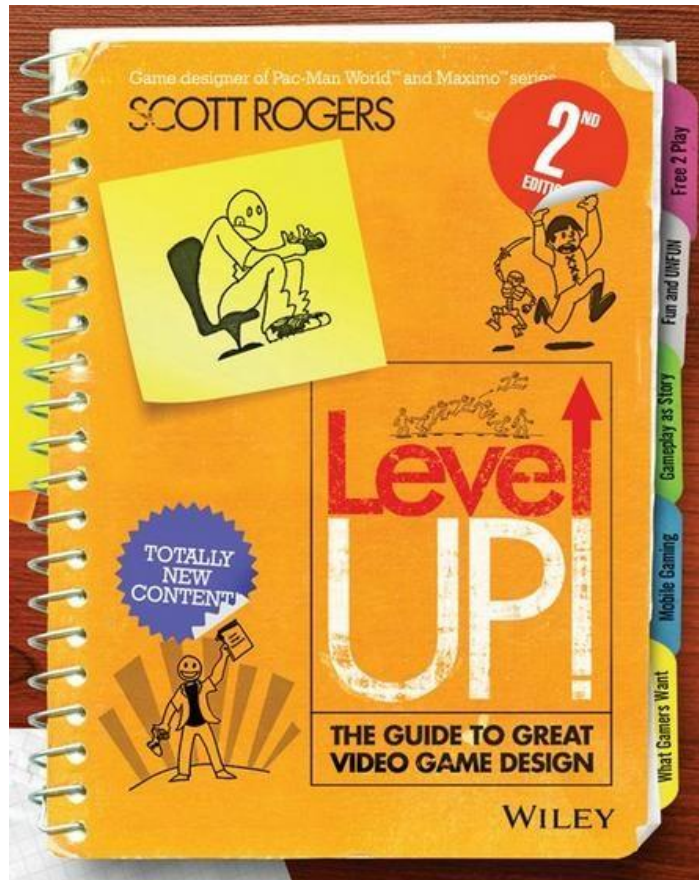


Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat

GUIA DE LECTURA



Rogers, Scott.
Level up! : the guide to great video game design
Wiley, 2014.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat

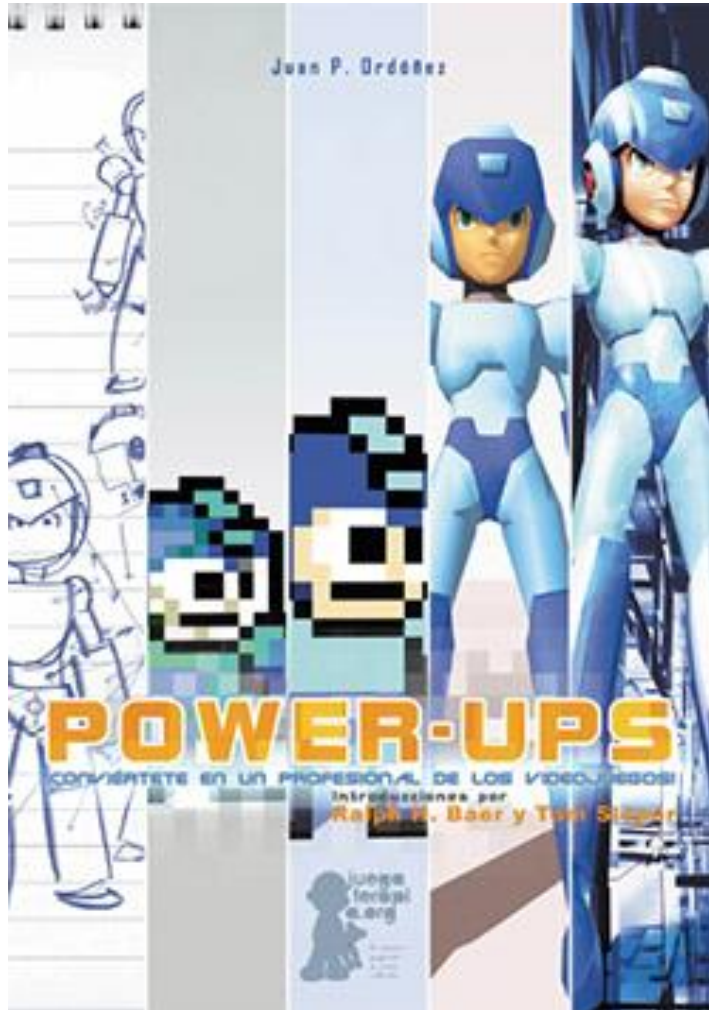


Fullerton, Tracy.
Game design workshop : a playcentric approach to creating innovative games
Boca Raton : CRC Press/Taylor & Francis, 2014.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat



Ordóñez, Juan P.

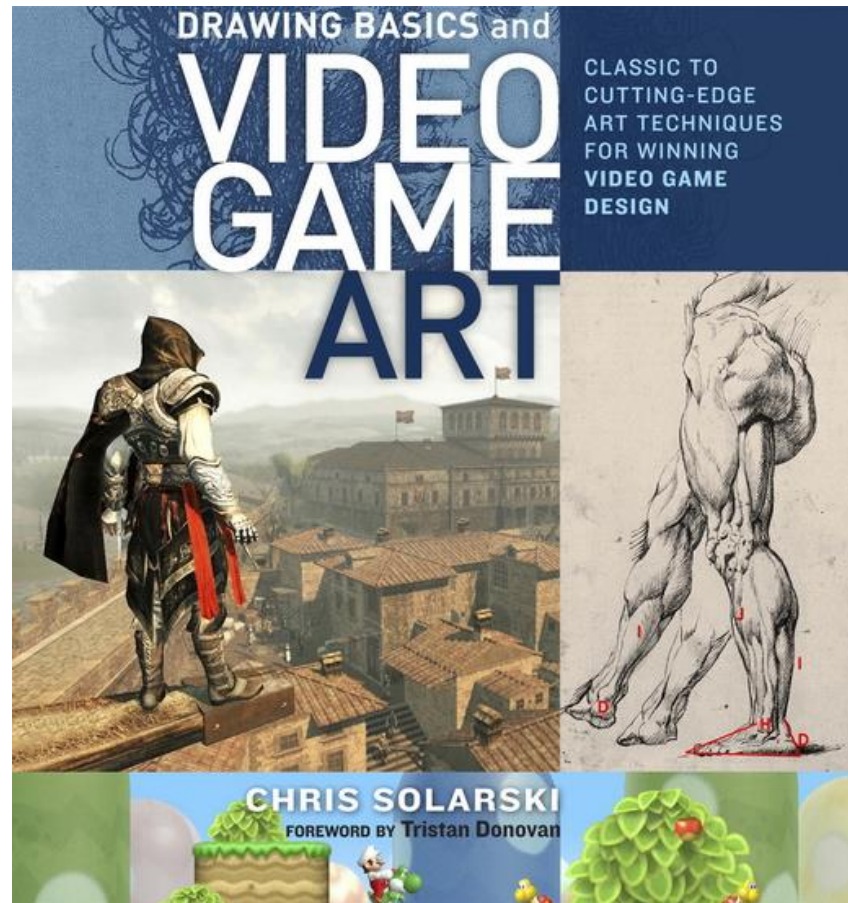
Power-Ups : ¡conviértete en un profesional de los videojuegos!

Palma de Mallorca: Plan B, 2013.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat



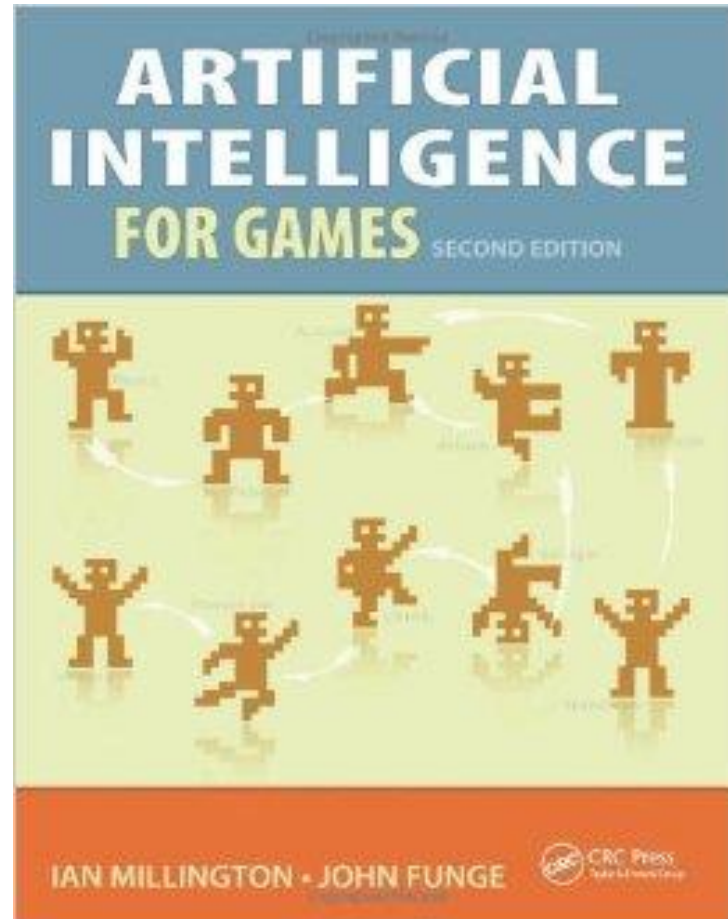
Solarski, Chris.

Drawing Basics and Video Game Art : Classic to Cutting-Edge Art Techniques for Winning Game Design
New York : Watson-Guption, 2012.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat

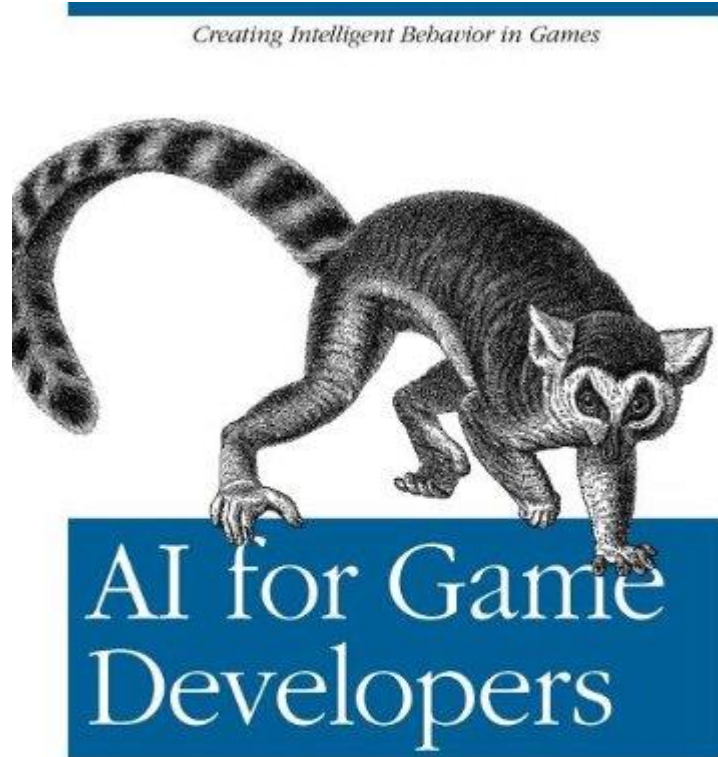


Millington, Ian.
Artificial intelligence for games
Burlington, MA : Morgan Kaufmann/Elsevier, 2009.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat

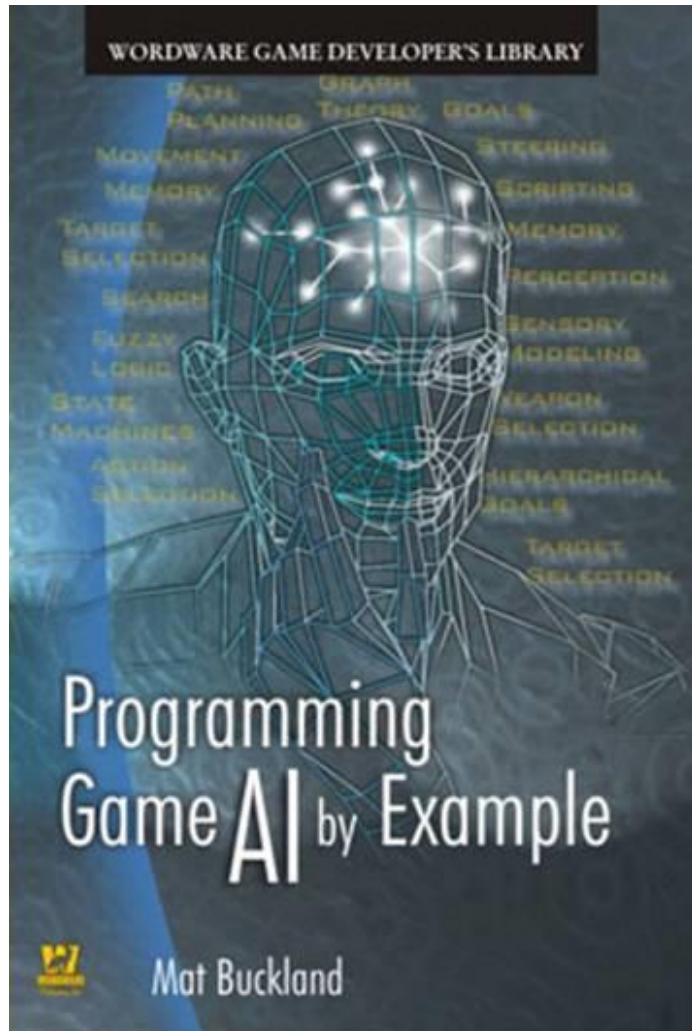


Bourg, David M.
AI for game developers
Sebastopol: O'Reilly, 2004.

Videojocs

OCTUBRE, 2016

biblioteca@tecno campus.cat

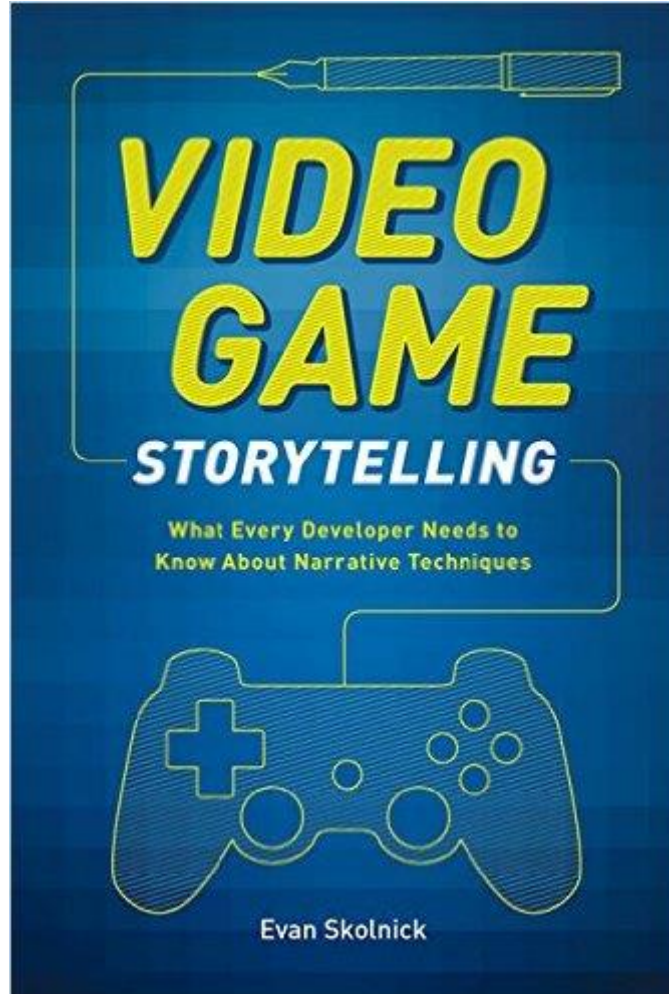


Buckland, Mat.
Programming game AI by example
Plano, Texas : Wordware, 2005.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat



Skolnick, Evan.

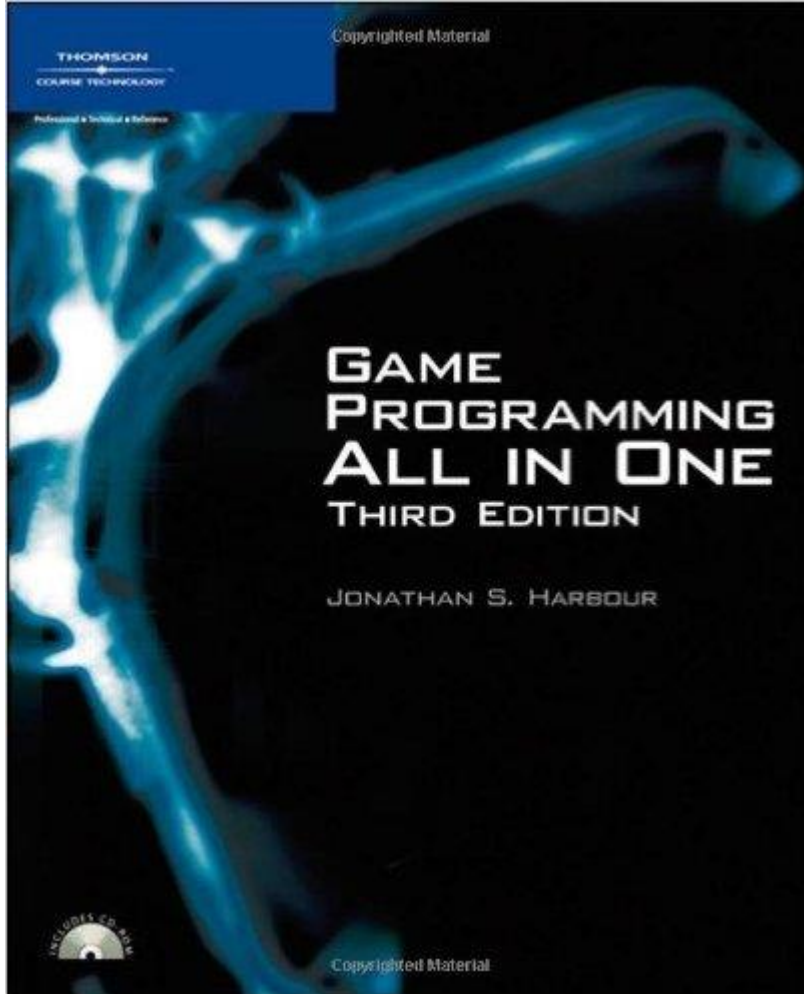
Video game storytelling : what every developer needs to know about narrative techniques

Berkeley : Watson-Guption Publications, 2014.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat

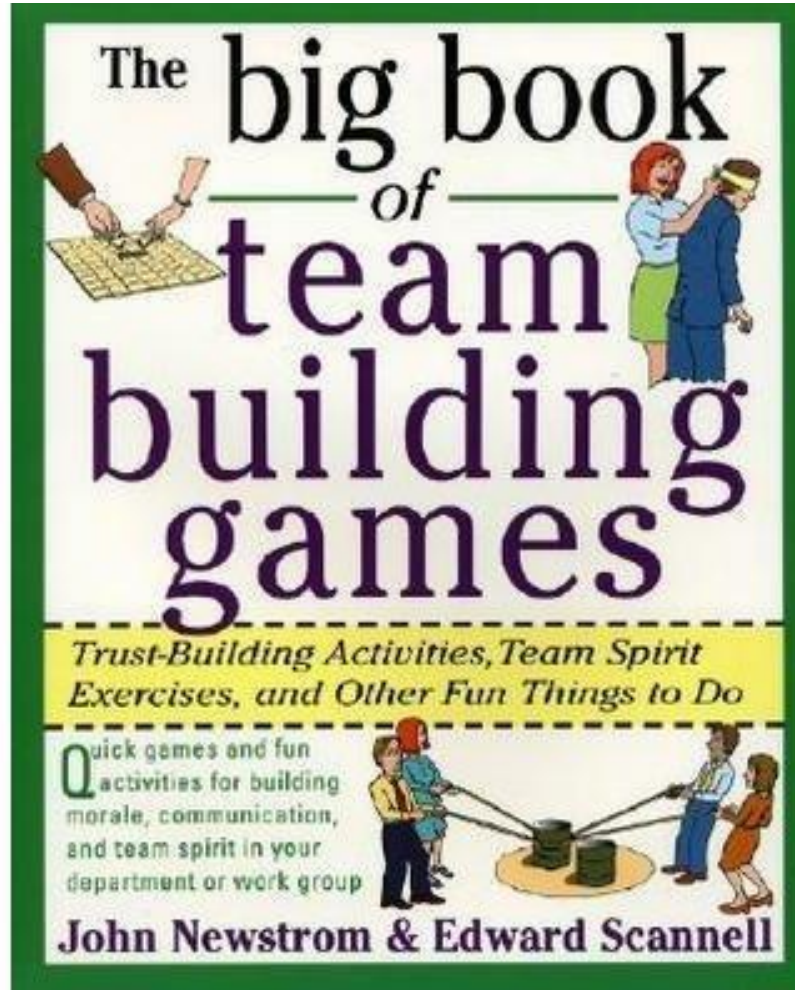


Harbour, Jonathan S.
Game programming all in one
Boston, Mass. : Thomson Course Technology, 2007.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat



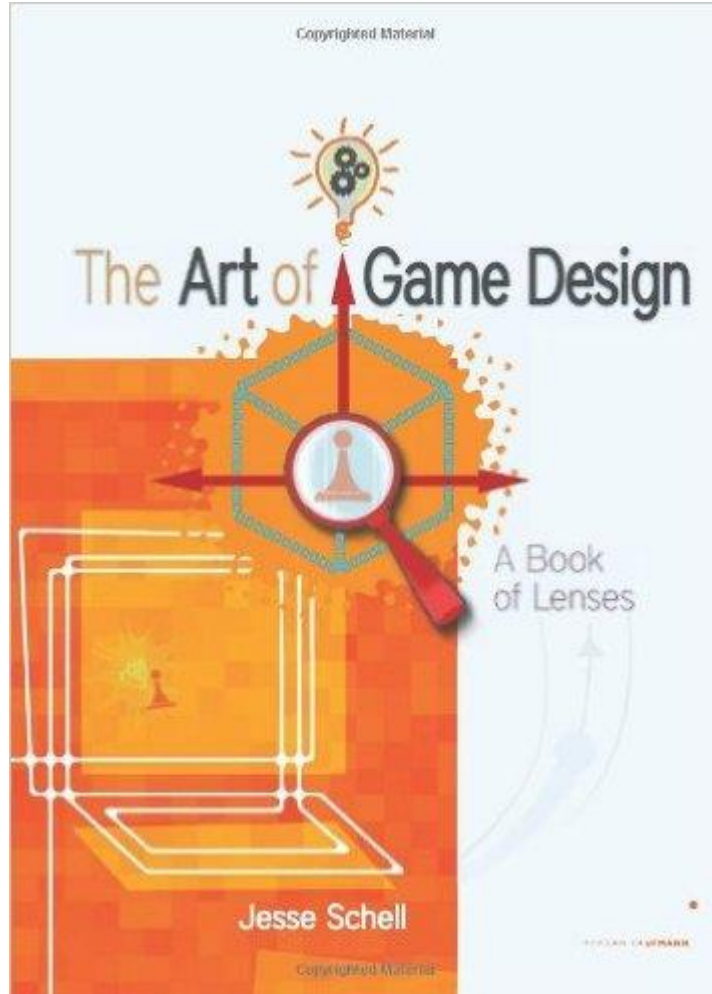
Newstrom, John W.

The Big book of team-building games : trust-building activities, team spirit exercises, and other fun things to do
New York : McGraw Hill, 1998.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat



Schell, Jesse.

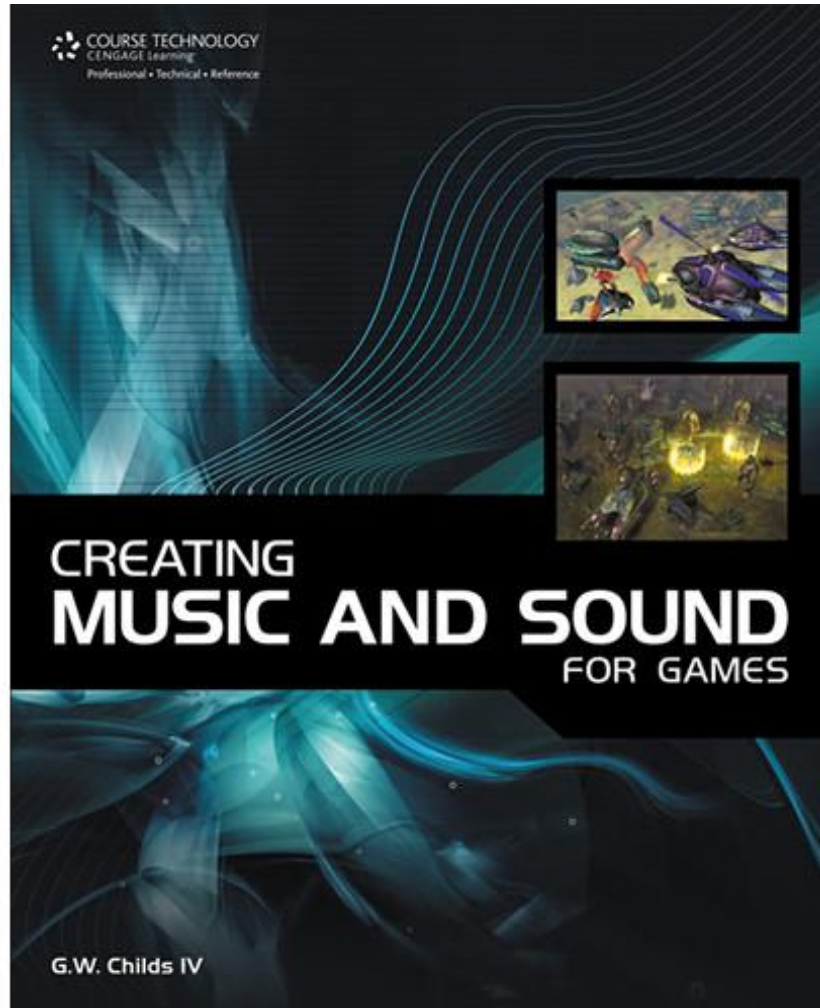
The Art of game design : a book of lenses

Amsterdam: Elsevier/Morgan Kaufmann, 2015.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat

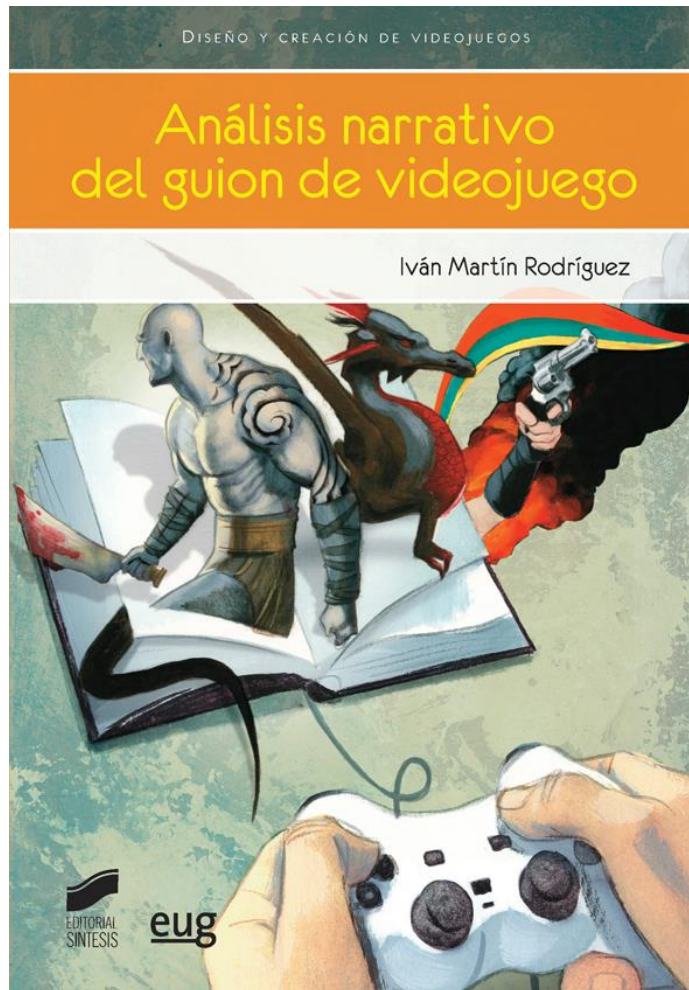


Childs, G. W.
Creating music and sound for games
Boston: Course Technology PTR, 2007.

Videojocs

OCTUBRE, 2016

biblioteca@tecnocampus.cat



Martín Rodríguez, Iván.
Análisis narrativo del guión de videojuego
Madrid : Editorial Universidad de Granada : Síntesis, 2015.