

Library

Games Art & Design

Unit BA2B

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:

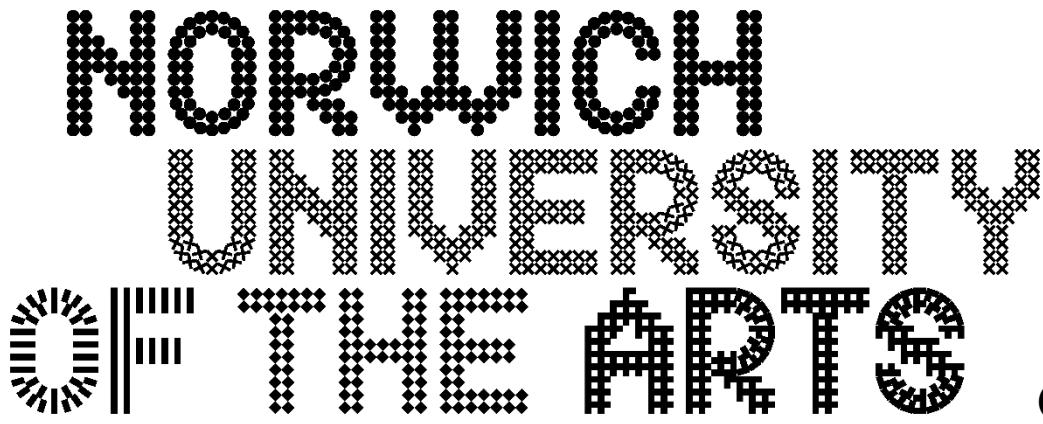
Salen, K. and Zimmerman, E. (2004) *Rules of play: design fundamentals*.
Massachusetts: MIT Press.

Recommended:

Adams, E. (2014) *Fundamentals of game design*. Third edn. Berkeley: New Riders.

Schwaber, K. and Redmon, W. (2004) *Agile project management with scrum*.
Redmond: Microsoft Press.

Keith, C. (2010) *Agile game development with scrum*. Upper Saddle River: Addison-Wesley.



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Useful sources of information

Further sources of information:

<https://www.youtube.com/@RyanLaley> (For Unreal Tutorials)

<https://www.youtube.com/@DevEnabled> (For Unreal Tutorials)