**libGDX** is a **cross-platform Java game development framework** based on OpenGL (ES) that works on Windows, Linux, macOS, Android, your browser, and iOS. [It provides a robust environment for rapid prototyping and iterative development, allowing you to create games with the freedom to choose your preferred design and coding style1](https://libgdx.com/).

Here are **five free reference links** where you can learn more about libGDX:

1. [**Official libGDX Website**](https://libgdx.com/): Get started with tutorials, demos, and extensive documentation.
2. [**libGDX GitHub Repository**](https://github.com/libgdx/libgdx): Explore the open-source codebase and demo projects.
3. [**GameFromScratch LibGDX Tutorial Series**](https://gamefromscratch.com/libgdx-tutorial-series/): A comprehensive tutorial covering various aspects of libGDX.
4. [**Udacity 2D Game Development with libGDX Course**](https://www.udacity.com/course/2d-game-development-with-libgdx--ud405): Learn libGDX through practical lessons.
5. [**Happy Coding LibGDX Tutorials**](https://happycoding.io/tutorials/libgdx/): Beginner-friendly tutorials for creating professional Java games.

Feel free to explore these resources and start your libGDX journey! 🚀🎮