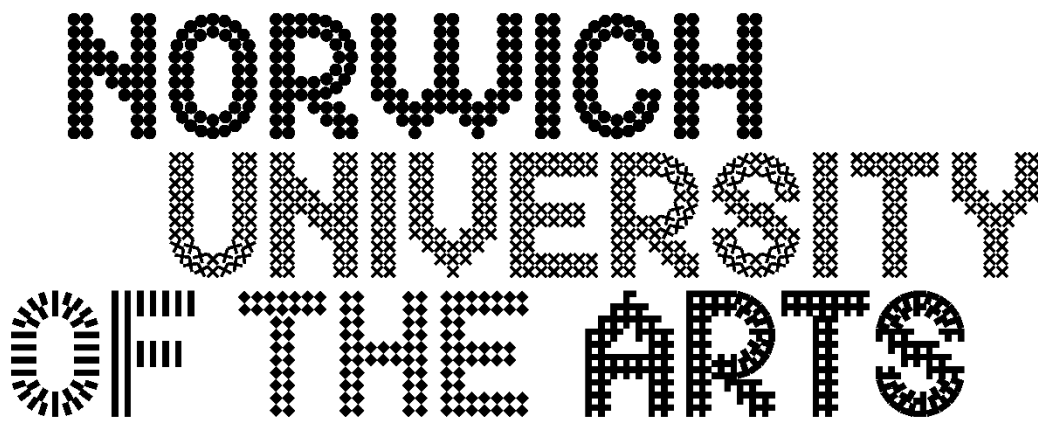
Useful sources of information

Recommended (continued):

Salen, K., and Zimmerman, E. (2003) *Rules of play: game design fundamentals*.
Cambridge: MIT Press.

Watts, H. (2020) 'Storytelling and Details In Props', *Beyond Extent*. Available at:
<https://www.beyondextent.com/articles/storytelling-and-details-in-props>
(Accessed: 29 September 2023).

Yang, R. (2022) *The Level Design Book*. Available at:
<https://book.leveldesignbook.com/> (Accessed: 29 September 2023).



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Further sources of information:

Barthes, R. (2009) *Mythologies*. Revised edn. London: Vintage Classics.

Berger, J. (2008) *Ways of seeing*. London: Penguin Classics.

Bogost, I. (2010). *Persuasive games: the expressive power of videogames*. Cambridge: MIT Press.

Calleja, G. (2011) *In-game: immersion to incorporation*. Cambridge: MIT Press.

Chen, J. (2006) *Flow in games*. Available at:

[http://www.jenovachen.com/flowingames/Flow in games final.pdf](http://www.jenovachen.com/flowingames/Flow_in_games_final.pdf) (Accessed: 29 September 2023).

Jenkins, H. (2006) 'Game Design as Narrative Architecture', in *First Person: New Media as Story, Performance and Game*. Wardrip-fruin, N., and Harrigan, P. (eds). 2nd edn. Cambridge: MIT Press.

Ruberg, B. (2017) *Queer Game Studies*. Minnesota: University of Minnesota Press.

Ruberg, B. (2019) *Video Games Have Always Been Queer*. New York: New York University Press.

Salisbury, J. H. and Tomlinson, P. (2014) *Contextualising flow in games*. Available at: http://www.digra.org/wp-content/uploads/digital-library/digra2014_submission_59.pdf (Accessed: 29 September 2023).