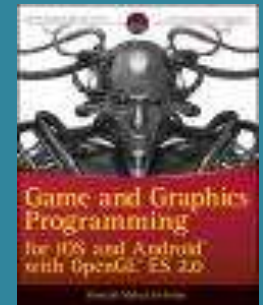


# Computing for Games

## Introduction to the library



Anna Connell  
Academic Liaison Librarian



# The Basics



- Sites
- Study spaces
- Borrowing
- + virtual library

# Collections





# [library.fxplus.ac.uk/](http://library.fxplus.ac.uk/)

Library



[Home](#) [How to](#) [Subject Guides](#) [Collections](#) [Support](#) [StudyHub](#) [Related Sites](#)



# Library catalogue

Search

My Searches

My List

My Account

Inter-Library Loans

New Search :

Go



Search History

Quick Search Bar

[Back to Title Results List](#)

1 of 49

## The ultimate history of video games : from Pong to Pokémon and beyond : the story behind the craze that touched our lives and changed the world /



**Shelf Number:** 794.809 KEN  
**Title:** The ultimate history of video games : from Pong to Pokémon and beyond : the story behind the craze that touched our lives and changed the world / Steven L. Kent ; [foreword by Peter Molyneux].  
**Main Author:** [Kent, Steve L.](#)  
**Subjects:** [Video games--History.](#)  
**Publisher:** Roseville, Calif. : Prima Pub, 2001.  
**ISBN:** 0761536434  
9780761536437  
**Description:** xvi, 608 p. ; 23cm.  
**Notes:** Includes bibliographical references and index.

### Holdings Information

**Location:** Penryn Standard Loan  
**Shelf Number:** 794.809 KEN  
**Number of Items:** 1  
**Status:** On loan - Due on 31-10-2016

This is the Normal Record View  
Change to: [Staff View](#)

### Persistent URL:

<http://voyager.falmouth.ac.uk/v/bibld=535313>

### Actions

- [Make a Request \(e.g. H](#)
- [View record in print form](#)
- [Export this record as cit](#)
- [E-mail this record](#)
- [Add to My List](#)
- [Request for Streatham](#)
- Export to [RefWorks](#)

Google Books:

["About This Book"](#)

Talis Reading Lists

- [GAM120](#)



# One Stop Search

## One Stop Search

discover our eJournals, eBooks and our Library Catalogue

Search

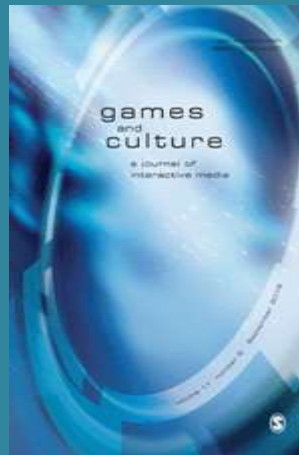
Advanced Search

(List of databases not included)

## Access via How To

# Key resources

- See **Digital Games** [subject page](#)
  - ACM Digital library
  - IEEE Xplore
  - GDC Vault





# GDC Vault

GDC

GDC  
EUROPE

GDC  
VAULT

VRDC

Welcome, Falmouth Exeter University

Logout

Account

Newsletter

GDC  
Vault

video + audio + slides | news | FAQ

GDC:  

Search

All Conferences



GDC  
16

8 Keys to a Long Career in Games  
by Don Daglow

Welcome

Introduction

Whose Dream Is It,  
Anyway?

Rami Israel's  
Question: "Why Do  
You Make Games?"

Games Are Like  
Pancakes

Groundhog Day  
and the Wizard of  
Oz

Sometimes It Really  
Is Brain Surgery

Renaissance  
Women and Men,  
Please Apply

GDC  
16

30TH EDITION

GAME DEVELOPERS CONFERENCE®  
Moscone Center · San Francisco, CA

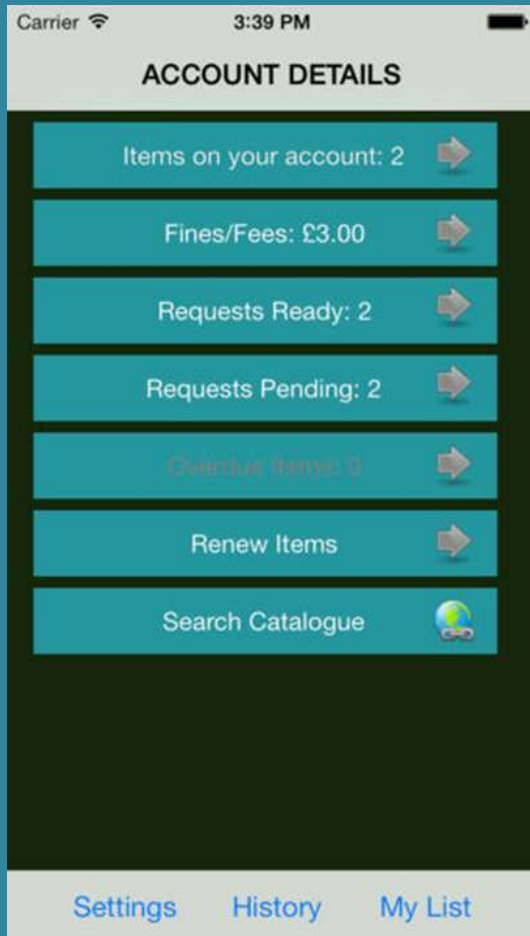


# Multimedia

- Use [library catalogue](#) for TV recordings
- Try [BoB](#) (Box of Broadcasts) to find & watch recordings



# Library App



- Android or iOS
- Search for FXPLUS LIBRARY

# Help and Support

- InfoPerch (Tuesdays and Thursdays 1.30 -3.30pm)
- Ask A Librarian
- Library Helpdesk

# Contact

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