Library Research & Resources:
Game Programming, Development & Design

G109, G405, G402, T163
Fall 2014

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Liaison: Business, Design
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Agenda

Introductions

Find Materials:

- Books / e-books
- Articles / Magazines
- Gaming Collection
- Images / Textures
- Websites

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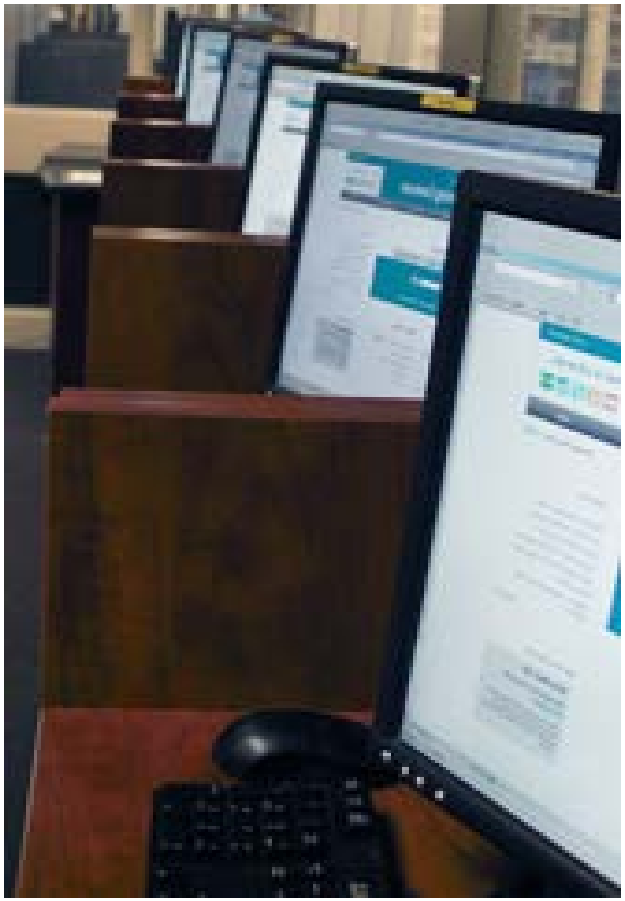
Research Help



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341 King St. E LLC

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341 King Street East
3rd Floor, Room 367

Regular Hours

Monday-Friday:
10:30am-6:30pm

Saturday & Sunday:
CLOSED

Library Card

Photo ID Booth @ SJA LCC – 200 King St.

- sign out books
- check out games
- book a study room
- off-campus access

Access library databases 24/7!

barcode = your student #

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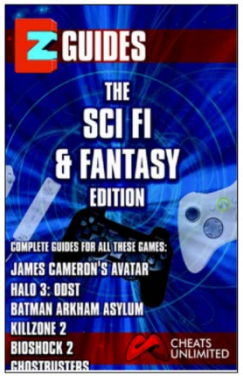
Library Resources: Books & eBooks

- Gaming Collection Books @ 341 King
- Safari Tech Books & e-Books available online
- Handbooks / guides online



All book cover Images courtesy of Syndetics

Library Resources

Online Magazines

- news
- reviews
- articles
- updates
- commentary

Images courtesy of Game Developer and Indie Game Magazine

Library Homepage

georgebrown.ca/llc

Start your Research...

Research Tip: Use one or two keywords or concepts to begin your search.

Search Everything Results:
Books, Articles, etc.

Refine Results

Current Search

Find all my search terms:

"game design"

Limiters

Available in Library Collection

Limit To

- Full Text
- Scholarly (Peer Reviewed) Journals
- Catalogue Only

1938 Publication Date 2015

Show More

Options set

Source Types

- All Results
- Magazines (93,340)
- Trade Publications (68,182)

Search Results: 1 - 20 of 266,139

Relevance | Page Options | Share

1. **Game design** : from blue sky to green light / Deborah Todd ; [with a foreword by Jon Landau].

Book

By: Todd, Deborah. Wellesley, Mass. : A K Peters, c2007. 01/01/2007 xii, 292 p., [8] p. of plates : ill. (some col.) ; 24 cm. Language: English, Database: GBC Library Catalogue

Subjects: Computer games -- **Design**; Computer games -- Programming

Retrieve Catalog Item

Location	Call No.	Status
ESL Book	QA76.76 .C672 T63 2007	Available

2. **Game design** : a practical approach / Paul Schuytema ; [foreword by John Romero].

Book

By: Schuytema, Paul. Boston : Charles River Media, c2007. 01/01/2007 xvii, 396 p. : ill., ports. + 1 CD-ROM (4 3/4 in.) Language: English, Database: GBC Library Catalogue

Subjects: Computer games -- Programming

Retrieve Catalog Item

Location	Call No.	Status
ESL Book	QA76.76.C672 S38 2007 -text	Available

3. David Perry on **Game Design** : A Brainstorming Toolbox

eBook

By: Perry, David; DeMaria, Rusel. Boston : Charles River Media. 2009. eBook. , Database: eBook Collection (EBSCOhost)

Subjects: GAMES / Video & Electronic; Computer games--**Design**; Computer games--Programming; Video games--**Design**

eBook Full Text

Table of Contents | Most Relevant Pages From This eBook

ESL Book =
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8. Level up! : the guide to great video **game design** / Scott Rogers.

Book

By: Rogers, Scott. Chichester : Wiley, 2010. 01/01/2010 xx, 492 p. : ill. ; 24 cm. Language: English, Database: GBC Library Catalogue

Subjects: Computer games -- Programming; Computer games -- **Design**; Video games -- **Design**

Retrieve Catalog Item

Location	Call No.	Status
ESL Book	QA76.76 .C672 L484 2010	Available

9. Fundamentals of **game design** / Ernest Adams.

Book

By: Adams, Ernest. Berkeley, CA : New Riders, c2010. xix, 675 p. : ill. ; 24 cm. Language: English, Database: GBC Library Catalogue

Subjects: Computer games -- **Design**; Computer games -- Programming; Video games -- **Design**

Retrieve Catalog Item

Location	Call No.	Status
ESL Book 7 Day Loan	QA76.76.C672 A332 2010	Available

eBooks Online

3. David Perry on **Game Design** : A Brainstorming Toolbox

eBook

By: Perry, David; DeMaria, Rusel. Boston : Charles River Media. 2009. eBook. , Database: eBook Collection (EBSCOhost)

Subjects: GAMES / Video & Electronic; Computer games--**Design**; Computer games--Programming; Video games--**Design**

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12 Character Design

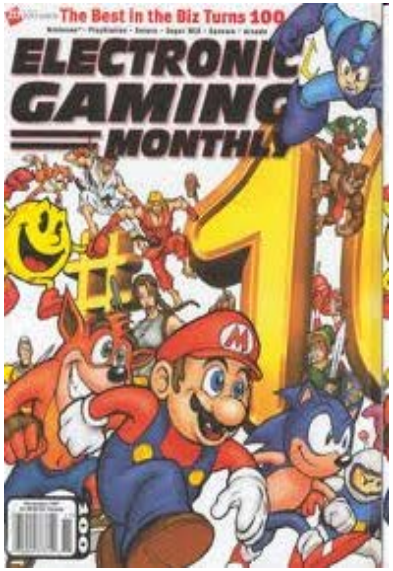
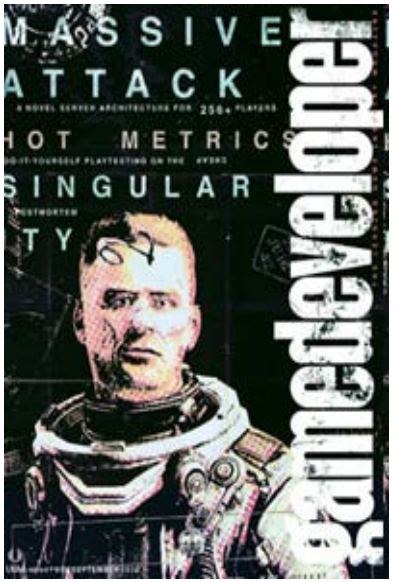
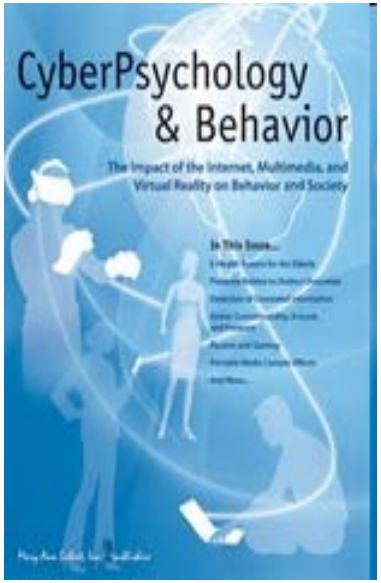
Characters in games range from one-dimensional drones to astonishingly complex artificial characters and player heroes. However, at least at the time I wrote this, very few games have included characters with complete personalities or complex qualities, yet one fantastic way to make games more interesting is to feature characters who come alive for the player. This includes any NPC characters as well as the player's character. In this chapter I provide you with a collection of tools that, when used together, can help you create all kinds of characters with all kinds of realistic qualities.

There is a caveat, however. Combining separate elements from lists and working with specific archetypes, while useful, will not necessarily result in complex and realistic characters. Some of that has to come from you. There are other questions to ask when creating any character or situation:

> "I should hope to approach the problem of characters, of heroes and villains especially, from a little more total perspective. After all, what makes a person? It is some ineffable mix of values and reactions, good intentions and bad, effective behaviors and ineffective behaviors. Even in a short play, a person may show a complexity of motive and confused aims. Macbeth, for example, was a mixture of hero and villain—brave, ambitious, loyal (to a point), but under the pressures of guilt and recognition of the presence of enemies, became cruel, faithless, and fearful.
>
> "One way of understanding people is in terms of life search, although often life search is not single nor simple. Sometimes a dominating theme in the search stands out—power, ambition, giving-ness, justification. Another way of understanding people is in terms of the value systems which inform their actions. And, of course, the repetition of history in the individual's adaptations and behaviors is impressive—the repetition of mistakes, of successes, of the family history.
>
> "So in creating a hero (or a villain), what motivates him (or her)? What is being proved in his actions? How do his behaviors represent attempts to belong, to garner good will, or to reject these possibilities in an excess of rage and frustration? How has serendipity created opportunities which encourage (or discourage) his struggle to arrive, or his struggle to regain what has been lost?"
>
> —Donald Ekrman, PhD

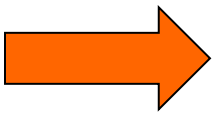
This chapter is rich with information, ranging from sections about character arcs and specific character roles and motivations to lists of traits, hobbies, needs, and so on, to deeper information about how to build more believable characters. The chapter starts out with one potential method for developing main characters—heroes and villains—for your games.

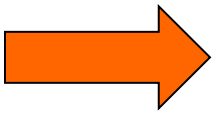
Journals by Title

Newspapers	Magazines	Trade Publications	Academic Journals
			
local news & current events	news & popular issues	professional & industry news	advanced & scholarly research

Journals by Title

Journals by Title





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game developer

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All Titles Journals Only Books Only

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Game developer

Academic OneFile 2001 to present

Computer Database 2001 to present

General OneFile 2001 to present

General Reference Center Gold 2001 to present

InfoTrac Small Business eCollection 2001 to present

LexisNexis Academic (Canada) 2001 to present

Resource Type: Journal
ISSN: 1073-922X
Publisher: United Business Media International Ltd
Subject: Computer Science -- Computers -- Computer Engineering; Computer Science -- Computers -- Computer Games

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Game Developer

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Results for Advanced Search Publication Title ("Game Developer") And Date (2013-07-01) And Issue Number ("7") And Volume (13)

Title:
Player's Guide To The Game Industry

Author(s): Kaye Elling

Source: *Game Developer*. 13.7 (July 1, 2013): p11.

Document Type: Article

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http://ubmtechnology.com/

Full Text:

Byline: Kaye Elling

What every entry-level newbie should know before submitting that job application

It's not easy getting into game development. Especially if you're studying at university and have your sights set on a career with the developers of your favorite billion-dollar selling game. The truth is that there aren't as many game development jobs in existence as there are university courses feeding into them. Competition is tough, and expectations are high.

Many development studios find it difficult and risky to hire graduates into development roles. I should know; I was one of the developers doing the hiring. In 2008, as an art manager, I needed to recruit seven artists for my team, including some graduate artists for junior roles. I remember viewing 100

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Library Resources

Gaming Collection

- exclusively for gaming students & faculty
- visit us @ 341 King St. LLC and browse the collection
- collection supports: PS3, Xbox 360, Wii

Gaming Collection

To ensure fair access, please observe the following guidelines:

- Limitation of items per student: 1 item (no holds, no renewals).
- Loan period: 2 weeks (14 days).
- Photo ID required to check out materials.
- Overdue fines, $0.25 per day. ** Failure to return in a timely manner will result in suspension of library privileges.

Gaming Collection

Access / Circulation:

Items in this collection are for the exclusive use of students and faculty in the Game Development (G109), Game Design (G405), and Advanced Digital Design (G402), Game Programming (T163) programs.

If you are currently a registered student in one of these programs but do not have access to the video game collection, please ask library staff and/or contact JP Amore.

Gaming Collection

Current Holdings include:

*Okami
3D dot game heroes
Assassin's creed
Assassin's creed II
Assassin's creed. Brotherhood
Batman. Arkham Asylum
Battlefield: bad company 2.
Bayonetta
BioShock
BioShock 2
Borderlands
Bulletstorm
Call of duty. Black Ops
Call of duty. Modern warfare 2
Crysis 2
Dead space 2
Dead Space: Extraction
Deadrising 2
Heavy rain
Portal 2
Demon's souls
Donkey Kong country returns
Dragon Age II
Dragon age origins: awakening
Fable II
Fable III
Fallout 3
Fallout: new Vegas.
FIFA soccer 11
Final fantasy XIII
Gears of war
Gears of war 2
God of war III
GoldenEye 007
Gran Turismo 5: the real driving
Grand theft auto IV
Halo 2
Halo 3
Halo: combat evolved
Halo: Reach / Bungie.
inFamous
inFamous 2
Killzone 3
Kinect sports
Kirby's epic yarn
L.A. Noire
Little big planet 2
Madden NFL 09
Mariokart Wii
Mass effect
Mass effect 2
Metal gear solid 4
Metroid
ModNation racers
Mortal kombat
Muramasa: the demon blade
New Super Mario Bros. Wii.
NHL 11
No more heroes
No more heroes 2: desperate
Punch-out!!
Ratchet & Clank future: a crack in
Red dead redemption
Red steel 2
Resident evil gold edition
Resistance 2
Sid Meier's civilization revolution
SoulCalibur IV
Splinter cell. Conviction
Star Wars: the force unleashed.
Super Mario galaxy
Super Mario galaxy 2
Super paper Mario
Super Smash Bros: brawl.
Super street fighter IV
The legend of Zelda: twilight
Trauma center: new blood.
Uncharted 2: among thieves.
Vanquish
Prince of Persia

Recommendations? Suggestions?

Create a list with your class and email me!

cabba@georgebrown.ca

Corinne Abba, H.BA, MISt
Lead Reference Librarian
Liaison Librarian: Business, Design
George Brown College
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Image Research Methodologies

Works to inspire video game art…

Oxford Art Online

Athens, Parthenon; Photo credit: Art Resource, NY (Image) Athens, Parthenon; Photo credit: Art Resource, NY. Source: Grove Art Online

Britannica IMAGE QUEST

Weapons. Photograph. Encyclopædia Britannica Image Quest. Web. 25 Jan 2013. http://quest.eb.com/images/126_479161

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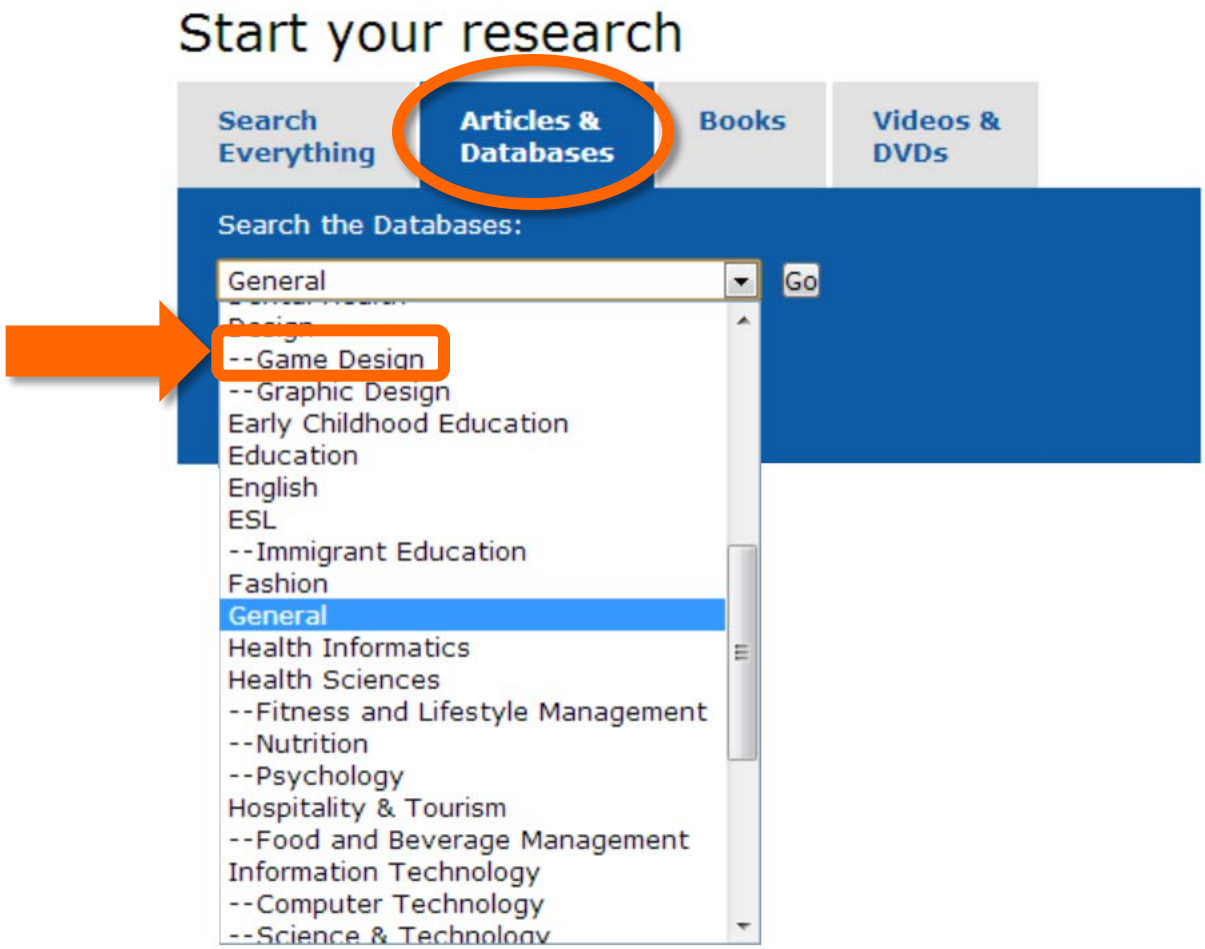

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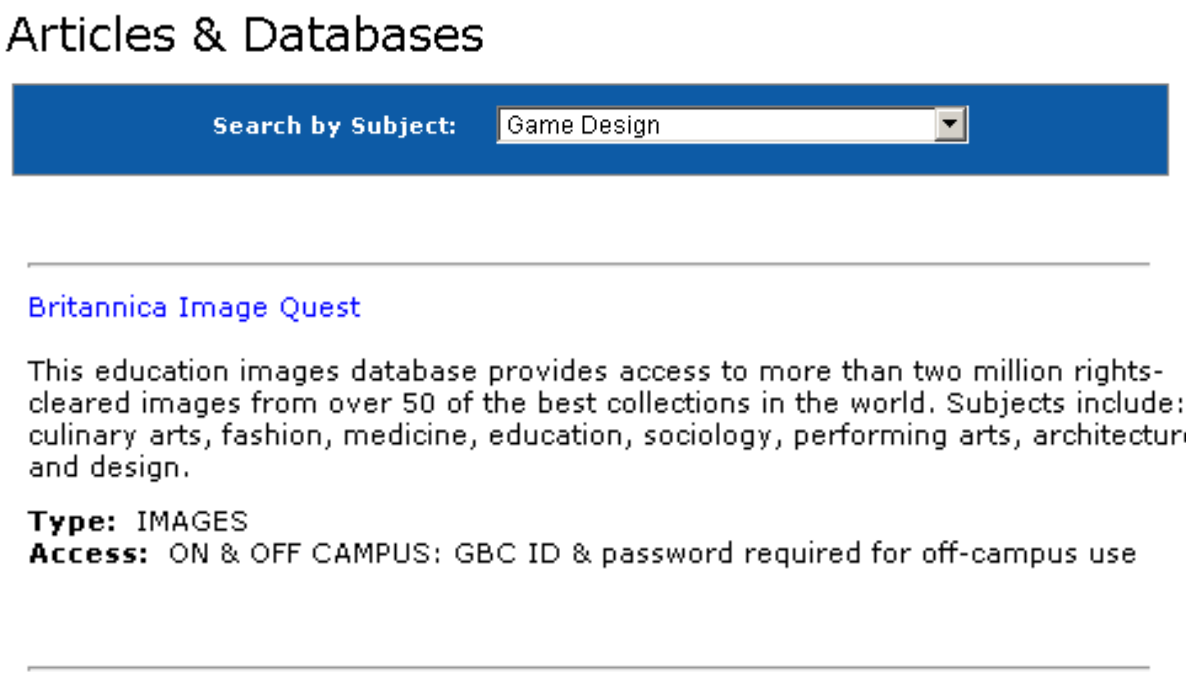

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Image Databases

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Websites: OpenGameArt

http://www.opengameart.org/

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Texture Database

CG Textures

This database offers high-quality photographs of materials ("Textures") on its website for game developers, special effects artists, graphic designers and other professions.

Type: IMAGES
Access: ON CAMPUS ONLY @ George Brown College

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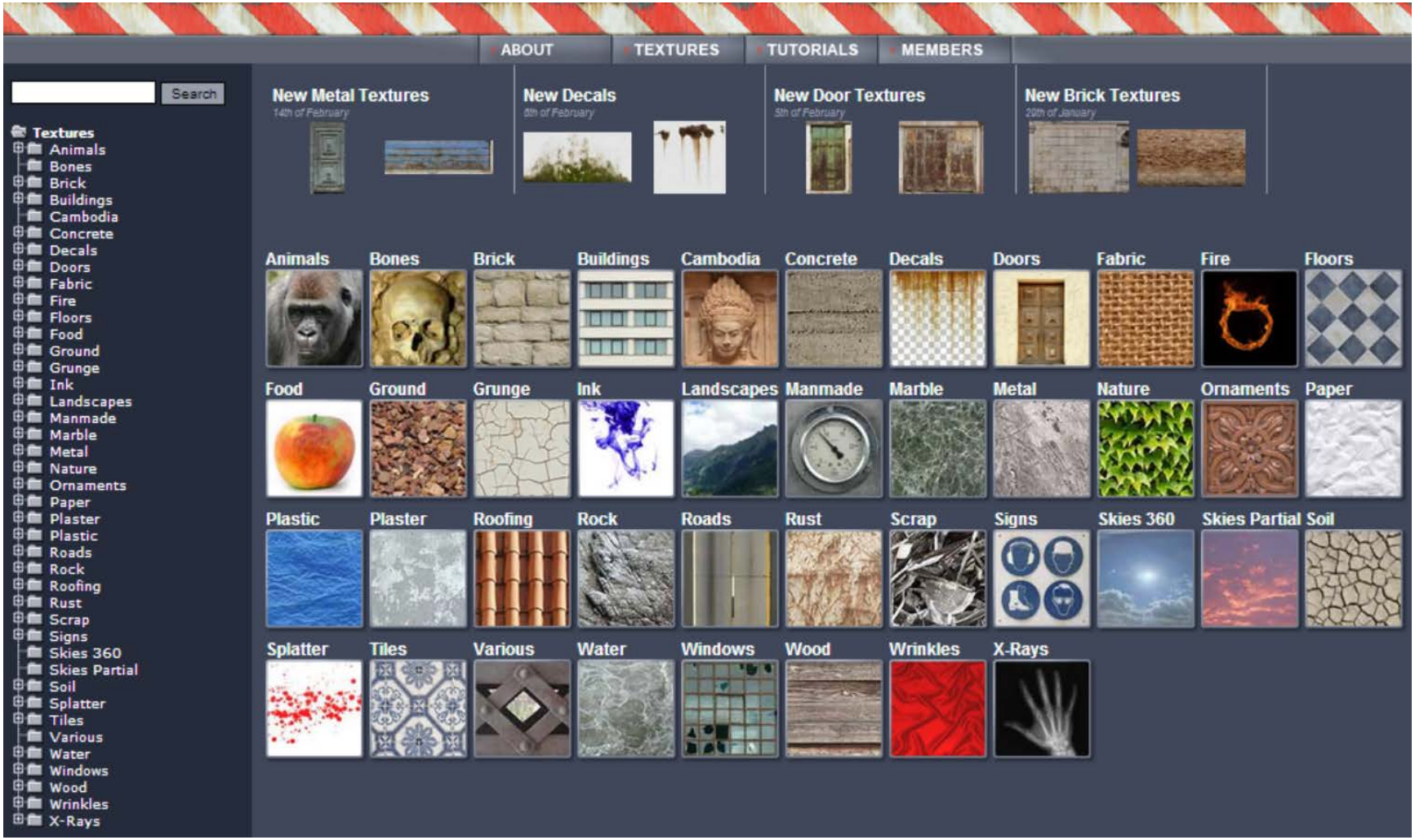
CG Textures



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If you have any issues logging in please email your name and student # to: **llc@georgebrown.ca** or visit the Help Desk, thank you!

Library Homepage

georgebrown.ca/llc

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Review

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Books & Ebooks

Safari Tech Books

Gaming Collection

Image Databases

Texture Library

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Q & A

Thank you!

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