

Library Resource List for Gaming Design



Books

This is a selection of the books that **Crawley Library, West Sussex** have, which can be borrowed or reserved free of charge.

Crawley Library

Shelved at 005.133

- Python all-in-one for Dummies. 3rd ed – John Shovic (2024)
- Teach Yourself Visually Python – Ted Hart-Davis (2022)
- Python in easy steps – Mike McGrath. 2nd ed (2018)
- Python Crash Course - Eric Matthes (2023)
- Mission Python: Code a Space Adventure Game – Sean McManus (2018)

Shelved at 005.13

- Coding for Beginners in Easy Steps. 3rd ed – Mike McGrath (2024)
- Beginner's Step by Step Coding course (2020)

Shelved at 005.437

- User Experience Design: A Practical Introduction. 2nd ed – Gavin Allanwood

Shelved at 006.696

- Beginner's Guide to Creating Characters in Blender (2021)
- Blender for Dummies. 4th ed - Jason Van Gumster (2020)

Shelved at 741.56

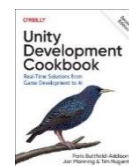
- Creating characters for the entertainment industry: character design for animation, illustration & video games - Kenneth Anderson

Shelved at 776

- Beginners Guide to Digital Painting in Photoshop. 2nd ed
- Digital Painting Made Simple: Create Captivating Portraits in Clip Studio Paint, Procreate, Photoshop & More – Sara Tepes

Shelved at 791.8

- History of Video Games (2021)
- Next Level Games Review 2024
- Unity Development Cookbook: Real time Solutions from Game Development to AI. 2nd ed – Paris Buttfield-Addison (2023) **794.815276**
- Game Programming with Unity and C#: A Complete Beginners Guide – Casey Hardman (2020) **794.815276**
- Gamer's Guide to Coding – Gordon McComb (2017) **794.815276**
- Art of Game Design: A Book of Lenses. 3rd ed – Jesse Schell (2020)) **794.81536**
- Haynes Build your own Gaming PC (2019) **621.3916**



Online Resources

Access via Crawley Library Moodle Pages on CCG Online

Direct access in College or via Shibboleth outside College using your College email and password

Useful search terms: gaming, game design, Python, Unity, Blender, gaming applications, gamer apps



Ebsco Discovery provides an easy way to search online journals, books and articles by providing a single search box to explore many databases, including Ebsco ebooks, Academic Search Elite, Oxford Academic, Sage Journals, and Wiley.



eBooks



- [Python in easy Steps. 2nd ed – Mike McGrath \(2018\)](#)
- [AI for Games \(2016\)](#)





- [Python Basics \(2019\)](#)
- [Practical game Design \(2018\)](#)
- [Hands-on Unity 2022 Game Development: Learn how to use the latest Unity 2022 features to create your first video game in the simplest way possible](#)
- [Unity 2018 Cookbook: Over 160 Recipes to take your 2D & 3D Game Development to the Next Level](#)



Statistics and articles on contemporary social issues: Search **gaming** in search box.

Articles include:

- Gaming
- Sexualisation in gaming: advocacy and over-correction



Recorded TV programmes available to watch in College or at home.

Playlist: Gaming Development:

- Click
- Coding: the Future is Creative
- Panorama: Addicted to Games

Useful Websites:

Python for Beginners -YouTube <https://www.youtube.com/watch?v=eWRfhZUzrAc>

Python Tutorials <https://www.w3schools.com/python/>

Python <https://www.python.org/>

Blender <https://www.blender.org/>

Blender on YouTube <https://www.youtube.com/channel/UCSMOQeBJ2RAnuFungnQOxLg>

Unity <https://unity.com/>

Unity for Beginners <https://unity.com/how-to/beginner-video-game-resources>

PC Magazine Best Game Software <https://uk.pcmag.com/games/129032/how-to-make-a-video-game-the-best-game-development-software>

BBC Sounds

Cheat Code: The Gaming and Tech Podcast <https://www.bbc.co.uk/programmes/m001mlrb/episodes/player>

Sound of Gaming <https://www.bbc.co.uk/programmes/m0009rfp/episodes/downloads>