

Computer Games Fundamentals (1617)

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11 items

Essential reading (6 items)

Patterns in game design, by Staffan Bjork; Jussi Holopainen, 2005

[Book](#) | [Essential reading](#)

Beginning 3D game development with Unity: all-in-one, multi-platform game development, by Sue Blackman, 2013

[Book](#) | [Essential reading](#)

Rules of play: game design fundamentals, by Katie Salen; Eric Zimmerman, 2003

[Book](#) | [Essential reading](#)

Unity 4.x game development by example beginner's guide, by Ryan Henson Creighton, 2013

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Unity game development scripting, by Kyle D'Aoust, 2014

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Videogames, by James Newman, 2013

[Book](#) | [Essential reading](#)

Further reading (5 items)

Game design: theory & practice, by Richard Rouse; NetLibrary, Inc, c2001

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Getting started with Unity 5: leverage the power of Unity 5 to create amazing 3D games, by Edward D. Lavieri, 2015

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Supercade: a visual history of the videogame age 1971-1984, by Van Burnham, 2003

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The language of new media, by Lev Manovich, 2001

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Unity 3D UI essentials, by Simon Jackson, 2015

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