

LEARNING MATERIALS LIST

Creative Media and Game Technologies (CMGT)

First year 2026 – 2027, bachelor full-time, Enschede

Learning Materials

Laptop

Laptop with recent mobile graphics card: i7 processor - minimum of 16GB RAM (32 GB strongly preferred) - 1TB SSD - RTX 4050 or AMD 6600M (or higher)
Cost around 1000 euros and up.

Better specifications are always worth investing. You are going to use this for at least 4 years, so buying good quality hardware and hardware that is comfortable to use is always a wise choice. This entirely depends on your budget.

Headset

Headset (a model with Over-ear isolating cushions) for audio lessons. Sennheiser and Harman Kardon are decent brands.

Costs around 50 euros.

Better specifications are always worth investing. You are going to use this for at least 4 years, so buying good quality hardware and hardware that is comfortable to use is always a wise choice. This entirely depends on your budget

Drawing tablet

Required for ARTIST ROLE

Drawing tablet: Wacom bamboo / Huion pro.

Costs around 100 euros.

Better specifications are always worth investing. You are going to use this for at least 4 years, so buying good quality hardware and hardware that is comfortable to use is always a wise choice. This entirely depends on your budget

Software

Required for ARTIST ROLE

Zbrush 73,80 euros per year (starting Semester 2)

<https://www.maxon.net/en/buy/plan-pricing-for-students>

Software

Required for ALL ROLES

Ableton Live 12 standard for students and teachers.

[Ableton Live for students and teachers | Ableton](#)

You can buy this through www.surfspot.nl once you have a student-status.

Costs around 130 euros for unlimited license.

Books – recommendations for Engineer

Books are not mandatory for this study, but please take a look at the recommendations

ISBN	Titel, author and publisher	Edition
9781000750553	Real-Time Collision Detection, e-book Ericson, Christer Taylor & Francis	1
9780990582908	Game Programming Patterns Nystrom, Robert Ingram International Inc.	1
9781138035454	Game Engine Architecture Gregory, Jason Taylor & Francis	3
9780988927803	Jumping into C++ Allain, Alex Bertram Books	1
9780135957059	The Pragmatic Programmer: journey to mastery, 20 th Anniversary Thomas, David Hunt, Andrew Pearson Education	2
9780132350884	Clean code – a handbook of agile software craftsmanship Martin, R.C. Prentice-Hall	1
9781491903995	Effective Modern C++ Meyers, Scott John Wiley & Sons Ltd	1
9781518800276	Learn C-sharp in One Day and Learn It Well Chan, Jamie Ingram International Inc.	1
9780321334879	Effective c++: 55 specific ways to improve your programs and designs 3/e Meyers, Scott Addison Wesley Longman GBP	3
9781617292231	Grokking Algorithms Bhargava, Aditya Pearson Education	1
9781568817231	3D Math Primer for Graphics and Game Development Dunn, Fletcher Taylor & Francis	2
9781138627000	Real-time Rendering Akenine-moller, Tomas Haines, Eric Hoffman, Naty Taylor & Francis	4

Books – recommendations for Artist

Books are not mandatory for this study, but please take a look at the recommendations

ISBN	Titel, author and publisher	Edition
9781498781732	Story Structure and Development Caldwell, Craig Taylor & Francis	1
9780972667647	The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design Le, Khang Ingram International Inc.	1
9780823008094	How to Become a Video Game Artist Kennedy, Sam R. Marston Book Services Ltd	
9780740797712	Color and light: a guide for the realist painter Gurney, J. Andrews Mcmeel	1
9781138014152	The Visual Story Block, B. Taylor & Francis	3
9781034663898	Perspective made easy Norling, Ernest R. Gardners Books Ltd	1
9781933492735	How to Draw Robertson, Scott Ingram International Inc.	
9781616893323	Graphic Design: The New Basics, revised and updated Lupton, Ellen Macmillan Distribution Ltd	1
9780285641778	Drawing on the Right Side of the Brain Edwards, Betty Gardners Books Ltd	4
	Art Fundamentals Andrews, I., Baade, C.A., Doll, M. Worcester: 3dtotal Publishing	1
9781933492957	Framed Ink Mateu-Mestre, Marcos	

Books – recommendations for Designer

Books are not mandatory for this study, but please take a look at the recommendations

ISBN	Titel, author and publisher	Edition
9780300190991	The Proteus Paradox: How Online Games and Virtual Worlds Change Us? And How They Don't Yee, Nick John Wiley & Sons Ltd	1
9781498781732	Story Structure and Development Caldwell, Craig Taylor & Francis	1
	Plot Versus Character: A Balanced Approach to Writing Great Fiction Gerke, Jeff	
9781538717974	Consider This: Moments in My Writing Life After Which Everything Was Different Palahniuk, Chuck Ingram International Inc.	1
9781119629191	The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable Innovation Methods Lewrick, Michael John Wiley & Sons Ltd	1
9780321965516	Don't make me think Krug, S. Pearson Education	3
9781138098770	Game Design Workshop Fullerton, Tracy Taylor & Francis	4
9781118968055	Value Proposition Design: How to Make Stuff People Want Osterwalder, Alexander John Wiley & Sons Ltd	1
e-book	Game Mechanics: Advanced Game Design Adams, Ernest Dormans, Joris	
	Graphic Design for Non-designers: The Ultimate Primer for the Design Rookie Seddon, Tony Waterhouse, Jane	
9780815361367	An Architectural Approach to Level Design Totten, Christopher W. Taylor & Francis POD	2
9780321929679	Fundamentals of Game Design Adams, Ernest Pearson Education	3
9780385339032	Screenplay foundations of screenwriting Field, S. Doubleday US	2
9780262240451	Rules of play - game design fundamentals Salen Mit Press	1
9781032397542	The Cores of Game Design Mechanics, Economics, Narrative, and Aesthetics R. Serpa, Y. Routledge Taylor & Francis Group	1