

Library Subject Guide - Game Development

UOW Malaysia KDU Library collections can be found via Library catalogue either in print or electronic.

1) Quick Guide

1.1 Call Number

Call numbers for Games Development (**GV1469.15-1469.62**), (**QA71-90**), (**N7429.7-7433**), (**NC1-NC1940**), (**TK7885-7895**):

Call number	Subject
GV1469.15- GV1469.62	Computer games. Video games. Fantasy games
QA71- QA90	Game programming. Game technology.
N7429.7- N7433 NC1-NC1940	Game art. Game design.
TK7885- TK7895	Computer engineering

1.2 Location of the Call Number

The above call number of books of subject Games Development listed in UOWM KDU Library. The books are mainly located at:

- Open Shelf (Teo Soo Pin Library, Glenmarie – First and Second Floor)
- Open Shelf (Damansara Jaya Library)

1.2.1 Search and locate Library materials

User can search the titles by using our webPAC (Web Public Access Catalogue) as a tool to locate what is in the Library. You search a catalogue to see what a library has and to know where to locate the item required.

Access to our webPAC with the link below:

<http://webpac.kdu.edu.my/search/query?theme=kdu>

Users can also use Advance Search if they have the information of the “Title” and “Author” of the book, or either one.

<http://webpac.kdu.edu.my/search/advanced?theme=kdu>

1.3 Search Guides

The following links will assist you to access the several guides on how to use:

- Web Public Access Catalogue

<https://library.uowmkdu.edu.my/index.php/how-to-use-online-catalogue>

- e-Database search tips

<https://library.uowmkdu.edu.my/index.php/the-e-databases-search-tips>

- Referencing and Citation

<https://library.uowmkdu.edu.my/index.php/referencing>




- Subject guide

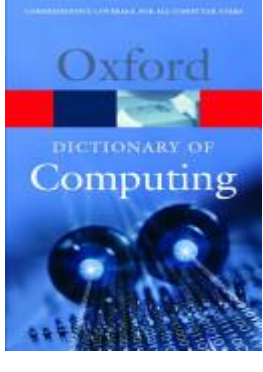
<https://library.uowmkdu.edu.my/index.php/subject-guides>

2) Reference


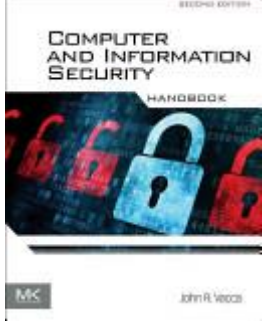

Reference materials such as dictionaries, encyclopaedias, and handbook can only be use inside the library.

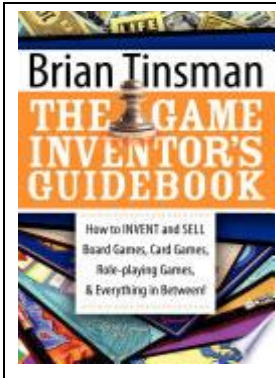
2.1) Dictionaries

Image	Title
	<p>Becoming a graphic & digital designer: a guide to careers in design by Steven Heller</p> <p><i>Call number: NC1001 Hel 2015</i></p>
	<p>Computing terminology by R.V. Franks.</p> <p><i>Call number: QA76.15 Com 1984</i></p>
	<p>The Hamlyn dictionary of computing by S. M. H. Collin</p> <p><i>Call number: QA76.15 Col 1989</i></p>
	<p>IBM dictionary of computing, compiled and edited by George McDanie</p> <p><i>Call number: QA76.15 Int 1994</i></p>
	<p>Dictionary of computer and Internet terms by Douglas A. Downing, Michael A. Covington, Melody Mauldin Covington</p> <p><i>Call number: QA76.15 Dow 2000</i></p>

	<p>A dictionary of computing</p> <p><i>Call number: QA76.15 Dic 2008</i></p>
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2.2) Handbook & Guidebook

Image	Title
	<p>The human-computer interaction handbook : fundamentals, evolving technologies, and emerging applications / edited by Julie A. Jacko</p> <p><i>Call number: QA76.9.H85 Hum 2012</i></p>
	<p>Computer and Information Security Handbook / by John R. Vacca</p> <p><i>Call number: QA76.9.A25 Com 2013</i></p>
	<p>Becoming a Digital Designer: A guide to careers in web, video, broadcast, game and animation design.</p> <p>ProQuest Ebook</p>



[The Game Inventor's Guidebook : How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! / by B. Tinsman](#)

ProQuest Ebook

3) Books

3.1 Library books

Besides searching using Online Catalogue (webPAC), user can also search the titles available under Reading List for Games Development programme.

The link below will lead to the page where user can search using Course ID, Course Name, Programme Name, and Title.

<http://webpac.kdu.edu.my/reserves/search?theme=kdu>

Image	Titles
	<p>The business and culture of digital games: gamework/gameplay / by Aphra Kerr.</p> <p><i>Call number: GV1469.17.S63 Ker 2006</i></p>
	<p>Games and gaming: an introduction to new media / by Larissa Hjorth.</p> <p><i>Call number: GV1469.17.S63 Hjo 2011</i></p>



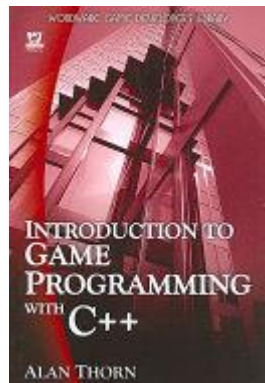
[First person : new media as story, performance, and game / edited by Noah Wardrip-Fruin and Pat Harrigan ; designed by Michael Crumpton.](#)

Call number: GV1469.17.S63 Fir 2004



[Tricks of the windows game programming gurus / by Andre LaMothe.](#)

Call number: Q76.76.C672 Lam 2002



[Introduction to game programming with C++ / by Alan Thorn](#)

Call number: QA76.76.C672 Tho 2007





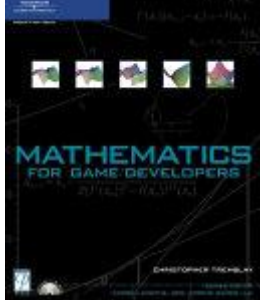
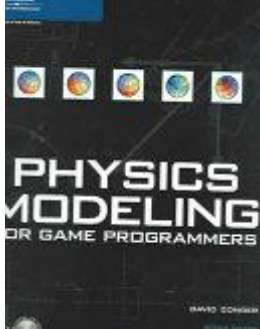
[Software engineering for game developers / by John P. Flynt with Omar Salem.](#)

Call number: Q76.76.C672 Fly 2005



[Actionscript for multiplayer games and virtual worlds : learn multi-user interaction concepts from the experts / by Jobe Makar.](#)

Call number: QA76.76.C672 Mak 2010

	<p>Fundamentals of game design / by Ernest Adams.</p> <p><i>Call number: QA76.76.C672 Ada 2010</i></p>
	<p>Foundation game design with flash / by Rex van der Spuy.</p> <p><i>Call number: QA76.76.C672 Van 2009</i></p>
	<p>Mathematics for game developers / by Christopher Tremblay.</p> <p><i>Call number: QA76.76.C672 Tre 2004</i></p>
	<p>Physics modeling for game programmers / David Conger.</p> <p><i>Call number: QA76.76.C672 Con 2004</i></p>

3.2 Ebooks

Ebook can be search in webPAC or use the following books collection to search for your topics.

- [ProQuest Ebook Central](#)
- [EBSCOhost eBook Collection](#)
- [JSTOR](#)

3.3 Other open source ebooks resources

➤ **Directory of Open Access Books (DOAB)**

A growing collection of nearly 3000 online, open access scholarly books. The primary aim of DOAB is to increase discoverability of Open Access books. Academic publishers are invited to provide metadata of their Open Access books to DOAB. Metadata will be harvestable in order to maximize dissemination, visibility and impact. Aggregators can integrate the records in their commercial services and libraries can integrate the directory into their online catalogues, helping scholars and students to discover the books. The directory is open to all publishers who publish academic, peer reviewed books in Open Access and should contain as many books as possible, provided that these publications are in Open Access and meet academic standards.

<https://www.doabooks.org>

➤ **BCcampus OpenEd**

Search for quality open textbooks offered in a variety of digital formats; the first step in adopting open educational resources. Search by subject and download them to your computer.

<https://open.bccampus.ca/>

➤ **Ebooks and textbooks from bookboon.com**

Very easy-to-use platform that can be accessed online and offline. All authors are vetted, and the books are peer-reviewed, by the California State University, so it can be assured that all learning content meets the highest quality standards.

<https://bookboon.com/>

➤ **Manchester Open Hive**

The new home for all Manchester University Press (MUP) open access content. All users have free access to books and journals under a Creative Commons Open Access license.

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

➤ **Open Textbook Library**

Open textbooks are textbooks that have been funded, published, and licensed to be freely used, adapted, and distributed. These books have been reviewed by faculty from a variety of colleges and universities to assess their quality. These books can be downloaded for no

cost or printed at low cost. All textbooks are either used at multiple higher education institutions; or affiliated with an institution, scholarly society, or professional organization. The library currently includes 708 textbooks, with more being added all the time.

<https://open.umn.edu/opentextbooks/>

➤ **Saylor Academy Open Textbooks**

The open textbooks on this page include several titles published through Saylor Academy's Open Textbook Challenge and a collection of titles re-published by Saylor Academy in 2012. These books are available to use, keep, revise, and share under open licenses. Do not have supplements (e.g. lecture slides and question banks) available for these textbooks, but the open online courses are useful teaching tools.

<https://www.saylor.org/>

➤ **Teaching Commons**

The Teaching Commons showcases high-quality open educational resources from leading colleges and universities and makes them available to educators and students around the world. Curated by librarians and their institutions and hosted by bepress, the Teaching Commons includes open-access textbooks, course materials, lesson plans, multimedia, lectures, k-12 materials, and more. Educators and researchers can use the Teaching Commons to discover teaching materials, adopt content for their courses, or create and share their own work.

<https://teachingcommons.us/>

4) Subscribed Databases

UOWM KDU Library subscribed databases can be found here:

<https://library.uowmkdu.edu.my/index.php/online-databases>

➤ **EBSCOhost (Academic Search Complete – ASC)**

Designed specifically for academic institutions, ASC is comprehensive, scholarly, and multi-disciplinary with more than 8,500 full-text periodicals, including nearly 7,300 peer-reviewed journals.

➤ **EBSCOhost (Communication & Mass Media Communication – CMMC)**

Provides the quality research solution in areas related to communication and mass media. CMMC offers indexing and abstracts for more than 570 journals, combined coverage of more than 770 titles and includes full text for over 450 journals

5) Free online resources

Free online resources can be accessed through UOWM KDU library website via this link:

<https://library.uowmkdu.edu.my/index.php/external-links>

5.1) Journals

Journals	Links
<p>Animation Studies</p> <p><i>The Society for Animation Studies' peer-reviewed online journal. Publishes the society's conference proceedings.</i></p>	<p>https://journal.animationstudies.org/</p>
<p>Computer Game Development and Education: An International Journal (CGDEIJ)</p> <p><i>The aim of this journal is to bring out the latest developments in all aspects of video game development and education in a timely manner.</i></p>	<p>http://airccse.org/journal/ijcgde/index.html</p>
<p><i>Eludamos: Journal for Computer Game Culture.</i></p> <p><i>An international, multi-disciplinary open access journal. Peer-reviewed articles that deal with digital games. Published bi-annually.</i></p>	<p>https://www.eludamos.org/index.php/eludamos</p>
<p>Game Studies: The International Journal of Computer Game Research</p> <p><i>An open access, cross disciplinary journal dedicated to games and gaming research and the aesthetic, cultural and communicative aspects of computer games.</i></p>	<p>http://gamestudies.org/2001</p>
<p>Gamevironments</p>	<p>https://www.gameenvironments.uni-bremen.de/</p>

<p><i>Academic, peer-reviewed journal (open access). Seeks to acknowledge the increasing impact of video games and gaming's global aspects.</i></p>	
<p>JMIR Serious Games</p> <p><i>A multidisciplinary journal on gaming and gamification for health education/promotion, teaching and social change.</i></p>	<p>https://games.jmir.org/</p>
<p>Journal of Artistic Research (JAR)</p> <p><i>An international, online, Open Access and peer-reviewed journal that disseminates artistic research for all disciplines.</i></p>	<p>https://www.jar-online.net/</p>
<p>Journal of Games Criticism</p> <p><i>A peer-reviewed, open-access journal which is multidisciplinary in nature and focuses on video games criticism.</i></p>	<p>https://gamescriticism.org/</p>
<p>Journal for Virtual Worlds Research</p> <p><i>An Open access, peer-reviewed, and transdisciplinary journal that engages a wide spectrum of scholarship in virtual worlds research.</i></p>	<p>https://jvwr.net/category/home/</p>
<p>International Journal of Computer Games Technology</p> <p><i>A peer-reviewed, open access journal for research and development aspects of games technology covering a range of entertainment computing and interactive digital media.</i></p>	<p>https://www.hindawi.com/journals/ijcgt/</p>
<p>Press Start</p> <p><i>An open access, peer-reviewed student journal that publishes research, essays and dissertations from across the multidisciplinary subject of Game Studies. The Editorial Board and Reviewers are comprised of students and recent graduates at Glasgow University.</i></p>	<p>https://press-start.gla.ac.uk/index.php?journal=press-start</p>
<p>Technology Innovation Management Review (TIM Review)</p>	<p>https://timreview.ca/</p>

<p><i>Content focuses on the theories, strategies, and tool that help small and large technology companies succeed.</i></p>	
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5.2) Magazines

Magazines	Links
<p>Creative Bloq</p> <p><i>Inspiration for digital, web designers, illustrators, 3D and VFX artists.</i></p>	<p>https://www.creativebloq.com/</p>
<p>Create</p> <p><i>Adobe's online magazine by creatives, for creatives. Visit us for inspiration and tutorials on photography, illustration, graphic design, UX design, motion graphics, video, and more. Formerly Adobe Inspire Magazine.</i></p>	<p>https://create.adobe.com/</p>
<p>Electronics Gaming Monthly</p> <p><i>Monthly magazine about gaming industry.</i></p>	<p>https://egmnow.com/magazine/</p>
<p>Firestarter Community Magazine</p> <p><i>A free publication magazine intended for the creative community. Register is required.</i></p>	<p>https://firestartermagazine.com/get_the_mag</p>
<p>Gamecrate</p> <p><i>Focused on the worlds of gaming and hardware.</i></p>	<p>https://www.gamecrate.com/</p>
<p>IAMAG.CO</p> <p><i>Source of inspiration for digital artists.</i></p>	<p>https://www.iamag.co/</p>
<p>MCV/DEVELOP Magazine</p> <p><i>The essential monthly information resource for those involved in the games business. A video game industry analysis and insight.</i></p>	<p>https://www.mcvuk.com/</p>

5.3) Website

Website	Links
<p>British Cartoon Archive</p> <p><i>Dedicated to the history of British cartooning over 200 years. Holds biographies over 300 cartoonist</i></p>	<p>https://www.cartoons.ac.uk/</p>
<p>PC Gamer</p> <p><i>The global authority on PC gaming for 20 years worldwide.</i></p>	<p>https://www.pcgamer.com/</p>
<p>Cartoon Brew</p> <p><i>Since 2004, delivered latest news, trends, cutting edge computer animation and visual effects for television and film.</i></p>	<p>https://www.cartoonbrew.com/</p>
<p>Gamesindustry.biz</p> <p><i>The resource for people who make and sell games. A leading website and community for news and information about the global video games industry. Delivers daily newsletters.</i></p>	<p>https://www.gamesindustry.biz/</p>
<p>Motionographer</p> <p><i>A source of inspiration and insight for designers, animators and storytellers.</i></p>	<p>https://motionographer.com/</p>

5.4) Conference Proceedings

Conference Proceedings	Links
<p>GDC Vault</p> <p><i>Collection of in-depth design, technical and inspirational talks, slides from influences of the game development industry. From over 20 years of the Worldwide Game Developers Conferences.</i></p>	<p>https://gdcvault.com/free</p>