

# Syllabus for TDT71 Game Development: (In total 162 pages)

## Game history and game development (68 pages):

1. Wikipedia, "**Video game**", [http://en.wikipedia.org/wiki/Video\\_game](http://en.wikipedia.org/wiki/Video_game) (13 pages)
2. Wikipedia, "**History of video games**", [http://en.wikipedia.org/wiki/History\\_of\\_video\\_games](http://en.wikipedia.org/wiki/History_of_video_games) (24 pages)
3. Jonathan Blow, "**Game Development: Harder Than You Think**", pp. 28-37, Queue 1(10), February 2004. (10 pages)
4. David Callele, Eric Neufeld, Kevin Schneider, "**Requirements Engineering and the Creative Process in the Video Game Industry**," pp. 240-252, 13<sup>th</sup> IEEE International Conference on Requirements Engineering (RE'05), 2005. (13 pages)
5. Michael Zyda, "**From Visual Simulation to Virtual Reality to Games**," IEEE Computer, vol. 38, no. 9, pp. 25-32, Sept., 2005. (8 pages)

## Game engines and middleware (15 pages):

6. Tsun-Yu Hsiao, Shyan-Ming Yuan, "**Practical Middleware for Massively Multiplayer Online Games**," IEEE Internet Computing, vol. 09, no. 5, pp. 47-54, Sept/Oct, 2005. (8 pages)
7. Daniel Fu, Ryan Houlette, "**Putting AI in Entertainment: An AI Authoring Tool for Simulation and Games**," IEEE Intelligent Systems, vol. 17, no. 4, pp. 81-84, Jul/Aug, 2002. (4 pages)
8. Rudy Darken, Perry McDowell, Erik Johnson, "**The Delta3D Open Source Game Engine**," IEEE Computer Graphics and Applications, vol. 25, no. 3, pp. 10-12, May/Jun, 2005. (3 pages)

## Games and game concepts (41 pages):

9. Alf Inge Wang, Terje Øfsdahl and Ole Kristian Mørch-Storstein: "**An Evaluation of a Mobile Game Concept for Lectures**", 21st IEEE-CS Conference on Software Engineering Education and Training (CSEE&T 2008), April 14-17, 2008, Charleston, S. Carolina, USA (8 pages).
10. Leigh Achterbosch, Robyn Pierce and Gregory Simmons, "**Massively Multiplayer Online Role-Playing Games: The Past, Present, and Future**", ACM Computer Entertainment 5(4), March 2008. (33 pages)

## Mobile/Pervasive games: (38 pages)

11. Jan Krikke, "**Samurai Romanesque, J2ME, and the Battle for Mobile Cyberspace**", IEEE Computer Graphics and Applications, Jan/Feb 2003. (8 pages)
12. Alf Inge Wang, Martin Jarret and Eivind Sorteberg: "**Experiences from Implementing a Mobile Multiplayer Real-time Game for Wireless Networks with High Latency**", International Journal of Computer Games Technology, Volume 2009, Article ID 530367, 2009. (14 pages)
13. Adrian David Cheok, Anuroop Sreekumar, Cao Lei, Le Nam Thang, "**Capture the Flag: Mixed-Reality Social Gaming with Smart Phones**," IEEE Pervasive Computing, vol. 05, no. 2, pp. 62-69, Apr-Jun, 2006. (8 pages)
14. Kalle Jegers, Mikael Wiberg, "**Pervasive Gaming in the Everyday World**," IEEE Pervasive Computing, vol. 5, no. 1, pp. 78-85, Jan-Mar, 2006. (8 pages)

Related papers (not part of the syllabus):

- Jeffrey Jacobson, Michael Lewis, "**Game Engine Virtual Reality with CaveUT**," Computer, vol. 38, no. 4, pp. 79-82, Apr., 2005. (3 pages)
- Frank Nack, "**Play the Game**," IEEE MultiMedia, vol. 08, no. 1, pp. 8-10, Jan-Mar, 2001. (3 pages)
- Luis von Ahn, "**Games with a Purpose**," Computer, vol. 39, no. 6, pp. 92-94, Jun., 2006 (3 pages)
- Toru Iwatani's, "**Post mortem: Design Pac-Man**", Game Developer Magazine, December 2005. (6 pages)
- Walt Scacchi, "**Free and Open Source Development Practices in the Game Community**," IEEE Software, vol. 21, no. 1, pp. 59-66, Jan/Feb, 2004. (7 pages)
- JungHyun Han, Hoh Peter In and Jong-Sik Woo, "**Towards Situation-Aware Cross-Platform Ubi-Game Development**", pp. 734-735, 11<sup>th</sup> Asia-Pacific Software Engineering Conference (APSEC'04), November 2004. (2 pages)
- Patrick Stacy and Joe Nandhakumar, "**Managing Projects in a Games Factory: Temporality and Practices**", pp. 234-243, in 38<sup>th</sup> Annual Hawaii International Conference on System Science (HICSS'05), January 2005. (10 pages).
- Michael Katzourin, Daniel Ignatoff, Lincoln Quirk, Joseph J. LaViola Jr., Odest Chadwicke Jenkins, "**Swordplay: Innovating Game Development through VR**," IEEE Computer Graphics and Applications, vol. 26, no. 6, pp. 15-19, Nov/Dec, 2006.
- Jason Hayes, "**The Code/Art Divide – How Technical Artists Bridge the Gap**", Game Developer Magazine, August 2007. (4 pages).
- Michael van Lent, "**Game Smarts**," Computer, vol. 40, no. 4, pp. 99-101, Apr., 2007. (3 pages)
- Yoshiaki Hirabayashi, "**Post mortem: The Graphical Styling of Resident Evil 4**", Game Developer Magazine, October 2005. (6 pages)
- Tim Train and Brian Reynolds, "**Post mortem: Big Huge Games' Rise of Nations**", Game Developer Magazine, July 2003. (6 pages)
- Williams, C. and Burge, M. 2004, "**MIDP 2.0 changing the face of J2ME gaming**", In Proceedings of the 42nd Annual Southeast Regional Conference (Huntsville, Alabama, April 02 - 03, 2004). ACM-SE 42. ACM Press, New York, NY, 37-41. (5 pages)
- Alf Inge Wang, Eivind Sorteberg, Martin Jarrett, and Anne Marte Hjemås: "**Issues Related to Mobile Multiplayer Real-time Games over Wireless Networks**", The 2008 International Symposium on Collaborative Technologies and Systems (CTS 2008), May 19-23, 2008, Irvine, California, USA (10 pages).
- Garrett Joung, Mario Rodriguez and Chris Pickford, "**Post mortem: Bizarre Creations' Project Gotham Racing 2**", Game Developer Magazine, March 2004. (8 pages)
- Stephen white, "**Post mortem: Naughty Dog's Jak & Daxter: The Precursor Legacy**", Game Developer Magazine, April 2002. (8 pages)
- dawate, Let's Make a Game with XNA, 8 pages