

## **(Title Slide) Library Research & Resources: Game Programming, Development & Design**

G109, G405, G402, T163  
Fall 2014

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George Brown College  
Educational Resources  
Library Learning Commons

### **(Slide 2) Agenda**

- Introductions
- Find Materials:
  - Books / e-books
  - Articles / Magazines
  - Gaming Collection
  - Images / Textures
  - Websites
- Library Account
- Research Help

This document is available in alternate formats upon request.

### **(Slide 3)**

Did you know?

### **(Slide 4) 341 King St. E LLC**

341 King Street East  
3rd Floor, Room 367

Regular Hours

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

Saturday & Sunday: CLOSED.

## **(Slide 5) Library Card**

Photo ID Booth @ SJA LCC – 200 King St.

If you are a full-time student, your student card is also your library card.

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

Access library databases 24/7!

barcode = your student #

PIN = last 4 digits of your telephone #

## **(Slide 6)**

Did you know?

## **(Slide 7) Library Resources: Books & eBooks**

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

Examples:

- Game QA & Testing
- Z Guides: The Sci Fi & Fantasy Edition
- iOS Game Development

## **(Slide 8) Library Resources**

Online Magazines

- news
- reviews
- articles
- updates
- commentary

Examples:

- Game Developer Magazine (gd)
- Indie Game Magazine (IGM)

## (Slide 9) Library Homepage

Find the library homepage at: [georgebrown.ca/lc](http://georgebrown.ca/lc)

## (Slide 10) Start your Research...

In the “Start your research” section of the library [homepage](#), enter your search into the “Search Everything” box. For this example, enter “game design”, in quotation marks, then click “Go”.

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

## (Slide 11) Search Everything Results: Books, Articles, etc.

A list of search results, containing books, articles, etc. will load onto the screen.

## (Slide 12) ESL Book = 341 King St. LLC

Beneath book entries, will be a “Retrieve Catalog Item” section. Here you can find information such as the location, call number, and whether the book is available or not (the status). When a book location says “ESL Book”, that means you can find it at the 341 King St. LLC.

## (Slide 13) eBooks Online

If you are interested in an eBook, click on the “eBook Full Text” link, found in the description.

## (Slide 14) eBooks Online

The ebook will then load onto the screen, and you can begin reading.

## (Slide 15) Journals by Title

- **Newspapers**
  - local news & current events
- **Magazines**
  - News & popular issues
  - example: Electronic Gaming Monthly
- **Trade Journals**
  - professional & industry news
  - example: Game Developer
- **Academic Journals**
  - advanced & scholarly research
  - example: CyberPsychology & Behavior

## **(Slide 16) Journals by Title**

Go to the top of the results page, from your initial search, and find “Journals by Title” in the menu bar. Click on it.

## **(Slide 17) Journals by Title**

You will be brought to a search screen. For this example, type “game developer” into the search box, then click the “Search” button. Find “Game developer” in the list of journals. Directly below the entry, a list of links to databases containing issues of “Game developer” will be displayed, including information such as the publication date range of the available issues. For this example, click on “Academic OneFile”.

## **(Slide 18) Game Developer**

You will be brought to a page where you can click on links to individual issues, then click on the article links from there. From any article page, you can click “E-mail” in order to send yourself the full-text of the article along with the citation.

## **(Slide 19)**

Did you know?

## **(Slide 20) 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

Examples:

- Halo 2
- Grand Theft Auto 4
- MarioKart Wii
- Prince of Persia

## **(Slide 21) 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.

## (Slide 22) 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.

## (Slide 23) Gaming Collection

Current Holdings include:

- \*Okami
- 3D dot game heroes
- Assassin's creed
- Assassin's creed II
- Assassin's creed.
- Batman. Arkham Asylum
- Battlefield: bad company 2.
- Bayonetta
- BioShock
- BioShock 2
- Borderlands
- Brotherhood
- Bulletstorm
- Call of duty. Black Ops
- Call of duty. Modern warfare 2
- Conviction
- Crysis 2
- Dead space 2
- Dead Space: Extraction
- Deadrising 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.
- Heavy rain
- 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
- Portal 2
- Prince of Persia
- 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.
- 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

## **(Slide 24) Recommendations? Suggestions?**

Create a list with your class and email me!

[cabba@georgebrown.ca](mailto:cabba@georgebrown.ca)

Corinne Abba, H.BA, MIST  
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## **(Slide 25) Image Research Methodologies**

Works to inspire video game art...

- Oxford Art Online
  - Example: Image of Parthenon in Athens.
- Britannica Image Quest
  - Example: Image of tank.

## **(Slide 26) Library Homepage**

Find the library homepage at: [georgebrown.ca/lc](http://georgebrown.ca/lc)

## **(Slide 27) Find Specialized Databases**

In the “Start your research” section of the library [homepage](#), click on the “Articles & Databases” tab. Select “Design – Game Design” from the “Select Your Subject Area” dropdown menu. Click the “Go” button.

## **(Slide 28) Images Databases**

You will be brought to a webpage containing a list of databases related to the subject of “Game Design”. Find in the list “Britannica Image Quest” and click on it. (This education images database provides access to more than two million rights-cleared images from over 50 of the best collections in the world. Subjects include: culinary arts, fashion, medicine, education, sociology, performing arts, architecture and design.)

## **(Slide 29) Image Databases**

Type “weapons” into the search box, then hit “Enter”. A screen full of thumbnails will load up. Click on any thumbnail to view it in a larger format. From here you can also download full size images, add to lightbox, print, or email the image to yourself. Citations in various styles are also provided.

### **(Slide 30) Websites: Open Game Art**

Another source for images is Open Game Art dot Org, at [opengameart.org/](http://opengameart.org/), where artists share and archive their art, making it available for programmers.

### **(Slide 31)**

Did you know?

### **(Slide 32) Texture Database**

George Brown students also have access to a database called “CG Textures”. You can find the link to it in the database listings for “Game Design” found in Slide 27. This database offers high-quality photographs of materials (“Textures”) on its website for game developers, special effects artists, graphic designers and other professions. Access is available from on campus only.

### **(Slide 33) CG Textures**

After getting into “CG Textures”, an extensive menu can be found on the left column, containing a large variety of textures, including those for: animals, bones, plastic, rust, skies, x-rays, wrinkles, and fire, etc. Click on any thumbnail in order to download a high resolution version of the image.

### **(Slide 34) Library Login**

Access library databases 24/7!

barcode = your student # (Can be found on your full-time student card.)

PIN = last 4 digits of your telephone #

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

### **(Slide 35) Library Homepage**

The library homepage can be found at: [georgebrown.ca/llc](http://georgebrown.ca/llc).



## **(Slide 36) Review**

Did you know?

- 341 King St. E Library
- Books & Ebooks
- Safari Tech Books
- Gaming Collection
- Image Databases
- Texture Library

## **(Slide 37) Questions? Ask Us!**

In Person: Help Desk, Research Desk

Phone: 416-415-5000

Email: Research Questions – [askgbclibrary@georgebrown.ca](mailto:askgbclibrary@georgebrown.ca)

Online Chat: AskON Chat

TTY: 1-877-515-5559

## **(Slide 38) Accessible Formats**

This presentation is available in alternative formats upon request.

If you experience any barriers to access, please contact us via email:  
[cabba@georgebrown.ca](mailto:cabba@georgebrown.ca).

## **(Slide 39)**

Q & A

Thank you!

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Liaison Librarian: Business & Design

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