# **Year One**

## 3D Modelling

#### Learning Materials for Year 1

<https://www.textures.com/>

<https://docs.unity3d.com/Manual/UnityHotkeys.html>

Others learning resources located [here](../../../University%20Work/Miscellaneous/Link%20Archive%20from%20Learn/Year%201/3D%20Modelling)

#### Assessments for Year 1

[Assignment 1](../../../University%20Work/Miscellaneous/Link%20Archive%20from%20Learn/Year%201/3D%20Modelling/Assignments/1%20-%20First%20Semester%20Assignment.docx)

[Assignment 2](../../../University%20Work/Miscellaneous/Link%20Archive%20from%20Learn/Year%201/3D%20Modelling/Assignments/2%20-%20Second%20Semester%20Assignment.zip)

## Critical Game Studies

#### Learning Materials for Semester 1

<https://proofreadmyessay.co.uk/resources/academic-blog/academic-conferences-4-great-reasons-to-attend/>

<https://portal.uea.ac.uk/library/information-skills>

##### Week 2, Semester 1

<https://www.bbc.co.uk/programmes/b03b2v70>

##### Week 3, Semester 1

<https://www.citethemrightonline.com/>

<http://libguides.uos.ac.uk/user-engagement/training-guide>

##### Week 6, Semester 1

<https://www.eurogamer.net/articles/2016-06-01-why-did-ancient-egypt-spend-3000-years-playing-a-game-nobody-else-liked>

<https://www.eurogamer.net/articles/2016-07-05-the-eurogamer-podcast-special-donlan-talks-ancient-egypt>

<https://www.youtube.com/watch?v=99V_IP8tsK0> (Part 1)

<https://www.youtube.com/watch?v=vPnCuDWiyr4> (Part 2)

<http://www.mesopotamia.co.uk/tombs/challenge/cha_set.html> - Play Ur Online

##### Week 7, Semester 1

Austin, R. G. (1934) “Roman Board Games. I”.*Greece and Rome*, Vol. 4 No. 10. pp. 24–34. (UOS Login required)

<http://dx.doi.org.login.library.ucs.ac.uk/10.1017/S0017383500002941>

Austin, R. G. (1935) “Roman Board Games. II”.*Greece and Rome*, Vol. 4 No. 11. pp. 76–82. (UOS Login required)

<http://dx.doi.org.login.library.ucs.ac.uk/10.1017/S0017383500003119>

##### Week 8, Semester 1

<https://www.youtube.com/watch?v=I2Zy-gIrU20>

“This short (3.42) video clip shows the 2008 final of the World Quickplay Hnefatafl Championship.   
  
(Note that the game is played on an 11x11 board. The white player, defending, has 12 pieces and a larger king. The aim is to get the king to the corner of the board. The black player, attacking, has to capture the king by surrounding him on four sides.)   
    
A gong rings every five seconds, telling the players when to move.     
It is worth watching the video through two or three times to get a feel for gameplay and strategy.”

##### Week 9, Semester 1

<https://deserthat.com/html/game_design/paper/escape_senet.html>

“Game-designer Devin Monnens has applied some contemporary game ideas to the ancient board game senet.

(Click the link -- the title is a link -- to open Monnens' Desert Hat website where Escape Senet and other games can be found)

In addition to adding a co-operative gameplay element, Monnens has also introduced a third player in the form of a monster (based on the Pac\_Man ghost), added a couple of extra squares, unravelled the game board and written a rule-set.

You'll have the chance to play and evaluate this version of senet during the screening/game-play/tutorial session in order to get a feel for just one of the ways an "evolved" game can be modified using contemporary game ideas.

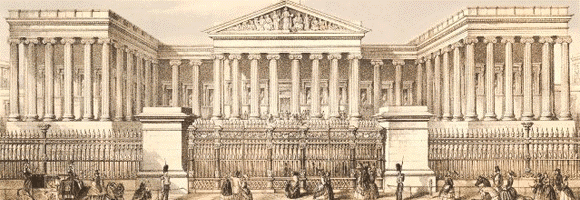
If you are interested in race games, have a look at The Game of Goose (sometimes called "The Royal Game of [the] Goose").

There are notes related to The Game of the Goose in the [Week 5 folder](https://learn.ucs.ac.uk/webapps/blackboard/content/manageFolder.jsp?content_id=_579441_1&course_id=_19841_1).

See also: Murray (1952) Ch. 6; Bell (1979) Ch. 1 and/or Parlett (1999) Ch. 5.

For an interesting take on how to move pieces around the board without using dice, see (or, better still, play) David Parlett's Hare and Tortoise”

##### Week 10, Semester 10



<http://www.britishmuseum.org/>

#### Learning Materials for Semester 2

##### Week 1, Semester 2

The 10th Victim (1965) trailer

<https://www.youtube.com/watch?v=uiJ6oghRqKY>

The Assassin’s Guild Documentary

<https://www.youtube.com/watch?v=KOmPLc3WTmU>

Zimmerman, E. (2012) Jerked Around by the Magic Circle - Clearing the Air Ten Years Later

[http://www.gamasutra.com/view/feature/6696/jerked\_around\_by \_the\_magic\_circle\_.php.](http://www.gamasutra.com/view/feature/6696/jerked_around_by%20_the_magic_circle_.php. )

##### Week 2, Semester 2

<https://www.qrstuff.com/>

<https://pervasivegames.wordpress.com/>

##### Week 4, Semester 2

Brathwaite, B. (2008) Creating a Game Design Document

<https://bbrathwaite.wordpress.com/2008/11/30/creating-a-game-design-document/>

Davenport, J. (no date) Writing Game Rules

<http://www.playagaingames.com/games/writing_rules/>

Seigel, J. (2007) “How To Write Rules (Without Confusing People)”

<http://numberless.net/blog/2007/04/09/how-to-write-rules-without-confusing-people/>

Stamp (2013) “When Modern Art Met the Classic Chess Set”

<https://www.smithsonianmag.com/arts-culture/when-modern-art-met-the-classic-chess-set-22108931/?no-ist>

## Design Methods

#### Learning Materials for Year 1

<https://www.brainpickings.org/2012/08/10/10-rules-for-students-and-teachers-john-cage-corita-kent/>

<https://www.gdcvault.com/play/1023186/Twenty-Years-Twenty>

##### Daily Treats

<https://www.nationalgeographic.com/>

<http://www.viralnova.com/>

<http://twistedsifter.com/2015/09/carpenter-bee-living-in-fence-post-close-up/>

<http://www.atlasobscura.com/articles>

<http://www.tate.org.uk/>

<http://www.psychologyofgames.com/>

<http://www.kotaku.co.uk/>

<http://www.gamezebo.com/>

<http://gamesauce.org/news/>

<http://www.casualconnect.org/>

<http://www.ted.com/>

##### Emotions and Experience

Warglaive Drop - <https://www.youtube.com/watch?v=7SXAE7MCTM8>

Player Experiences Extreme Fiero - <http://www.kotaku.co.uk/2015/09/28/guy-cries-tears-joy-beating-mario-makers-hardest-level>

Games and the Four Keys to Fun: Using Emotions to Create Engaging Design - <http://www.youtube.com/watch?v=EEmNRRRqgNc>

The Four Keys to Fun - <http://www.nicolelazzaro.com/the4-keys-to-fun/>

The Big Think Interview - <http://bigthink.com/videos/big-think-interview-with-nicole-lazzaro>

Emotion Lists - <http://changingminds.org/explanations/emotions/basic%20emotions.htm>

What Makes Video Games Fun? - <https://www.nintendo.co.uk/Iwata-Asks/Iwata-Asks-PUNCH-OUT-/PUNCH-OUT-/6-The-Root-of-what-Makes-Video-Games-Fun/6-The-Root-of-what-Makes-Video-Games-Fun-230767.html>

Why We Play Games - <http://www.xeodesign.com/whyweplaygames/xeodesign_whyweplaygames.pdf>

Dual Responses - <http://journal.frontiersin.org/article/10.3389/fpsyg.2013.00311/full>

Dan Pink of Motivation - <http://www.ted.com/talks/dan_pink_on_motivation>

Intrinsic vs Extrinsic Motivation - <http://p2pfoundation.net/Intrinsic_vs._Extrinsic_Motivation>

##### Triggering Emotions

Nuclear Bomb Test Compilation HD - <http://www.youtube.com/watch?v=po7a4J8cwwc>

Cute Exotic Shorthair Kitten Making His Bed - <http://www.youtube.com/watch?v=eyUtr4WHdio>

Magic Trick; Guy Sawed in Half - <http://www.youtube.com/watch?v=LlDxvB3WQCA>

Robot Fail; Japanese - <http://www.youtube.com/watch?v=VXrBowsNFis>

Inside a Tornado; Live Footage - <http://www.youtube.com/watch?v=pwCbfPaxS3g>

Shop at Home People are Idiots - <http://www.youtube.com/watch?v=v3BPM0BXVNc>

20 Creepiest Places in the World - <http://www.youtube.com/watch?v=yOYPjjxpX-g>

Disgust - <http://www.bbc.co.uk/science/humanbody/mind/articles/emotions/disgust.shtml>

Music Induces Tingles - <http://www.bbc.co.uk/guides/zx6sfg8>

Why Does Music Give Us The Chills? - <http://www.theguardian.com/commentisfree/2015/sep/02/why-does-music-give-us-chills-google>

On the Nature of Creepiness - <http://www.sciencedirect.com/science/article/pii/S0732118X16300320>

Stephen Fry;Tristan Chord - <http://www.youtube.com/watch?v=dWLp7lBomW8>

Daniel Tammet; Difference Ways of Knowing - <http://www.youtube.com/watch?v=Pzd7ReqiQnE>

##### UX Design

What the SHIT is UX Design - <http://www.youtube.com/watch?v=Ovj4hFxko7c>

Why Nintendo Games Are So Good at Teaching You What the Hell is Going On - <http://www.kotaku.co.uk/2015/03/17/why-nintendo-games-are-so-good-at-teaching-you-what-the-hells-going-on>

Representation (GCSE Media Studies) - <http://www.mediaknowall.com/gcse/keyconceptsgcse/keycon.php?pageID=represent>

10 User Interface Design Fundamentals - <http://blog.teamtreehouse.com/10-user-interface-design-fundamentals>

Mobile Game Design; Best Practices - <https://www.packtpub.com/books/content/mobile-game-design-best-practices>

Tutorials Should Fit Mobile Attention Spans - <http://thatgamesux.com/mobile-games-tutorials-should-fit-mobile-attention-spans/>

Principles of Interface Design - <http://bokardo.com/principles-of-user-interface-design/>

Three Types of Complexity - <http://gamasutra.com/blogs/DanFelder/20150521/243962/Design_101_Complexity_vs_Depth.php>

The Cost of a Touch - <http://uxmag.com/articles/the-cost-of-a-touch>

Playful UX Design - <http://www.smashingmagazine.com/2012/07/playful-ux-design-building-better-game/>

Usability Testing - <http://www.simpleusability.com/our-services/games-testing/>

Game Design vs UX Design - <http://www.raphkoster.com/2015/06/29/game-design-ux-design/>

Worst Tutorial for a Game; Let’s Play Frogger the Great Quest, Part 2 - <http://www.youtube.com/watch?v=kMiLdYV_9jk>

Old People Playing Wii - <http://www.youtube.com/watch?v=K_ARvhT6Gzc>

Moon’s Fast Fingers @ Assembly Summer 2012 ASUS ROG Starcraft 2 Tournament; StarCraft 2 APM - <http://www.youtube.com/watch?v=9m4sU52RAzM>

##### Typography

<http://www.dafont.com/>

Dummy Text - <http://www.lorem.biz/loremipsum.php>

20 Minute Intro to Typography Basics - <http://design.tutsplus.com/articles/a-20-minute-intro-to-typography-basics--psd-3326>

8 Simple Ways to Improve Typography in Your Designs - <http://www.aisleone.net/2009/design/8-ways-to-improve-your-typography/>

100 Typographic Designs - <http://www.webdesign.org/100-lovely-typography-designs-to-inspire-you.22257.html>

How to Create a Custom Text Box Shape in Photoshop - <http://www.youtube.com/watch?v=NL0Z-AQconQ>

##### Colour

The Hex Hub - <http://www.december.com/html/spec/color.html>

Colour Theory - <http://www.colormatters.com/color-and-design/basic-color-theory>

Colour Terms - <http://www.colorsontheweb.com/colorterms.asp>

Cinematic Colour Design - <https://www.cinema5d.com/film-color-schemes-cinematic-color-design/>

Understanding Colour - <http://www.youtube.com/watch?v=Qj1FK8n7WgY>

Josef Albers: The Logic and Magic of Colour - <http://albersfoundation.org/teaching/josef-albers/interaction-of-color/illustrated-lecture/>

Semir Zeki: Neuroaesthetics - <http://www.the-scientist.com/?articles.view/articleNo/39802/title/Neuroaesthetics/>

Mark Rothko: Abstract Expressionist Paintings - <http://www.markrothko.org/paintings/>

##### Creativity

Why Creative People Sometimes Make No Sense - <http://www.matthewschuler.co/why-creative-people-sometimes-make-no-sense/>

The Mad Scientist of Music - <http://www.ted.com/talks/mark_applebaum_the_mad_scientist_of_music?utm_campaign=social&utm_medium=referral&utm_source=facebook.com&utm_content=talk&utm_term=humanities>

The Pattern Behind Self-Deception - <http://www.ted.com/talks/michael_shermer_the_pattern_behind_self_deception?language=en#t-1120631>

Tom Phillips’ A Humument - <http://www.itsnicethat.com/articles/tom-phillips-a-humument>

Memory Bicycles - <http://twistedsifter.com/2016/04/artist-asks-people-to-draw-bicycle-from-memory-and-renders-results/>

Cut-Ups: William S. Burroughs - <http://www.youtube.com/watch?v=Rc2yU7OUMcI>

##### Composition

The Art of Composition; 140 Iconic Shots - <http://www.iamag.co/features/the-art-of-composition-140-iconic-shots/>

Gestalt Theory - <http://www.creativebloq.com/graphic-design/gestalt-theory-10134960>

Design Principles - <http://www.smashingmagazine.com/2015/06/design-principles-compositional-balance-symmetry-asymmetry/>

The Principle of Balance - <https://visscom.wordpress.com/2013/04/08/the-principle-of-balance/>

Understanding Composition - <http://www.youtube.com/watch?v=O8i7OKbWmRM>

Facial Beauty Analysis and the Golden Ratio, featuring Florence Colgate and PhiMatrix - <http://www.youtube.com/watch?v=kKWV-uU_SoI>

Rivers and Tides; Andy Goldsworthy - <http://www.youtube.com/watch?v=f7sZv4_0Fxg>

Photoshop Filters - <https://helpx.adobe.com/photoshop/using/filter-effects-reference.html>

##### Character Design

Character Design Tips (Part 1) - <http://www.digitalartsonline.co.uk/features/illustration/11-character-art-tips-from-leading-illustrators/>

Character Design Tips (Part 2) - <http://gomedia.com/zine/insights/comic-book-design/>

Why Every Animal Should Have a Name - <https://www.thedodo.com/why-every-animal-should-have-a-431227971.html>

10 Creepy Examples of the Uncanny Valley - <http://www.strangerdimensions.com/2013/11/25/10-creepy-examples-uncanny-valley/>

Pareidolia; The Japanese Museum of Rocks - <http://www.thisiscolossal.com/2016/11/the-japanese-museum-of-rocks-that-look-like-faces/>

Quick, Draw! - [https://quickdraw.withgoogle.com/#](https://quickdraw.withgoogle.com/)

Photographic Textures - <https://photography.tutsplus.com/articles/40-terrific-photographic-textures--photo-2444>

##### Immersion

The Psychology of Immersion - <http://www.psychologyofgames.com/2010/07/the-psychology-of-immersion-in-video-games/>

Flow State - <http://www.pursuit-of-happiness.org/history-of-happiness/mihaly-csikszentmihalyi/>

Newtonian Engagement - <http://www.psychologyofgames.com/2016/02/newtonian-engagement-and-metal-gear-solid-v/>

Cognitive Immersion; Robotron 2084 - <http://www.youtube.com/watch?v=uCO_w0TxITA>

Cognitive Immersion; VVVVV - <http://www.youtube.com/watch?v=z45kqhWPGDU>

Cognitive Immersion; Tetris Grand Master - <http://www.youtube.com/watch?v=96Bw_HI1Uvw>

Are VR Headsets Too Immersive for Their Own Good? - <http://www.forbes.com/sites/sethporges/2015/03/23/are-virtual-reality-headsets-too-immersive-for-their-own-good/#5615bb382b02>

Senses - <http://wordpress.mrreid.org/2012/06/15/human-beings-have-more-than-five-senses/>

Smells - <http://www.dailymail.co.uk/news/article-3096334/Our-50-favourite-smells-revealed-20-worst.html>

Textures - <http://ajbarnett.hubpages.com/hub/Describing-Texture-400-words-to-describe-texture>

The Witness PS4 Trailer - <http://www.youtube.com/watch?v=tk-RsawGjPY>

Everybody’s Gone to the Rapture Gameplay Preview - <http://www.youtube.com/watch?v=Pk6usxVKpYk>

Gravity; Immersion - <http://www.businessinsider.com/17-minute-take-at-the-beginning-of-gravity-2013-10?IR=T>

Indian Spice Market - <http://www.youtube.com/watch?v=A5MlGNeAZLA>

Birds in a Snow Storm - <http://www.youtube.com/watch?v=liOBGMVLd-w>

Abandoned Hospital - <http://www.youtube.com/watch?v=B5nOuo9xPuw>

##### Narrative Structure

Introduction to Narrative Structure - <http://www.youtube.com/watch?v=tQTmlA_ve2s>

Writing Advice from Matt Stone & Trey Parker @ NYU - <http://www.youtube.com/watch?v=vGUNqq3jVLg>

Reversals - <http://blog.nathanbransford.com/2011/05/reversals-in-novels-and-movies.html>

Plot and Structure Advice - <http://www.novel-writing-help.com/how-to-plot-a-novel.html>

Why the Three Act Structure? - <http://www.screenwritingtricks.com/2009/01/why-three-act-structure.html>

Monomyth: The Hero’s Journey - <https://monomythic.wordpress.com/2015/08/03/the-monomyth-youre-doing-it-wrong/>

##### Interactive Narrative Design

The Witcher 3: Wild Hunt; Oven Baby - <http://www.youtube.com/watch?v=4YIpKJGhAFM>

Lifeline; Realtime Narrative - <http://www.youtube.com/watch?v=XMr5rxPBbFg>

Life is Strange - <http://www.kotaku.co.uk/2015/01/30/play-episodic-supernatural-high-school-game>

Her Story - <https://www.theguardian.com/technology/2015/jun/25/her-story-review-narrative-video-game>

Adventures in Text - <http://www.gdcvault.com/play/1021774/Adventures-in-Text-Innovating-in>

Twine - <https://twinery.org/>

Twine Wiki - <http://twinery.org/wiki/twine2:guide>

##### Forward Motion

Alfred Hitchcock; The Difference Between Mystery and Suspense - <http://www.youtube.com/watch?v=-Xs111uH9ss>

##### Setting

Diegetic UI - <http://devmag.org.za/2011/02/02/video-game-user-interface-design-diegesis-theory/>

Adding Mood to Photos - <http://photography.tutsplus.com/articles/8-magical-methods-for-adding-mood-to-your-photos--photo-3031>

The Psychology of the Interior - <http://www.agnieszkamlicka.com/texts/Agnieszka%20Mlicka%20-%20The%20Psychology%20of%20the%20Interior.pdf>

Introduction to Film Lighting - <https://www.slideshare.net/andywallis/film-lighting-intro>

Edward Hopper 1 - <http://www.edwardhopper.net/early-sunday-morning.jsp>

Edward Hopper 2 - <http://whitney.org/WatchAndListen?play_id=180>

McKee on Setting - <http://www.youtube.com/watch?v=g-SfvGUmr_A>

Sound Production of The Hobbit - <http://www.youtube.com/watch?v=xMKjPWQuBFs>

Star Wars Approaches and Establishing Shots - <http://www.youtube.com/watch?v=wRzt8sCAwpo>

## Digital Scripting

##### Week 1, Introduction to Programming

5 Minutes to Code: Computer Art 1 “Processing” - <http://www.youtube.com/watch?v=NWgGITJLaOc>

##### Week 3, Moving a Character in Unity

5 Minutes to Code: Unity Programming using C#; Platform Game 1 - <http://www.youtube.com/watch?v=FcxSMR--Z6w>

Unity Tutorial; Player Object Basic Movement, Left Right - <http://www.youtube.com/watch?v=y9xptKnkOBU>

##### Week 5, Collecting an Item in Unity

5 Minutes to Code: Unity Programming using C#, Platform Game 2 - <http://www.youtube.com/watch?v=8mDRHUV-XQU>

##### Week 13, Sequence, Selection and Iteration

5 minutes to Code: Programming Basics “Sequence” - <http://www.youtube.com/watch?v=DPaVugPLhG0>

5 minutes to Code: Programming Basics “Selection” - <http://www.youtube.com/watch?v=a58TRabkqPc>

5 minutes to Code: Programming Basics “Iteration” - <http://www.youtube.com/watch?v=1cGoFfXJxsM>

##### Week 14, Data Types and Operators

5 Minutes to Code: Programming Basics “Variables and Operators” - <http://www.youtube.com/watch?v=GoOZ7c3ZU6Q>

Text Adventure Code Practice - <https://github.com/MatthewCApplegate/EntryLevelComputerScience/blob/master/CodeExample9.py>

##### Week 15, For, While and Repeat Until Loops

5 Minutes to Code: Programming Basics “Iteration” - <http://www.youtube.com/watch?v=1cGoFfXJxsM>

## Group Project

Speaking in Public: Archive on 4 Goes Live! - <https://www.bbc.co.uk/programmes/b081jnp1>

S1, Presentation 1 - <https://www.youtube.com/watch?v=hCb_Jcx0Jag>

S1, Presentation 2 - <https://www.youtube.com/watch?v=wRC6PdaCQeg>

S2, Presentation 1 - <https://www.youtube.com/watch?v=7Zt3IEtv3yI>

S2, Presentation 2 - <https://www.youtube.com/watch?v=5Hip0w0sVI0>

## Introduction to Non-Digital Games

#### Semester 1

##### Week 3 Readings

Doug Church; Formal Abstract Design Tools - <http://www.gamasutra.com/view/feature/131764/formal_abstract_design_tools.php>

##### Week 6 Readings

**Brenda Braithwaite & Ian Schreiber (2008) *Challenges For Games Designers* Charles River Media (chap 5 & 6)**

* Why is chance an important component in games and what tools does the designer have at their disposal to deploy this element?
* Why is skill an important component in games and what tools does the designer have at their disposal to deploy this element?

##### Week 7 Readings

'What are the design components that Venturelli believes are important for the creation of casual games and how can they work together to provide a space for great user experiences?'

<http://www.gamasutra.com/blogs/MarkVenturelli/20091107/3497/Space_of_Possibility_and_Pacing_in_Casual_Game_Design__A_PopCap_Case_Study.php>

##### Week 8 Readings

Richard Bartle (1996); Players Who Suit MUDs - <http://mud.co.uk/richard/hcds.htm>

Jason Tocci (April 2012); Five Ways Games Appeal to Players - <http://www.gamasutra.com/view/feature/168807/five_ways_games_appeal_to_players.php>

“If you want to see how Bartle opened up a huge academic debate on the nature of different player types then read this article, not only illuminating in itself, but for the huge range of other reference material that is available for you to explore.”

##### Week 9 Readings

Noah Falstein (2004); Natural Funativity - <http://www.gamasutra.com/view/feature/2160/natural_funativity.php>

Nicole Lazzaro (2004); Why We Play Games - <http://www.xeodesign.com/xeodesign_whyweplaygames.pdf>

##### Week 10 Readings

**John Sutherland; What Every Game Developer Needs to Know About Story –** <https://www.gamasutra.com/view/feature/130770/what_every_game_developer_needs_to_.php>

Southerland argues that the real substance of a story is conflict.

* What are the basic conflicts in stories?
* In what fundamental way dies game story development differ from storytelling in other forms of media?

**Bob Bates; Into the Woods: A Practical Guide to the Hero’s Journey –** <https://www.gamasutra.com/view/feature/130742/into_the_woods_a_practical_guide_.php>

* What practical use is 'The Hero's Journey' to story tellers and game developers?

**Brenda Braithwaite and Ian Schreiber (2008); Designing a Game to Tell a Story**

Brenda Braithwaite & Ian Schreiber (2008) Challenges For Games Designers Charles River Media (chap 13)

* What key advice do the authors offer for building stories in games?

#### Semester 2

Set Text; Gregory Trefry, 2010.  Casual Game Design:Designing Play For The Gamer In All Of Us.  (IGDA Morgan Kaufmann)

##### Week 1 Readings

**Responsibilities of the Games Designer and** Play - Gregory Trefry, 2010 ‘The Play Is The Thing’ Chapt 3 in *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)

##### Week 2 Readings

**Matching Games -** Gregory Trefry, 2010. ‘Matching’ Chapt 4: *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)

**John Rose (2008) Fewer Mechanics, Better Games; Gamasutra -** <http://www.gamasutra.com/view/feature/3621/fewer_mechanics_better_game.php>

##### Week 3 Readings

**Reading on Sorting -** Gregory Trefry, 2010. ‘Sorting’ Chapt 5: *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)

##### Week 4 Readings

**Reading on Seeking -** Gregory Trefry, 2010. ‘Seeking’ Chapt 6: *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)

**Casual Connect Magazine Fall 2009 -** <http://issuu.com/casualconnect/docs/2009fall-eng>

* Craig Brannon (2009) ‘Come Out Come Out, Where Ever You Are’: The Secret To Creating a Great Hidden Object Game’ in Casual Connect (Fall 2009 36-38)
* 'Mike Wabshall (2009)   'Seeking and Finding a Quirky Fun Game: Discoveries Along The Way To Making Picureka Museum Mayhem' in Casual Connect Magazine (Fall 2009)

##### Week 5 Readings

**Reading on Managing -** Gregory Trefry, 2010. ‘Managing’ Chapt 7: *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)

**Emily Short (2008) Opinion: Why Time-Management Games Ought To Be Great At Story-telling (And Why They Mostly Aren't) Gamasutra -** <http://www.gamasutra.com/view/news/18769/Opinion_Why_TimeManagement_Games_Ought_To_Be_Great_At_Storytelling_And_Why_They_Mostly_Arent.php>

##### Week 6 Readings

**Readings for Management**

* Brenda Braithwaite & Ian Schreiber (2008) *Challenges For Games Designers*Charles River Media (chap 7) ‘Elements of Twitch Skills’
* Gregory Trefry, 2010. ‘Bouncing, Tossing, Rolling and Stacking’ Chapt 11: *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)
* Gregory Trefry, 2010. ‘Hitting’ Chapt 8: *Casual Game Design:Designing Play For The Gamer In All Of Us*.  (IGDA Morgan Kaufmann)

##### Week 7 Readings

J.Segal; How to Write Rules Without Confusing People - <http://numberless.net/blog/2007/04/09/how-to-write-rules-without-confusing-people/>

J.Davenport; Writing Game Rules - <http://www.playagaingames.com/games/writing_rules/>

##### Week 8 Readings

**On Craftsmanship**

* Ian Schreiber (2009) Game Design Concepts: An Experiment In Games Design and Teaching Level 18

# **Year Two**

## 3D Modelling

#### Learning Materials for Year 2

[Hitman’s Environment in Detail](http://www.kotaku.co.uk/2017/02/14/a-closer-look-at-hitmans-stunning-environments?utm_content=bufferdb7f3&utm_medium=social&utm_source=facebook.com&utm_campaign=buffer_kukfb)

[Skyrim’s Modular Approach to Level Design](https://www.gamasutra.com/blogs/JoelBurgess/20130501/191514/Skyrims_Modular_Approach_to_Level_Design.php)

[Decals in UE4](http://www.worldofleveldesign.com/categories/ue4/ue4-decals01-your-first-decal.php)

[Decals at textures.com](https://www.textures.com/browse/bottom/85971)

##### Normal and Specular Maps

[Baking Cylinders](https://www.youtube.com/watch?v=MnuK6xyi-qY)

[Normal Baking and Mesh Retopology](https://www.youtube.com/watch?v=bzoALLUakGI)

[Blending Normal Maps](https://www.youtube.com/watch?v=vSU1jGuVDFE&t=483s)

[Creating a Specular Map](https://www.youtube.com/watch?v=THJWnCIa-OU)

##### My First Dungeon

[Dungeon Arch Example](https://assetstore.unity.com/packages/3d/environments/dungeons/dungeon-arch-4668)

## Digital Scripting

All content located in explorer files

## Group Project

S2, Presentation 1 - <https://youtu.be/Si7KFzpuXO0>

S2, Presentation 2 - <https://youtu.be/rwEDpnYcaEE>

S2, Presentation 3 - <https://youtu.be/u_WSfG-ntBM>

## Level Design

#### Learning Materials

[Rice’s](http://ucs.cirqahosting.com/HeritageScripts/Hapi.dll/search2?searchterm=rice%27s&Fields=%40&Media=%23&Bool=AND)

[Mesoamerica](http://ucs.cirqahosting.com/HeritageScripts/Hapi.dll/search2?searchterm=mesoamerica&Fields=%40&Media=%23&Bool=AND)

[Egyptian](http://ucs.cirqahosting.com/HeritageScripts/Hapi.dll/search2?searchterm=egyptian&Fields=%40&Media=%23&Bool=AND)

[Industrial Design](http://ucs.cirqahosting.com/HeritageScripts/Hapi.dll/search2?searchterm=industrial%20design&Fields=%40&Media=%23&Bool=AND)

[Location Works; Glossary of Architectural Terms](http://www.locationworks.com/glossary/)

[Simple and Complex Collisions in UE4](https://docs.unrealengine.com/latest/INT/Engine/Content/Types/StaticMeshes/HowTo/SettingCollision/)

## Practical Prototyping

#### Semester 1

Set Text: Nir Eyal 2014 Hooked; How To Build Habit Forming Products

##### Week 1 Readings

[Ray Mazza ‘The Greatest Gift’ in G.Costikyan and D.Davidson (ed) Tabletop Analog Game Design ETC Press](https://figshare.com/articles/Tabletop_Analog_Game_Design/6686933)

* [Game found here](https://figshare.com/articles/The_Greatest_Gift/6686951)

##### Week 2 Readings

[The Compulsion Loop Explained; Joseph Kim on 03/23/14](http://www.gamasutra.com/blogs/JosephKim/20140323/213728/The_Compulsion_Loop_Explained.php)

[Psychology and Destiny’s Loot System; Jamie Madigan on 10/08/14](http://www.gamasutra.com/blogs/JamieMadigan/20141008/227328/Psychology_and_Destinys_Loot_System.php)

[Creating Irresistable Games; Lauren Hall-Stigerts on May 19th 2016](https://www.bigfishgames.com/blog/game-design-secrets-to-creating-irresistible-games/)

[Killer Game Loops in Social Games; Henric Suuronen](https://www.gdcvault.com/play/1014911/Killer-Game-Loops-in-Social)

##### Week 3 Readings

* Hooked; How to Build Habit Forming Products. Nir Eyal 2014; Portfolio Penguin
  + ‘Introduction’
  + ‘The Habit Zone’
  + ‘Trigger’

##### Week 4 Readings

* Hooked; How to Build Habit Forming Products. Nir Eyal 2014; Portfolio Penguin
  + ‘Action’
  + ‘Variable Reward’
  + ‘Investment’

##### Week 5 Readings

[Behavioural Game Design; John Hopson on April 27, 2001](http://www.gamasutra.com/view/feature/131494/behavioral_game_design.php)

[The Psychology of Choice; John Hopson on February 6, 2002](http://www.gamasutra.com/view/feature/131420/the_psychology_of_choice.php)

##### Week 6 Readings

[Endowed Progress Effect and Game Quests; Jamie Madigan on November 16, 2010](http://www.psychologyofgames.com/2010/11/endowed-progress-effect-and-game-quests/)

[The Endowment Effect and Used Game Sales; Jamie Madigan on February 9, 2010](http://www.psychologyofgames.com/2010/02/the-endowment-effect-and-used-game-sales/)

[Think Design: The Endowment Effect; Ryan Donaldson on 16/04.14](http://community.vfs.com/arcade/2014/03/think-design-the-endowment-effect/)

[Podcast; GameTek](https://secure-hwcdn.libsyn.com/p/f/f/7/ff7820922f5ce798/GameTek_Classic_57_-_Endowed_Progress.mp3?c_id=5734488&cs_id=5734488&destination_id=53997&expiration=1532998043&hwt=faa22feca52095bd5290ec5420f2162f)

* In this classic GameTek, Geoff takes a look at car washes and the Endowed Progress Effect. How can we use it to get players more engaged in a game?

##### Week 7 Readings

[Option Availability and Loss Aversion in Game Design; An Analysis by Connor Cleary](http://www.gamasutra.com/view/news/125537/Analysis_Option_Availability_And_Loss_Aversion_in_Game_Design.php)

[Psychology of Gaming: Loss Aversion](http://www.mechanics-and-meeples.com/2013/05/28/psychology-of-gaming-loss-aversion/)

[The 8 Core Drives of Gamification (#6): Scarcity and Impatience; Yu-kai Chou Gamification & Behavioural Design](https://yukaichou.com/gamification-study/8-core-drives-gamification-6-scarcity-impatience/)

[In-game Economies, Scarcity; Bastiaan Rein Board Game Design, 30/06/2016](http://makethemplay.com/index.php/2016/06/30/in-game-economics-scarcity/)

##### Week 8 Readings

[Extra Credits; Game Affordances](https://www.youtube.com/watch?v=QCSXEKHL6fc&list=PLhyKYa0YJ_5BkTruCmaBBZ8z6cP9KzPiX&index=53)

[Board-game theme and other metaphors](http://makethemplay.com/index.php/2016/09/01/board-game-theme-and-other-metaphors/)

[Colour in Games: An in-depth look at one of game design’s most useful tools; Herman Tulleken on 07/29/15](http://www.gamasutra.com/blogs/HermanTulleken/20150729/249761/Color_in_games_An_indepth_look_at_one_of_game_designs_most_useful_tools.php)

##### Week 9 Readings

Jesse Schell (2005) The Art of Game Design: A Book of Lenses, Second Edition - Chapter 27, Playtesting

Tracey Fullerton (2008) Game Design Workshop: A Playcentric Approach to Creating Innovative Games – Chapters 9 and 10, Playtesting

[Board Game Design Basics: Playtest! Part 1](http://nothingsacredgames.com/board-game-design-basics-playtest-part-i/)

[Board Game Design Basics: Playtest! Part 2](http://nothingsacredgames.com/board-game-design-basics-playtest-part-ii/)

[5 question you should be asking playtesters to get meaningful feedback; Alissa McAloon, October 10 2016](https://www.gamasutra.com/view/news/283044/5_questions_you_should_be_asking_playtesters_to_get_meaningful_feedback.php)

#### Semester 2

##### Week 1 Readings

E. Adams & J Dormans (2012) Game Mechanics, Advanced Game Design – Chapter 1, Designing Game Mechanics (New Riders)

##### Week 2 Readings

[Jesper Juul: "The Open and the Closed: Game of emergence and games of progression". In Computer Games and Digital Cultures Conference Proceedings, edited by Frans Mäyrä, 323-329. Tampere: Tampere University Press, 2002.](http://www.jesperjuul.net/text/openandtheclosed.html)

##### Week 3 Readings

E. Adams & J Dormans.,(2012) Game Mechanics, Advanced Game Design. Chapter 2 Emergence and Progression (New Riders)

##### Week 4 Readings

E. Adams & J Dormans.,(2012) Game Mechanics, Advanced Game Design. Chapter 4 Internal Economy (New Riders)

##### Week 5, 6 and 7 Readings

[Game Balance Concepts; A continued experiment in game design and teaching](https://gamebalanceconcepts.wordpress.com/)

* **Economic Systems**
  + What is an economic system

[Trading for Fun and Profit](http://www.3dtotalgames.com/trading-fun-profit/)

[In-game economics; Resources](http://makethemplay.com/index.php/2016/04/19/in-game-economics-resources/)

[In-game economics; Resources are temporary](http://makethemplay.com/index.php/2016/04/29/in-game-economics-resources-are-temporary/)

[Trade Mechanic Equilibrium in Board Games](https://dr.wictz.com/2015/01/trade-mechanic-equilibrium-in-board.html)

[Market Mechanic Lecture; Retrospective](https://dr.wictz.com/2014/11/market-mechanic-lecture-retrospective.html)

[In-game economics; Scarcity](http://makethemplay.com/index.php/2016/06/30/in-game-economics-scarcity/)

[In-game economics; Time-value](http://makethemplay.com/index.php/2016/06/23/in-game-economics-time-value/)

[In-game economics; Feedback loops](http://makethemplay.com/index.php/2016/05/25/in-game-economics-feedback-loops/)

[In-game economics; Cost and Value](http://makethemplay.com/index.php/2016/04/21/in-game-economics-cost-and-value/)

##### Week 8 Readings

Dave Perry RPG Cliches

##### Week 9 Readings

J. Schell, (2009)  The Art of Games Design : A Book of Lenses.  Chpt 12 Game Mechanics Must Be in Balance (Morgan Kuafmann

##### Week 10 Readings

E.Adams., (2010) Fundamentals of Game Design (2nd edition) Chpt 11 Game Balancing. (New Riders)

##### Week 11 Readings

[On Craftsmanship; Ian Schreiber (2009) Game Design Concepts: An Experiment In Games Design and Teaching Level 18](https://gamedesignconcepts.wordpress.com/2009/08/27/level-18-the-final-iteration/)

## Studio Practice

#### Semester 1

##### Week 1 Readings, Social Game Mechanics

[Gacha: The Social Game Mechanic](http://www.serkantoto.com/2012/02/21/gacha-social-games/)

[Virtual Vanity Items](https://web.archive.org/web/20170410161059/http:/opera-mobile-store.com/virtual-vanity-items-are-big-lootz-for-developers/)

[Why Do People Buy Virtual Goods?](https://www.wsj.com/articles/SB123395867963658435)

[Gating](http://technicalgamedesign.blogspot.com/2011/04/gating.html)

[The Psychology of Destiny’s Loot Systems](http://www.psychologyofgames.com/2014/10/the-psychology-of-destinys-loot-systems/)

##### Week 2 Readings, Habit Forming Products

[Habit Forming Products – Flappy Bird Case Study](https://yukaichou.com/uncategorized/flappy-bird-game-addiction-octalysis/)

##### Week 3 Readings, Funding for Games

[A Brief Introduction to Project and Studio Financing Options for Indies](http://www.gamasutra.com/blogs/JasonDellaRocca/20130730/197257/A_Brief_Introduction_to_Project_and_Studio_Financing_Options_for_Indies.php)

[Funding for Game Projects](http://www.obscure.co.uk/articles-2/funding-for-game-projects/) – Obscure Productions (link is forbidden)

[How to Fund Your Next Game (Hint: It’s probably not Kickstarter)](https://thenextweb.com/insider/2012/03/03/how-to-fund-your-next-game-hint-its-probably-not-kickstarter/)

##### Week 4 Readings, Business Models

[Investopedia; Definition of a Business Model](https://www.investopedia.com/terms/b/businessmodel.asp)

[Lattice Lab Blogs; Premium vs Freemium vs Subscription](http://latticelabs.com/blog/2013/09/premium-freemium-subscription/)

##### Week 5 Readings, Game Development Pipelines

[Clinton Keith (2010); Agile Game Development with Scrum. Teams](http://www.gamasutra.com/view/feature/6040/agile_game_development_with_scrum_.php?print=1)

[Wim Coveliers (2009); Postmortem, American McGee’s Grimm](http://www.gamasutra.com/view/feature/132303/postmortem_american_mcgees_grimm.php?print=1)

[Agile Game Development Topics on Applying Agile Methods to Creative Interactive Multimedia Products](http://blog.agilegamedevelopment.com/)

[Clinton Keith; Scrum for Video Game Development](https://www.slideshare.net/clintonnkeith/scrum-for-video-game-development-41126492)

##### Week 6 Readings, Quality Assurance

[Steve Wetherell (2007); Quality Assurance for Dummies](http://www.gamasutra.com/view/news/104290/Opinion_Quality_Assurance_For_Dummies.php)

[David Wilson (2009); Quality Quality Assurance: A Methodology for Wide-Spectrum Game Testing](http://www.gamasutra.com/view/feature/4007/quality_quality_assurance_a_.php?print=1)

##### Week 7 Readings, PR in Games

[Why King and Supercell Spent Nearly $500M Marketing Their Games – And How You Can Spend Way Less](https://venturebeat.com/2015/04/27/why-king-and-supercell-spent-nearly-500m-marketing-their-games-and-how-you-can-spend-way-less/)

[“It’s Just People Selling Picks and Shovels, Not the People Finding Gold”](https://www.gamesindustry.biz/articles/2015-08-19-its-just-people-selling-picks-and-shovels-not-the-people-finding-gold)

[How to Market Your App to Get 1K Download on Launch Day [Case Study]](https://www.indiegamegirl.com/how-to-market-your-app/)

[Leonie Manshanden, Tim Ponting found IndieDevKit](https://www.gamesindustry.biz/articles/2015-08-19-leonie-manshanden-tim-ponting-found-indiedevkit)

##### Week 8 Readings, Game Postmortems

[Read and Take Notes; At least two post-mortems from Gamasutra](http://www.gamasutra.com/features/postmortem/)

##### Week 9 Readings; Game Analytics

[Game Analytics from a Game Designer’s Perspective; Nathan Lovoto](https://www.gamasutra.com/blogs/NathanLovato/20150320/239311/Game_Analytics_From_A_Game_Designers_Perspective.php)

[Game Analytics](http://kevinflood.blogspot.com/2012/03/game-analytics.html) – see also;

* [Game Analytics – The Classic Funnel and the Game State Machine](http://kevinflood.blogspot.com/2012/04/game-analytics-classic-funnel-and-game.html)
* [Game Analytics – The Social Connection](http://kevinflood.blogspot.com/2012/04/game-analytics-social-connection.html)
* [Game Analytics – Big Data and Business Intelligence (BI)](http://kevinflood.blogspot.com/2012/04/game-analytics-big-data-and-business.html)

[Finding Out What They Think; A Rough Primer to Use Research](http://www.gamasutra.com/view/feature/169069/finding_out_what_they_think_a_.php)

#### Semester 2

##### Links for Part A: Outline Business Structure

[Setting Up Your Indie Gamedev Business: A Primer](https://gamedevelopment.tutsplus.com/articles/setting-up-your-indie-gamedev-business-a-primer--gamedev-14062)

[Indie Legals 1.01: Starting an Indie Game Company](http://www.gamesbrief.com/2011/10/indie-legals-1-01-starting-an-indie-game-company/)

[Guide to Starting an Indie Game Company](http://www.gamingdebugged.com/2012/08/16/guide-to-starting-an-indie-game-company/)

[Funding Your First Indie Game](http://indiebits.com/funding-your-first-indie-game/)

[Investopedia; Definition of ‘Business Model’](https://www.investopedia.com/terms/b/businessmodel.asp)

[Lattice Lab Blogs; Premium vs Freemium vs Subscription](http://latticelabs.com/blog/2013/09/premium-freemium-subscription/)

[Crowdfunding Sites](https://www.hongkiat.com/blog/crowdfunding-sites/)

##### Links for Part B: Creating a Marketing Plan

[The Marketing Guide for Game Developers](http://www.pixelprospector.com/the-marketing-guide-for-game-developers/)

[The Big List of Indie Game Marketing](http://www.pixelprospector.com/the-big-list-of-indie-game-marketing/)

[How to Make the Press Notice Your Indie Game](http://www.gamasutra.com/view/news/177961/How_to_make_the_press_notice_your_indie_game.php)

##### Links for Part C: Create a Press Kit

[3 Reasons Why You Should Create a Press Kit for Your Game](http://www.pixelprospector.com/contents-and-examples-of-press-kits/)

[How to Create a Press Kit for Your Indie Game](http://www.gameacademy.com/creating-a-digital-press-kit-for-your-indie-game/)

[What to Include in a Press Kit for Your Mobile Game](http://developers.magmic.com/include-press-kit-mobile-game/)

[Indies Collaborate on Tools to Make Talking to the Press Easier](http://www.gamasutra.com/view/news/177093/Indies_collaborate_on_tools_to_make_talking_to_the_press_easier.php)

#### Additional Readings for Dave’s Sessions

[What the Hell is Midcore?](https://venturebeat.com/2015/01/27/what-the-hell-is-a-midcore-the-11-terms-every-mobile-gamer-developer-needs-to-know/)

[What Makes Video Games Fun?](https://www.nintendo.co.uk/Iwata-Asks/Iwata-Asks-PUNCH-OUT-/PUNCH-OUT-/6-The-Root-of-what-Makes-Video-Games-Fun/6-The-Root-of-what-Makes-Video-Games-Fun-230767.html)

[Designing Monument Valley](https://www.youtube.com/watch?v=RO22-O4WGaw)

[Warcraft: Gaming Can Make a Better World](https://www.youtube.com/watch?v=oSkA9BDWN-U)

[Seven Phrases That Will Kill Your Game](https://www.youtube.com/watch?v=eSGfzkcS6fY)

[The Ten Biggest Changes in the Last Ten Years of Video Games](http://www.kotaku.co.uk/2015/08/13/the-10-biggest-changes-of-the-last-10-years-in-video-games#comments)

[SCVNGR Game Mechanics](https://techcrunch.com/2010/08/25/scvngr-game-mechanics/)

##### Rewards

[Gacha: The Social Game Mechanic](http://www.serkantoto.com/2012/02/21/gacha-social-games/)

[Virtual Vanity Items](https://web.archive.org/web/20170410161059/http:/opera-mobile-store.com/virtual-vanity-items-are-big-lootz-for-developers/)

[2014 Top Ten Incredibly Valuable Game Loot Rankings](http://imaginarymarkets.com/2014-top-10-incredibly-valuable-game-loot-rankings/)

[How Game Mechanics Create Demand for Virtual Goods](http://www.business-and-management.org/download.php?file=2010/5_1--14-29-Hamari,Lehdonvirta.pdf)

[Why Do People Buy Virtual Goods?](https://www.gdcvault.com/play/1012217/Why-Do-People-Buy-Virtual)

[Gating](http://technicalgamedesign.blogspot.com/2011/04/gating.html)

[The Psychology of Destiny’s Loot Systems](http://www.psychologyofgames.com/2014/10/the-psychology-of-destinys-loot-systems/)

[Closure Principle](http://changingminds.org/principles/closure.htm)

[Rewards of Space and Time](http://gamestudies.org/1101/articles/gazzard_alison)

[Designing Game Rewards](http://onlyagame.typepad.com/only_a_game/2005/08/designing_rewar.html)

##### Creating Habits

[Seven Psychological Sins of SimCity Social](http://www.psychologyofgames.com/2012/07/seven-psychological-sins-of-simcity-social/)

[Five Reasons I Lost $9,000 on an iPhone Game](http://www.cracked.com/personal-experiences-1762-5-reasons-i-lost-249000-iphone-game.html)

[My Favourite Waste of Time](https://www.theguardian.com/technology/2014/may/21/candy-crush-angry-birds-psychology-compulsive-casual-games-mobile-flappy-birds)

[The Secret Science of Video Games](http://citedpodcast.com/episode-6-the-secret-science-of-video-games/)

[Introduction to Hooked](http://www.nirandfar.com/2012/03/how-to-manufacture-desire.html)

[The Top F2P Monetization Tricks](http://www.gamasutra.com/blogs/RaminShokrizade/20130626/194933/The_Top_F2P_Monetization_Tricks.php)

[Behavioural Game Design](http://www.gamasutra.com/view/feature/3085/behavioral_game_design.php)

[Reinforcement Schedules](https://www.verywellmind.com/what-is-a-schedule-of-reinforcement-2794864)

[Operant Conditioning](https://www.youtube.com/watch?v=I_ctJqjlrHA)