

Creative Media and Game Technologies
Bachelor Full-time
First year
Enschede
2023 - 2024

Learning Materials List Creative Media and Game Technologies

First year 2023 – 2024 Enschede

Learning Materials

Laptop

Laptop with 'recent' mobile graphics card, laptop should contain on board webcam and microphone (if not, please buy a separate version). Mobile graphics card: approximately a GTX 1660 / ATI 5600 graphics card. Intel core i7, 1tb SSD, (second, larger Harddrive is recommended) 16 GB RAM. Costs around 1000 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.

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 DESIGNER + ARTIST ROLE.

Adobe suite.

Through www.surfspot.nl you can buy the complete Adobe suite. The license can be split over 2 computers, so could be shared with another student to share the costs.

Costs around 120 euros a year.

Do this once your Saxion-account is activated and you can login to Surfspot.nl.

Books – recommendations for Engineer

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

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

Books – recommendations for Artist

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

9781498781732	Story Structure and Development Caldwell, Craig Taylor & Francis	Ed.: 1
9780972667647	The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design Le, Khang Ingram International Inc.	Ed.: 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	Ed.: 1
9781138014152	The Visual Story Block, B. Taylor & Francis	Ed.: 3
9781034663898	Perspective made easy Norling, Ernest R. Gardners Books Ltd	Ed.: 1
9781933492735	How to Draw Robertson, Scott Ingram International Inc.	
9781616893323	Graphic Design: The New Basics, revised and updated Lupton, Ellen Macmillan Distribution Ltd	Ed.: 1
9780285641778	Drawing on the Right Side of the Brain Edwards, Betty Gardners Books Ltd	Ed.: 4
	Art Fundamentals Andrews, I., Baade, C.A., Doll, M. Worcester: 3dtotal Publishing	Ed.: 1
9781933492957	Framed Ink Mateu-Mestre, Marcos	

Books – recommendations for Designer

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

9780300190991	<p>The Proteus Paradox: How Online Games and Virtual Worlds Change Us? And How They Don't Yee, Nick John Wiley & Sons Ltd</p>	Ed.: 1
9781498781732	<p>Story Structure and Development Caldwell, Craig Taylor & Francis</p>	Ed.: 1
	<p>Plot Versus Character: A Balanced Approach to Writing Great Fiction Gerke, Jeff</p>	
9781538717974	<p>Consider This: Moments in My Writing Life After Which Everything Was Different Palahniuk, Chuck Ingram International Inc.</p>	Ed.: 1
9781119629191	<p>The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable Innovation Methods Lewrick, Michael John Wiley & Sons Ltd</p>	Ed.: 1
9780321965516	<p>Don't make me think Krug, S. Pearson Education</p>	Ed.: 3
9781138098770	<p>Game Design Workshop Fullerton, Tracy Taylor & Francis</p>	Ed.: 4
9781118968055	<p>Value Proposition Design: How to Make Stuff People Want Osterwalder, Alexander John Wiley & Sons Ltd</p>	Ed.: 1
e-book	<p>Game Mechanics: Advanced Game Design Adams, Ernest Dormans, Joris</p>	
	<p>Graphic Design for Non-designers: The Ultimate Primer for the Design Rookie Seddon, Tony Waterhouse, Jane</p>	

9780815361367	An Architectural Approach to Level Design Totten, Christopher W. Taylor & Francis POD	Ed.: 2
9780321929679	Fundamentals of Game Design Adams, Ernest Pearson Education	Ed.: 3
9780385339032	Screenplay foundations of screenwriting Field, S. Doubleday US	Ed.: 2
9780262240451	Rules of play - game design fundamentals Salen Mit Press	Ed.: 1

Additional costs

There are other costs that might need to be made. This includes elements like drawing materials, excursions, small travel expenses.