

# Norwich University of the Arts: Library

## MA Games

### Useful sources of information

This reading list contains suggested reading from your academic tutor.

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](#)

#### Core reading

This is being used as the core text book and will be referred to regularly through the module.

Schell, J. (2014) *The Art of Game Design: A Book of Lenses*. 2nd edn. Boca Raton: A K Peters/CRC Press.

#### Set readings

These readings will be set over the course of the year and will be featured in workshops and lectures.

Abraham, B. and Jayemanne, D. (2017) 'Where are all the climate change games? Locating digital games' response to climate change', *Transformations*, (30), p. 21. Available at: [http://www.transformationsjournal.org/wp-content/uploads/2017/11/Trans30\\_05\\_abraham\\_jayemanne.pdf](http://www.transformationsjournal.org/wp-content/uploads/2017/11/Trans30_05_abraham_jayemanne.pdf) (Accessed on 18 September 2024).

Hunicke, R., LeBlanc, M. and Zubeck, R. (2004) 'MDA: A Formal Approach to Game Design and Game Research', in *In Proceedings of the Challenges in Games AI Workshop, Nineteenth National Conference of Artificial Intelligence*. Available at: <https://aaai.org/papers/ws04-04-001-mda-a-formal-approach-to-game-design-and-game-research/> (Accessed on 18 September 2024).

Jenkins, H. (2004) 'Game Design as Narrative Architecture', in N. Wardrip-fruin and P. Harrigan (eds) *First Person: New Media as Story, Performance and Game*. Cambridge, MA: MIT Press, pp. 118–130. Available at: <https://web.mit.edu/~21fms/People/henry3/games&narrative.html> (Accessed on 18 September 2024).

Juul, J. (2014) 'High tech - low tech Authenticity', in *Proceedings of the 9th International Conference on the Foundations of Digital Games. Foundations of Digital Games*, p. 11. Available at: <https://www.jesperjuul.net/text/independentstyle/independentstyle.pdf>. (Accessed on 18 September 2024).

Keogh, B. (2019a) 'Are games art school? How to teach game development when there are no jobs', *Brendan Keogh*, 22 June. Available at: <https://brkeogh.com/2019/06/22/are-games-art-school-how-to-teach-game-development-when-there-are-no-jobs/> (Accessed on 18 September 2024).

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Keogh, B. (2019b) 'From aggressively formalised to intensely in/formalised: accounting for a wider range of videogame development practices', *Creative Industries Journal*, 12(1), pp. 14–33. Available at: <https://doi.org/10.1080/17510694.2018.1532760> (Accessed on 18 September 2024).

McCloud, S. (2001) *Understanding Comics: The Invisible Art*. New York: William Morrow Paperbacks.

Myllyaho, M. et al. (2004) 'A Review of Small and Large Post-Mortem Analysis Methods', in *Proceedings of International Conference Software and Systems Engineering and their Applications. International Conference Software and Systems Engineering and their Applications*. Available at: [https://scholar.google.co.uk/scholar\\_url?url=https://www.academia.edu/download/86232299/pma\\_fu%201.00-icssea-layout.pdf&hl=en&sa=X&ei=S9fqZvH5O47Zy9YPuu2w0QE&scisig=AFWwaeBX0N7yR37E8poRuKLOvKhF&oi=scholar](https://scholar.google.co.uk/scholar_url?url=https://www.academia.edu/download/86232299/pma_fu%201.00-icssea-layout.pdf&hl=en&sa=X&ei=S9fqZvH5O47Zy9YPuu2w0QE&scisig=AFWwaeBX0N7yR37E8poRuKLOvKhF&oi=scholar) (Accessed on 18 September 2024)

Slovin, R. (2002) 'Hot Circuits', in M.J.P. Wolf (ed.) *The Medium of the Video Game*. Austin: University of Texas Press.

Wolf, M.J.P. (2012) *Building Imaginary Worlds: The Theory and History of Subcreation*. New York: Routledge.

Womack, J.P., Jones, D.T. and Roos, D. (2007) *The Machine That Changed the World*. London: Simon & Schuster UK.

Zimmerman, E. (2013) *Manifesto: The 21st Century Will Be Defined By Games*, *Kotaku*. Available at: <https://kotaku.com/manifesto-the-21st-century-will-be-defined-by-games-1275355204> (Accessed on 18 September 2024).

#### **Recommended additional reading**

These books cover a broad range of topics related to game studies theory.

Blom, J. (2023) *Video Game Characters and Transmedia Storytelling: The Dynamic Game Character*. Amsterdam: Amsterdam University Press (Games and Play). Available at: <https://www.aup.nl/en/book/9789463722957/video-game-characters-and-transmedia-storytelling> (Accessed on 18 September 2024).

Bolter, J.D. and Grusin, R. (2000) *Remediation: Understanding New Media*. Cambridge, Mass.: MIT Press.

Calleja, G. (2011) *In-Game: Immersion to Incorporation*. Cambridge, Mass: MIT Press.

Gee, J.P. (2003) *What video games have to teach us about learning and literacy*. Basingstoke : Palgrave Macmillan, 2003.

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Jenkins, H. (2008) *Convergence Culture: Where Old and New Media Collide*. 2nd edn. New York: New York University Press.

Juul, J. (2019) *Handmade Pixels: Independent Video Games and the Quest for Authenticity*. Massachusetts: MIT Press.

Manovich, L. (2002) *The Language of New Media*. Massachusetts: MIT Press.

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

Murray, J.H. (1997) *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. Cambridge, Mass: MIT Press.

Salen, K. and Zimmerman, E. (2003) *Rules of Play: Game Design Fundamentals*. Cambridge, Mass: MIT Press.

#### Academic Journals

Game Studies - <http://gamestudies.org> – The first game studies journal

Games and Culture - <http://journals.sagepub.com/home/gac>

Loading... - <http://journals.sfu.ca/loading/index.php/loading/>

#### Additional Resources

Game Makers Toolkit YouTube channel – especially the Game Development Series - <https://www.youtube.com/@GMTK>

People Make Games (Documentaries) - <https://www.youtube.com/@PeopleMakeGames>

Game Development Conference (GDC) - <https://gdcvault.com/>

Games Industry Biz - <https://www.gamesindustry.biz/>

Game Developer Blog - <https://www.gamedeveloper.com/>