

## new

- evaluatin games – amazon
- smart clothes – amazon

## book(s) – technical

kindle

- JavaScript: The Definitive Guide by David Flanagan – (amazon)
- CSS: The Definitive Guide (Paperback) by Eric Meyer – (amazon)
- Foundation Actionsript 3.0 Animation: Making Things Move! by Keith Peters – (amazon)
- Professional Adobe Flex 2 (Programmer to Programmer) by Rich Tretola, Simon Barber, and Renaun Erickson – (amazon)
- Professional Web 2.0 Programming (Wrox Professional Guides) (Paperback) by Eric van der Vlist, Danny Ayers, Erik Bruchez, Joe Fawcett, Alessandro Vernet – (amazon)
- Foundation Flash 8 Video (Foundation) by Jordan L Chilcott and Tom Green – (amazon)
- Introduction to 3D Game Programming with Direct X 9.0c: A Shader Approach (Wordware Game and Graphics Library) by Frank Luna – (amazon)
- Visual Computing: Geometry, Graphics, And Vision by Frank Nielsen – (amazon)
- X3D: Extensible 3D Graphics for Web Authors (The Morgan Kaufmann Series in Interactive 3D Technology) (Paperback) by Don Brutzman, Leonard Daly – (online)
- Visualizing the Semantic Web: XML-based Internet and Information Visualization by Vladimir Geroimenko – (amazon)

## reference(s)

An initial set of references should include the list below, although many more are available.

1. Mitchel Resnick, Sowing the Seeds for a more Creative Society – online video
2. Facets of Fun – On the Design of Computer Augmented Entertainment Artefacts, available in online version
3. Kress G. and van Leeuwen T. (1996), Reading Images: The Grammar of Visual Design, Routledge
4. Geert Lovink and Ned Rossiter (eds), MyCreativity Reader, A Critique of Creative Industries, Institute of Network Cultures, Amsterdam 2007
5. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

## reference(s)

Apart from some general information about for example **agile method(s)**, we have included some references to our own work, not as a reference in the sense of a standard to be adhered, but rather to **share experience(s)**, and indicate a possible format for **writing a report** or even paper to be published at some suitable venue.

1. method(s) – [www.agilemanifesto.org/principles.html](http://www.agilemanifesto.org/principles.html)
2. resource(s) – game design patterns / team work
3. Eliëns A. and Vyas D., Panorama – explorations in the aesthetics of social awareness, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373
4. Eliëns A., van de Watering M., Huurdeman H., Bhikharie S.V., Lemmers H., Vellinga P. , Clima Futura @ VU – communicating (unconvenient) science, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), pp. 125-129, EUROSIS-ETI Publication, ISBN 9789077381373
5. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

Also for the *ambient screen(s)* course, our **panorama** paper may serve as a reference, both with regard to **content** and as a **format** for the report(s).

1. Convivial Urban Spaces: Creating Effective Public Spaces, by Henry Shaftoe
2. Eliëns A. and Vyas D., Panorama – explorations in the aesthetics of social awareness, In Proc. GAME-ON 07, Nov 20-22, University of Bologna, Marco Rocchetti (ed.), p. 71-75, EUROSIS-ETI Publication, ISBN 9789077381373
3. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

The main reference for this course consists of a treatise on **convivial design**, which is generally opposed to **industrial design**, since it presupposes a **process of co-creativity** instead of a top-down **design-driven process**.

1. Convivial Urban Spaces: Creating Effective Public Spaces, by Henry Shaftoe
2. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

**reference(s)** There are many books dealing in one way or another with **web technology**.

1. JavaScript: The Definitive Guide by David Flanagan – (amazon)
2. CSS: The Definitive Guide by Eric Meyer
3. Professional Web 2.0 Programming (Wrox Professional Guides) by Eric van der Vlist, Danny Ayers, Erik Bruchez, Joe Fawcett, Alessandro Vernet
4. business model(s) – [www.oreillynnet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html](http://www.oreillynnet.com/pub/a/oreilly/tim/news/2005/09/30/what-is-web-20.html)
5. Webbots, Spiders, and Screen Scrapers: A Guide to Developing Internet Agents with PHP/CURL by Michael Schrenk
6. The Web Application Hacker's Handbook: Discovering and Exploiting Security Flaws, by Dafydd Stuttard and Marcus Pinto
7. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

As said before, a highly recommended reference for interactive data visualization is **Visualizing Data** by Ben Fry, not in the least because the approach described is tightly connected with **processing** and its underlying philosophy of creative intuitive understanding by computational means. However, also the flex/as3 related references are worthwhile because they give access to the display environment of **flash**, which is the dominant media technology for (business-related) web-applications.

1. Visualizing Data: Exploring and Explaining Data with the Processing Environment, by Ben Fry
2. Foundation Actionscript 3.0 Animation: Making Things Move! by Keith Peters
3. Professional Adobe Flex 2 (Programmer to Programmer) by Rich Tretola, Simon Barber, and Renaun Erickson
4. Foundation Flash 8 Video (Foundation) by Jordan L Chilcott and Tom Green
5. Visualizing the Semantic Web: XML-based Internet and Information Visualization by Vladimir Geroimenko
6. Eliëns A., Wang Y. van Riel C. and Scholte T. (2007), 3D Digital Dossiers – a new way of presenting cultural heritage on the Web, In Proc. Web3D 2007, ACM SIGGRAPH, pp. 157-160
7. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

There are a number of references on mashups for particular **APIs**, of which a selection is given here. In addition, the student may need more detailed knowledge of how data manipulation and components are dealt with in **flex/as3**.

1. Flickr Mashups, by David A. Wilkinson, Wrox
2. Amazon.com Mashups, by Francis Shanahan
3. del.icio.us Mashups, by Brett O'Connor
4. Web APIs with PHP, by Paul Reinheimer, Wrox
5. Professional Adobe Flex 2 (Programmer to Programmer) by Rich Tretola, Simon Barber, and Renaun Erickson
6. Visualizing the Semantic Web: XML-based Internet and Information Visualization by Vladimir Geroimenko
7. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

An excellent starting point for a course in VR is provided by the X3D book of Don Brutzman, who one of the leading figures in the Web3D Consortium.

1. X3D: Extensible 3D Graphics for Web Authors (The Morgan Kaufmann Series in Interactive 3D Technology) by Don Brutzman, Leonard Daly
2. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.

#### reference(s)

Apart from the book on **game design patterns**, a reference to a paper comparing game development to **software engineering** has been included, showing the analogy as well as **difference(s)** in **project management** and **workflow(s)**.

1. Teaching Software Engineering through Game Design
2. Bjork, S., Holopainen, J. (2005) Patterns in Game Design. Charles River Media
3. A. Eliëns, topical media & game development – media.eliens.net

A wealth of material and references can be found at my **topical media & game development** site, including tutorials and examples.