

INDICATIVE READING LIST

Module Code	ACCA4033	
Module Title	Game Design and History	
Classification	Reading List entry	Electronic*
Essential	Leaver, T. and Wilson, M. (2016) <i>Social, Casual and Mobile Games: The Changing Gaming Landscape</i> . Bloomsbury Academic.	☐
Essential	Donovan, T. (2010), <i>Replay: The History of Video Games</i> , Yellow Ant Media Ltd.	☐
Essential	Wade, A. (2016), <i>Playback – A Genealogy of 1980s British Videogames</i> . London: Bloomsbury Academic.	☐
Essential	Fullerton, T., Swain, C. and Hoffman, S. (2004), <i>Game Design Workshop: Designing, Prototyping and Playtesting Games</i> , San Francisco: CMP Books.	☐
Essential	Herman, L. (1997) <i>Phoenix: The Fall and Rise of Videogames</i> , Union, NJ: Rolenta Press.	☐
Essential	Kent, S. (2001) <i>The Ultimate History of Video Games</i> , New York: Three Rivers Press.	☐
Essential	Rogers, S. (2010), <i>Level Up! The Guide to Great Video Game Design</i> , Chichester: Wiley	☐
Further	Adams, E. and Rollings, A. (2007), <i>Game Design and Development. Fundamentals of Game Design</i> , Upper Saddle River, NJ: Pearson Education Inc.	☐
Further	De Winter, J. (2015). <i>Shigeru Miyamoto: Super Mario Bros., Donkey Kong, The Legend of Zelda</i> . Bloomsbury Academic.	☐
Further	Crawford, C. (2003), <i>Chris Crawford on Game Design</i> , Indiana: New Riders Publishing.	☐
Further	McGonigal, J. (2012), <i>Reality Is Broken: Why Games Make Us Better and How They Can Change the World</i> , London: Vintage.	☐
Further	Wolf, M. (Ed.) (2008), <i>The Video Game Explosion: A History from PONG to PlayStation and Beyond</i> , London: Greenwood.	☐
Further	Asakura, R. (2000), <i>Revolutionaries at Sony</i> , New York: McGraw-Hill.	☐
Further	Ashcraft, B. and Snow, J. (2008), <i>Arcade Mania</i> , Tokyo: Kodansha.	☐
Further	Kushner, D. (2004), <i>Masters of DOOM: How Two Guys Created an Empire and Transformed Pop Culture</i> , London: Piatkus.	☐
Further	Pettus, S. (2012), <i>Service Games: The Rise and Fall of Sega</i> , CreateSpace Independent Publishing.	☐
Further	Salen, K. and Zimmerman, E. (2004), <i>Rules of Play: Game Design Fundamentals</i> , London: MIT.	☐
Further	Sheff, D. (1999), <i>Game Over: How Nintendo Conquered the World</i> , Connecticut: GamePress.	☐
Further	Schell, J. (2008), <i>The Art of Game Design: A Book of Lenses</i> , London: Morgan Kaufmann.	☐
Further	Takahashi, D. (2002), <i>Opening the Xbox. Inside Microsoft's Plan to Unleash an Entertainment Revolution</i> , California: Prima Publishing.	☐
Further	EDGE, Bath: Future Publishing.	☒
Further	<i>Games and Culture</i> , Thousand Oaks, CA.; London: Sage Publications.	☐
Further	<i>MCV: The Interactive Entertainment Weekly</i> , Hertfordshire, Intent Media.	☐
Further	Game Developer https://www.gamedeveloper.com/	☒
Further	Polygon https://www.polygon.com/	☒