

Library Research & Resources: **Game Programming, Development & Design**

G109, G405, G402, T163
Fall 2014

Corinne Abba, H.BA, MIST
Lead Reference Librarian
Liaison: Business, Design
cabba@georgebrown.ca

Agenda

Introductions

Find Materials:

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

Library Account
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

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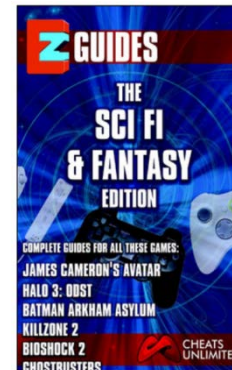


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Library Resources: Books & eBooks

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



Online Magazines

- news
- reviews
- articles
- updates
- commentary



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Start your research

Search Everything	Articles & Databases	Books	Videos & DVDs
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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"

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

1938 Publication Date 2015


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Source Types
☒ All Results
☐ Magazines (93,340)
☐ Trade Publications (68,182)

Search Results: 1 - 20 of 266,139

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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

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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

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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**

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

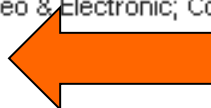
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12 Character Design

Characters in games range from one-dimensional demons to unusually 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 character 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 liberal working with specific archetypes, while useful, will not necessarily result in complex and realistic characters. Some of that has to come from you. Therefore other questions to ask when creating any character or a balance:

"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 intentions, 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 mix of hero and villain—brave, ambitious, loyal (for a point), but under the pressure 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 quite so simple. Sometimes a dominating theme is the search stands out—power, ambition, givingness, 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 adaptations and behaviors is impossible—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 those possibilities in an excess of rage and frustration? How does reward or pity created opportunities which encourage (or discourage) his struggle to arrive, or his struggle to regain what has been lost?"

—Donald Ekman, PhD

This chapter is rich with information, ranging from sections about character arcs and specific character roles and motivations to lists of traits, hobbies, moods, 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.



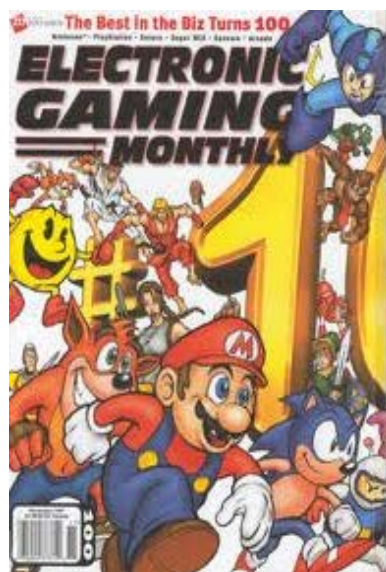
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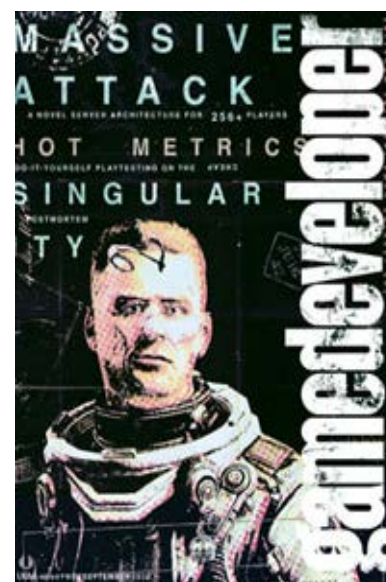
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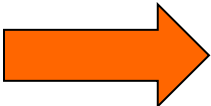
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[LexisNexis Academic \(Canada\)](#) 2001 to present

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ISSN: 1073-922X

Publisher: United Business Media International Ltd

Subject: [Computer Science -- Computers -- Computer Engineering](#); [Computer Science -- Computers -- Computer Games](#)

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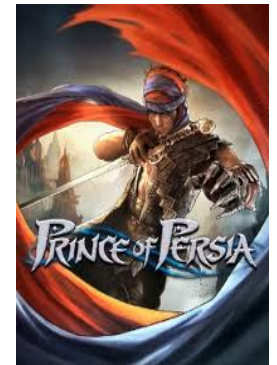
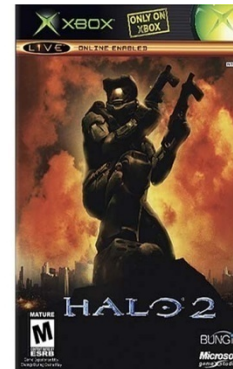
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Gaming Collection

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



Gaming Collection

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

Recommendations? Suggestions?



**Create a list with your class
and email me!**

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Corinne Abba, H.BA, MIST
Lead Reference Librarian
Liaison Librarian: Business, Design
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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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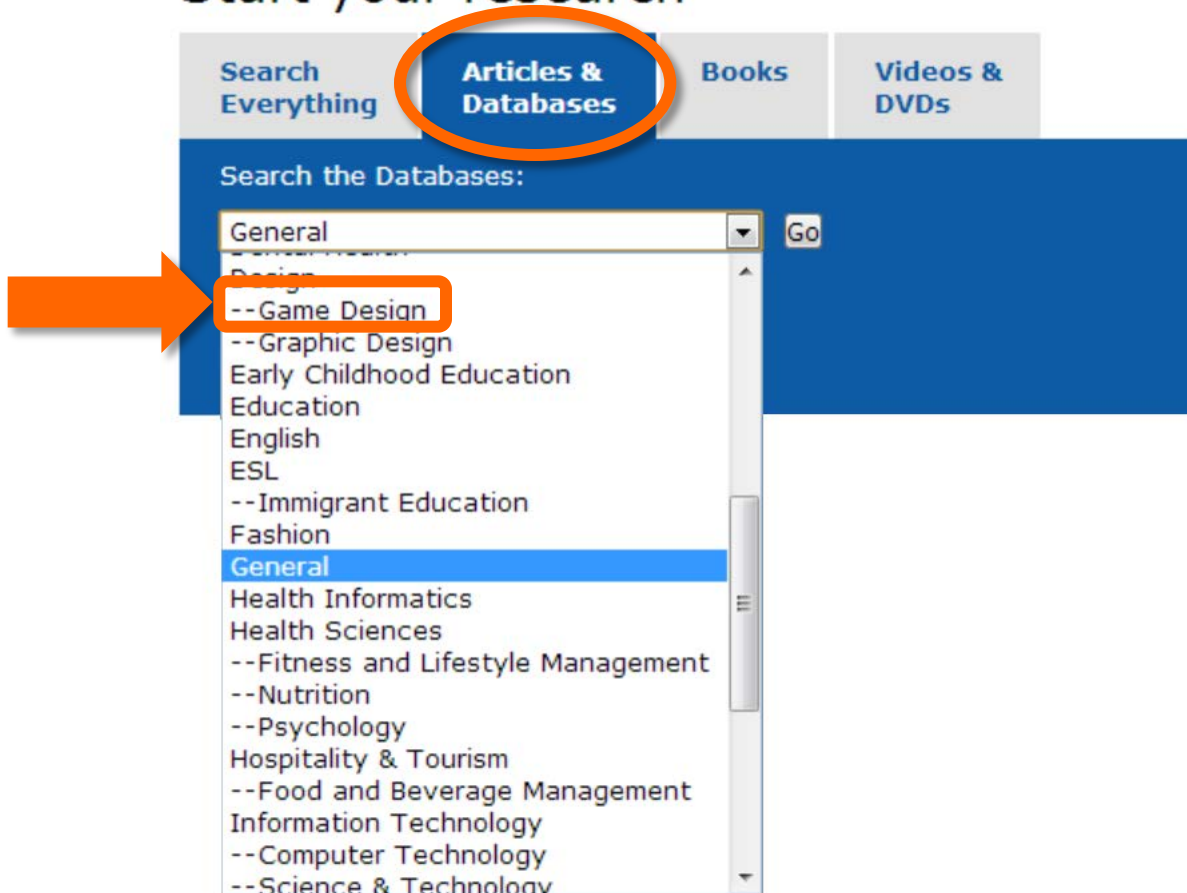
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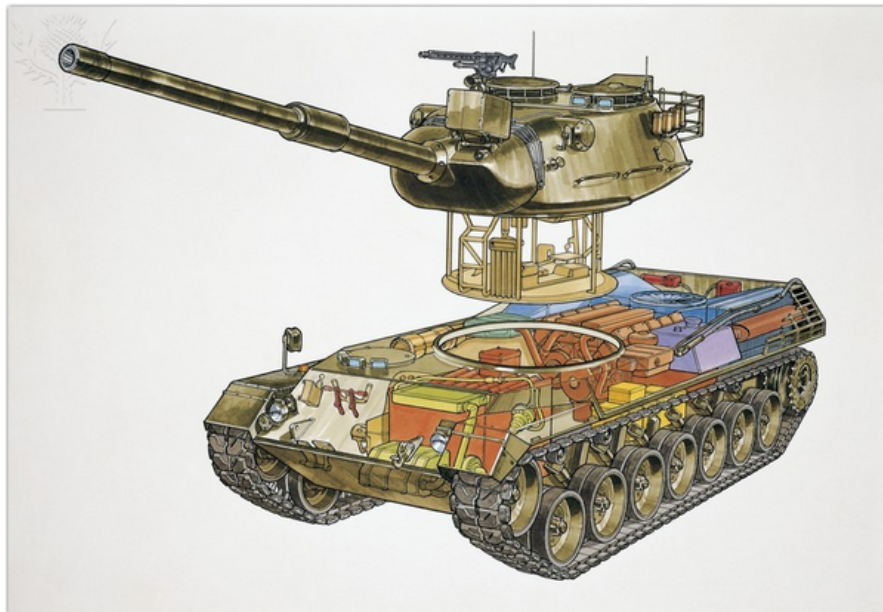
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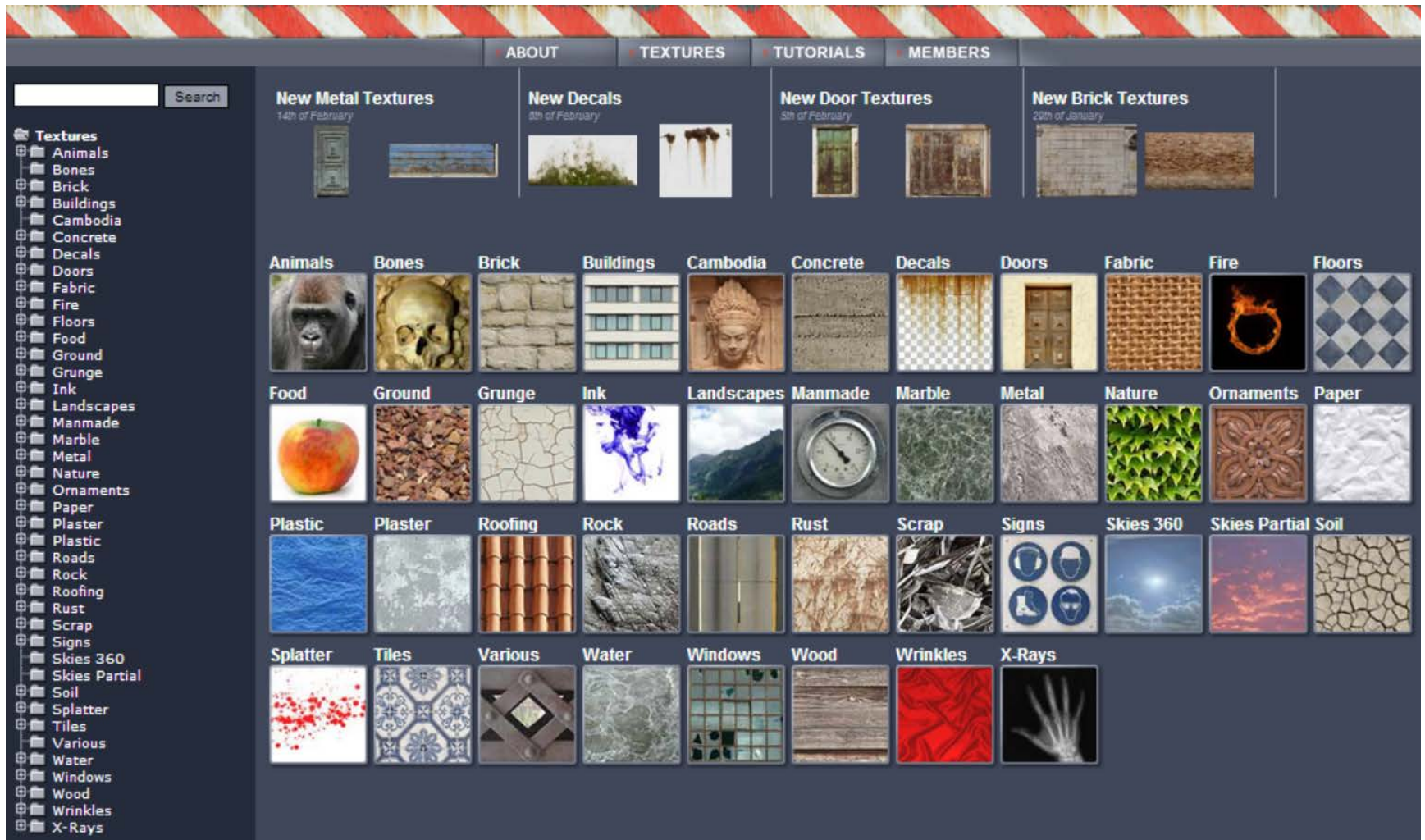
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CG Textures



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