

Assigned Textbooks for Fall 2007 Courses

SGD111

[Game Development Essentials, An Introduction](#)



First Edition

Author: Jeannie Novak

ISBN #: 1401862713

©2005 Publish Date: 09/09/2004

Binding: Softcover

Pages: 320

Publisher: Thomson Delmar Learning

The Game Maker's Apprentice



Release Date: June 2006

Paperback: 300 pages

Publisher: APress

Language: English

ISBN: 1590596153

SGD112

Fundamentals of Game Design



Ernest Adams

Andrew Rollings

Publisher: Prentice Hall

Copyright: 2007

Format: Paper; 600 pp

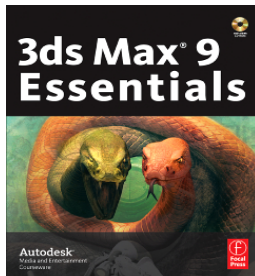
ISBN-10: 0131687476

ISBN-13: 9780131687479

SGD113

No textbook assigned

SGD114



3ds Max 9 Essentials

ISBN: 978-0-240-80908-3

ISBN10: 0-240-80908-4

Publisher: Focal Press

SGD122

No textbook assigned

SGD123

No textbook assigned

SGD124

No textbook assigned

SGD125

AI Game Engine Programming



By Brian Schwab
ISBN: 1-58450-344-0
September 2004 (594 pages)

SGD126

Ultimate 3D Game Engine Design & Architecture



Author: Allen Sherrod
Edition: 001
Product Type: Books
ISBN 13: 9781584504733
ISBN 10: 1584504730
Copyright: 2007

SGD162

Game Character Animation All in One



Les Pardew
ISBN 13: 978-1-59863-064-0 © 2007
ISBN 10: 1-59863-064-4
Publish date: October 27, 2006

SGD164

Creating Music and Sound



G. W. Childs

ISBN 13: 978-1-59863-301-6 © 2007

ISBN 10: 1-59863-301-5

Publish date: October 18, 2006

Exploring Digital Video



Author: [Lisa Rysinger](#)

Edition: 002

Product Type: Books

ISBN 13: 9781418042066

ISBN 10: 1418042064

SGD165

Character Development and Storytelling for Games



Author: Lee Sheldon
ISBN: 1-59200-353-2

SGD171

Macromedia Flash Professional 8 Game Development



Author: [Glen Rhodes](#)
Edition: 002
Product Type: Books
ISBN: 1584504870
Copyright: 2007

SGD174

Creating Music and Sound



Game Level Design
Author: Ed Byrne
ISBN: 1-58450-369-6

Mastering Unreal Technology: The Art of Level Design



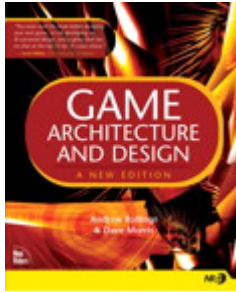
- By [Jason Busby](#), [Zak Parrish](#), [Joel VanEenwyk](#).
- Published by [Sams](#).
- ISBN: 0672326922

SGD193

No textbook

SGD212

Game Architecture and Design: A New Edition



Andrew Rollings and Dave Morris

Publisher: New Riders

ISBN: 10: 0735713634

SGD213

Professional XNA Game Programming: For Xbox 360 and Windows



by Benjamin Nitschke

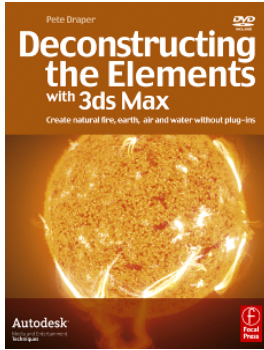
ISBN: 978-0-470-12677-6

April 2007

Publisher: Wrox/Wiley

SGD214

Deconstructing the Elements with 3ds Max



ISBN: 978-0-240-52019-3

ISBN10: 0-240-52019-X

Publisher: Focal Press

SGD285

No textbook assigned

SGD289

No textbook assigned
