NORWICH UNIVERSITY OF THE ARTS

Library

Games Art & Design

Unit BA2A

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:

Bartle R.A. (2004) *Designing virtual worlds*. Indianapolis: New Riders.

Howard, J. (2008) *Quests: design, theory, and a history in games and narratives*. Wellesley: AK Peters.

Salen, K. and Zimmerman, E. (2004) *Rules of play: design fundamentals*. Massachusetts: MIT Press.
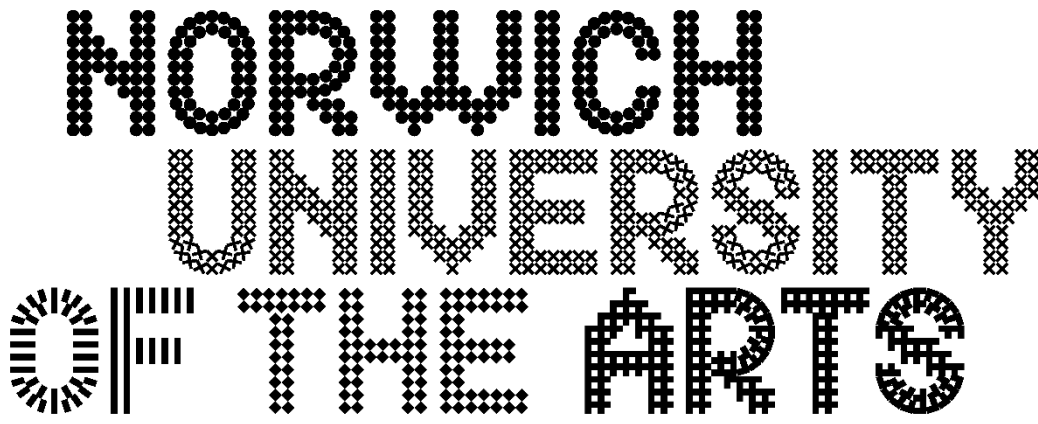
Recommended:

Butler, S. and Oliver, T. (2023) *Game development patterns with Unreal Engine 5: build maintainable and scalable systems with C++ and Blueprint*. Birmingham: Packt Publishing.

Flanagan, M. and Nissenbaum, H. (2016) *Values at play in digital games*. Massachusetts: MIT Press.

Nystrom, R (2014) *Game Programming Patterns*. Genever Benning.

Pv, S. (2021) *Beginning Unreal Engine 4 blueprints visual scripting: using C++: From beginner to pro*. Berkeley: Apress.

NORWICH UNIVERSITY OF THE ARTS

Further sources of information:

https://www.youtube.com/@CodeBeauty (for C++)

https://docs.unrealengine.com/5.0/en-US/unreal-engine-programming-and-scripting/ (For unreal scripting)

https://dev.epicgames.com/community/unreal-engine/learning (For all unreal learning)

https://www.udemy.com/course/unreal-engine-4-introduction-to-blueprints/ (Fundamentals of code in UE5)