La bibliographie ULTIME en GAME DESIGN

Liste réalisée par Chelsea Howe et Gus&Co

V2 – décembre 2013

	TITRE	SUJET
1.	1001 Video Games You Must Play Before You Die	Game History
2.	99 Ways to Tell a Story: Exercises in Style	Storytelling
3.	A Book of Lenses	Game Design
4.	A Brief Tour of Human Consciousness	Psychology
5.	A Director Prepares: Seven Essays on Art and Theatre	Theatre
6.	A Mathematical Theory of Communication	Communication
7.	A Pattern Language	Universal Design, Architecture
8.	A Whole New Mind	Psychology, Creativity
9.	Amusing Ourselves to Death	Entertainment & Society
10.	Architecture: Form, Space, and Order	Architecture
11.	Art as Experience	Esp. Ch3: Having an Experience
12.	Beautiful Evidence	Information Visualization
13.	Bird by Bird	Writing
14.	Challenges for Game Designers	Game Design exercises
15.	Chambers for a Memory Palace	Architecture
16.	Characteristics of games	Boardgame Design
17.	Comics and Sequential Art	Visual Arts
18.	Community Building on the Web	Community
19.	Congressional Testimony on Media Violence	Game Violence
20.	Convergence Culture	New Media & Culture
21.	Critical Play	Serious Game Design
22.	Damn Good Advice	For Independent Creatives
23.	Deep Play: Notes on the Balinese Cockfight	Play
24.	Designing Virtual Worlds	Virtual Worlds
25.	Dieter Rams: As Little Design as Possible	Universal Design, History
26.	Emergence	Emergent Systems
27.	Emotional Design	Affective Design
28.	Everything Bad is Good For You	Popular Culture
29.	Extra Lives: Why Video Games Matter	Game Design, Game History
30.	Film Directing: Shot by Shot	Cinematography
31.	First Person: New Media as Story, Performance, and Game	New Media
32.	Flow: The Psychology of Optimal Experience	Psychology
33.	Freakonomics	Psychology, Behavior Design
34.	Game Design Workshop: A Playcentric Approach to Creating Innovative Games	Tracy Fullerton
35.	Game Feel	Game Design
36.	Game Over	Game Industry History
37.	Gender Inclusive Game Design	Diversity in Games
38.	Glued to Games	Psychology, Engagement

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39.	Godel Escher Bach	Systems Thinking
40.	Good to Great	Business
41.	Graphic Storytelling and Visual Narrative	Visual Arts
42.	Half Real	Game Design
43.	Hero with a Thousand Faces	Storytelling
44.	Homo Ludens	Games & Culture
45.	House of Leaves	Universal Design
46.	How the Mind Works	Psychology
47.	How to Win Friends and Influence People	Communication, Game Industry
48.	Human Values and the Design of Computer Technology	
49.	Impro: Improvisation and Theatre	Theatre, Improv
50.	In Pursuit of Elegance	Ideas, Expressive Art
51.	Influence: The Psychology of Persuasion	Psychology, Persuasion
52.	Killing Monsters	Game Violence
53.	Kobold Guide to Board Game Design	Boardgame Design
54.	Leverage Points: Places to Intervene in a System	Systems Design
55.	Lucky Wander Boy	Game Fiction
56.	Made to Stick	Communication, Marketing
57.	Man, Play and Games	Games & Society
58.	Masters of Doom	Game Industry History
59.	Medium is the Massage	Artistic Mediums
60.	Moneyball	Free To Play
61.	My Tiny Life	Virtual Communities
62.	Normal Accidents	Technology & Society
63.	Oxford History of Board Games	Game History, Game Design
64.	Phaidon Design Classic	General Design
65.	Play	Psychology, Culture
66.	Play Money	Virtual Economy Hacks
67.	Poetics	Storytelling
68.	Predictably Irrational	Psychology
69.	Ready Player One	Game Fiction
70.	REAMDE	Game Fiction
71.	Rules of Play	Game Design
72.	Science of Human Nature	Psychology
73.	Simulation versus Narrative: Introduction to Ludology	
74.	Snow Crash	Game Fiction
75.	Space, Time, Play	Virtual Spaces, Architecture
76.	Statistics for Dummies	Statistics
77.	Story	Storytelling, Screenwriting
78.	Supercade: A Visual History of the Videogame Age 1971-1984	Game History

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79.	Supercrunchers	Data	
80.	Surely You're Joking, Mr. Feynman!	Autobiography	
81.	System Effects	Systems Design	
82.	The Animator's Survival Kit	Animation	
83.	The Art of Game Design	Game Design	
84.	The Complete Wargame Handbook	Game Design	
85.	The Denial of Death	Existentialism	
86.	The Design of Everyday Things	Universal Design	
87.	The Design of Future Things	Technology Design	
88.	The Dramatic Imagination	Theatre	
89.	The Electronic Eye: The Rise of a Surveillance Society	Technology & Society	
90.	The Game Design Reader	Game Design	
91.	The Game Designer's Bookshelf	Additional Resources	
92.	The Game Inventor's Guidebook	Boardgame Design	
93.	The Illusion of Life: Disney Animation	Animation	
94.	The Language of New Media	New Media	
95.	The Man Who Lied to His Laptop	Technology & Society	
96.	The Mind's I	Philosophy, Ontology	
97.	The Open Work	Artistic Craft	
98.	The Origins of Architectural Pleasure	Architecture	
99.	The Paradox of Choice	Psychology	
100.	The Power of Habit	Behavior Design	
101.	The Reverse Design Project	Game History	
102.	The Shape of Design	Universal Design	
103.	The Soul of a New Machine	Technology & Culture	
104.	The Study of Games		
105.	The Tao of Pooh	Team Management	
106.	The Tipping Point	Virality in Culture	
107.	The Ultimate History of Video Games	Game History	
108.	The Visual Display of Quantitative Information	Information Visualization	
109.	The War Between Effects and Meaning	Game Violence	
110.	The Well-Played Game	Play, Philosophy	
111.	Theory of Fun	Game Design, Psychology	
112.	Thinking in Systems: A Primer	Systems Thinking	
113.	Thinking, Fast and Slow	Psychology	
114.	Traffic	Emergent Systems	
115.	Trigger Happy	Comparative Entertainment	
116.	Twisty Little Passages	Interactive Fiction	
117.	Understanding Comics: The Invisible Art	Visual Arts, Psychology	
118	Universal Principles of Design	Universal Design	

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119	Videogames of the Oppressed	Serious Games, Society
120	Visual Explanations	Information Visualization
121	You	Game Fiction