

# Creating Games

## ART & CS 107 Spring 2013 Schedule

Revised April 24, 2013; the schedule adapts to your interests and ideas throughout the semester.

<b>Morning:</b>	TR	8:30 – 9:45am
<b>Afternoon:</b>	Thu.	1 – 4 pm
<b>Office hours:</b> (TCL 308)	By appointment (I'm generally accessible—let me know when is best for you)	
<b>TA hours:</b>	<a href="#">See website</a>	

Hyperlinks are underlined. Chapter reading is in McGuire and Jenkins, *Creating Games*, A K Peters 2008 + [errata](#)

“**Homework**” is independent work due at the beginning of the following class session. I encourage you to discuss ideas with other students but your work product should solely be your own. When a written response is appropriate, note that scholarly writing includes citations to primary sources, terse style, appropriate vocabulary and tone, and proper English style. The writing center and my office hours are great resources to improve your writing.

“**Read**” and “**Play**” material has no specific deadline, but should be done close to that day so that we have a common base for discussion. For games, spend at least two hours in actual gameplay, and try to **play with other students in the class**. Having played a game (i.e., a social and intellectual activity) with someone will help you to know if you can work together effectively on a project. Unless explicitly noted, you are welcome to play a game on a different (equivalent) platform or with your own copy instead of using the library resource. If you make a reasonable attempt to play a game and it is not available, then you can substitute a different game listed on the course web page. Reading, games, and films in parentheses are recommended if you want to learn more about a topic but are not required. These may elevate the quality and insight of your work.

“**Projects**” are for teams, all members of which will receive the same grade. Working together effectively is one of our educational goals. Remember to step back and ensure that you and your peers are learning that as well as producing a physical artifact during the project. Bring me and the TAs into the process of managing your team and making decisions.

**All written work must be typed** (tip: save your files—I may ask you to revise them). For fairness to your peers, all non-programming work is due in hardcopy at the beginning of the class session in which it is due. There are no extensions—late work will not be accepted.

Two kinds of assignments are not listed on the schedule explicitly. The first kind includes in-class activities for which you will submit some artifact for a grade at the end of class. This is in lieu of having an equivalent assignment as homework and is intended to reduce your out-of-class workload. The second kind of assignment is a 3-minute independent presentation on a researched topic of your choice, which everyone in the class must give once. I will post a link to an online signup sheet and the TAs will give sample presentations at the beginning of the semester. Plan to spend about six hours researching your topic. Any of the recommended reading or games would be great topics. Be sure to speak to me at least a week ahead of time about your topic, *before* you begin significant preparation, so that I can provide feedback and suggest resources.

This course uses four rooms, plus office hours in TCL308 and appointments in the Graphics lab. This gives us the best facility for each topic. Icons on the schedule tell you where to go each day:



The Rose Gallery at WCMA



TCL217 “Mac Lab” Computer lab



TCL206 Classroom

SS The Science Shop in Bronfman

To foster effective discussions, I split the class into “red” and “black” sections of 12 students each. Only attend the sessions with your section color. Everyone should attend sessions with gray titles and icons. You can switch sections at any time.

TUESDAY

THURSDAY

Jan 31st

(Class meets Wed. Jan 30)

8:30  **Settlers of Catan**

- Every creator has 1024 bad creations in him or her...
- An aperture on games
  - Content, mechanics, and technology
  - State and rules
  - Objective aesthetics
  - Art is communication
  - Process vs. product / Taste vs. skill
- *Settlers of Catan*[27]
  - How do you make decisions?
  - What are the elements of the game?
  - How was this manufactured?
- Final projects from last year
- Structure of the course
  - Responsible for your own learning
  - Activity and project focused; some projects include presenting
  - Iterative structure
  - Mini-lectures, mentoring, and guest experts
  - In-class activities, Team projects, individual homework, 3-minute solo presentation
  - Most reading is recommended, not required
- C = Below expectation; B = Satisfies assignment; A = Exceptional insight (≠ effort)

1:00  **Braid and XCOM**

- *Braid*[2] and *XCOM*[10] demos
- Bookmark the course and codeheart.js websites
- Download *Paddle*
- Change the colors
- Deploy on web and iPad
- Change the controls
- Make the ball move slower
- 3:30pm: View INNOVATE W'13 game jam results

(Optional: 3D printer talk in TCL 206 3:30pm Fri.)

Read: [Preface](#), [Schedule](#), [Website](#) [Syllabus](#), [CS Honor Code](#)Start Project: [Content Mod](#)

Play:

- *The Settlers of Catan*[27]; if you're very familiar with it, then play *Puerto Rico*[23] or *Power Grid*[9]

Feb 5th

Feb 7th

8:30  **Synthesize a Board Game**

- Design a board game
- Design a game under constraints
- What is a game?
- Documenting design

Read: (Ch. 1)

Project Due: [Content Mod](#)

Play:

- Physical puzzles: *RushHour*[32, 28], *Safari RushHour*[30], or *TipOver*[29] [library]
- Constraint puzzles: *Minesweeper*, *Picross*, *Mastermind*, *Sudoku*, or *KenKen* [online/paper]
- (optional video puzzle games: *Portal*, *Portal 2*, *Quantum Conundrum*, *Limbo*, or *Braid* [by appointment])

8:30  **Indie Game: The Movie**

- iPads available from ELC for this class, some games (including yours) on iOS
- Screen selection of *Indie Game* [26]

1:00  **Analyze a Game**










- (cont. from Tuesday: game proposal form)
- Analyze *Settlers*
- State (nouns) and rules (verbs)
- Variables and functions
- Commodity flow
- Mathematics
- Logic







2:30  **Photoshop and Pages**











- Sample presentation by Erica
- Design language
- Font, color, aspect, justification, alignment
- Exactly reproduce a page from a game's instruction manual
- (You can download Office, iWork, and Photoshop for free for your own computer from OIT!)








Read: [Ch. 2](#)Homework: [Complete the 1-page reproduction](#)

Start Project: Create something related to games: e.g., modified video or board game, new game, picture, analysis, interactive play or story, essay. Any team size. Have fun!

TUESDAY	THURSDAY
<p style="text-align: right;">Feb 12th</p> <p>8:30  <b>Composition</b></p> <p><i>Bring PENCIL and something hard to write and draw against as we walk through the galleries.</i></p> <ul style="list-style-type: none"> <li>• Gallery tour</li> <li>• Free sketching exercise in Picture Literature Gallery</li> <li>• Review 2D composition tools <ul style="list-style-type: none"> <li>- Motion &gt; silhouette &gt; value &gt; color</li> <li>- Framing and the rule of thirds</li> <li>- Opposition and visual lines</li> <li>- Negative space</li> <li>- Aspect</li> </ul> </li> <li>• Sketching <i>Ranch House, Santa Fe</i></li> <li>• Works used in this lesson</li> </ul> <p>Read: (Ch. 12, <a href="#">My First New Yorker Cover, Disney Goes Retro</a>, <a href="https://fbcdn-sphotos-a-a.akamaihd.net/hphotos-ak-ash4/287299_563556910323351_1872533864_o.jpg">https://fbcdn-sphotos-a-a.akamaihd.net/hphotos-ak-ash4/287299_563556910323351_1872533864_o.jpg</a>, <a href="#">How many tweets?</a>)</p> <p>Homework: Sketch</p> <p>Play:</p> <ul style="list-style-type: none"> <li>• Video games: <i>Mirror's Edge</i>[7], <i>Uncharted</i>[16], <i>Uncharted 2</i>[17], <i>Uncharted 3</i>[18], <i>Bastion</i>[25], <i>Okami</i>[5, 6], <i>LittleBigPlanet</i>[13], <i>LittleBigPlanet 2</i>[14], <i>Fable III</i>[12], or <i>BioShock 2</i>[1]</li> <li>• Board games: <i>Shadows Over Camelot</i>, <i>Through the Desert</i>, or <i>RoboRally</i></li> <li>• (<a href="#">clickmazes</a>)</li> </ul>	<p style="text-align: right;">Feb 14th</p> <p>8:30  <b>Puzzles</b></p> <ul style="list-style-type: none"> <li>• Guest lecturer: Duane Bailey</li> <li>• Mechanical puzzles</li> <li>• Crossword puzzles</li> <li>• <i>Sudoku</i></li> <li>• Tentaizu and Hitori</li> <li>• <i>River Crossing</i></li> <li>• Red/black suit assignments</li> <li>• <i>Theseus &amp; That Pesky Minotaur</i></li> <li>• Teaching the player in <i>Portal 2</i> and <i>Limbo</i></li> </ul> <p>1:00  <b>Programming</b></p> <ul style="list-style-type: none"> <li>• Add a feature to Pong prototype: e.g., 2nd player, blocks, win/lose condition, 2nd ball</li> <li>• Create a splash screen in Photoshop</li> <li>• Add sounds by mimicking other games and reading documentation</li> </ul> <p>2:30 <b>SS The Science Shop</b></p> <ul style="list-style-type: none"> <li>• <a href="#">Make a specific custom die in a team of four using a 3D printer, milling machine, or laser cutter</a></li> </ul> <p>1:00 <b>SS The Science Shop</b></p> <p>2:30  <b>Programming</b></p> <p>Project Due: Create Something</p> <p>Start Project: <a href="#">Puzzle Game Level</a> (N.B. Honor Code)</p> <p>Read: (Ch. 3, <a href="#">Autodesk Moldflow 2010 [video]</a>)</p>
<p style="text-align: right;">Feb 19th</p> <p>8:30  <b>Font &amp; Palette</b></p> <ul style="list-style-type: none"> <li>• In static media</li> <li>• Examples on game boxes, instructions, video games, etc.</li> <li>• In board and video games</li> <li>• Color theory <ul style="list-style-type: none"> <li>- EM spectrum</li> <li>- Human retina</li> <li>- Color constancy</li> <li>- Color wheels</li> <li>- Color theory</li> <li>- Add color last</li> <li>- Analogous or split-complementary are the safest schemes</li> <li>- Vary saturation for style and value for semantics</li> </ul> </li> <li>• Analyzing palettes w/ Photoshop</li> <li>• Works used in this lesson</li> </ul> <p>8:30  <b>Dominion</b></p> <p>Read: (<a href="#">Introducing Courier Prime</a>, <a href="#">Helvetica [film]</a>, <a href="#">Thinking in Color</a>)</p> <p>Play:</p> <ul style="list-style-type: none"> <li>• Minimax games: <i>Citadels</i>[8], <i>YINSH</i>[4], or <i>Flash Duel</i>[24]</li> <li>• Worker placement: <i>Carcassonne</i>[31], <i>Stone Age</i>[3], <i>Puerto Rico</i>[23], or <i>Agricola</i>[22]</li> <li>• (<i>Hero Academy</i>)</li> </ul>	<p style="text-align: right;">Feb 21st</p> <p>8:30  <b>Dominion</b></p> <p>8:30  <b>Font &amp; Palette</b></p> <p>1:00  <b>Manufacturing Mod</b></p> <ul style="list-style-type: none"> <li>• JavaScript Text: Strings, comments, and variable names</li> <li>• JavaScript State and Rules: Variables and Functions</li> <li>• Design a physical mod for <i>Rush Hour</i>[32, 30], <i>Tipover</i>, <i>Cathedral</i>, or a comparable game with a physical component</li> <li>• Prepare prototypes for actual production over the next week</li> <li>• Schedule at least two two-hour sessions with Michael</li> <li>• <u>Mineways</u>: <i>Minecraft</i> → 3D printer</li> <li>• <u>123D Creature</u>: iPad app → 3D printer</li> </ul> <p>Start Project: <a href="#">Manufacturing Mod(4-person)</a></p> <p>Read: (<a href="#">Incredibly detailed...</a>, <a href="#">Apotheon makes ancient art...</a>)</p>

TUESDAY	THURSDAY
<p style="text-align: right;">Feb 26th</p> <p>8:30  <b>Managing Development</b></p> <p>(with a running in-class game example)</p> <ul style="list-style-type: none"> <li>JavaScript Review: Variables, functions, and operations</li> <li>Theme vs. narrative vs. mechanic inspiration</li> <li>Proposing ideas in one page <ul style="list-style-type: none"> <li>Bit Pirates Example</li> <li><u>Blank Worksheets</u></li> </ul> </li> <li>Recording research in a Game design doc</li> <li>How to work as a team <ul style="list-style-type: none"> <li>Tasks go on schedules with times and names</li> <li>Leads facilitate (not dictate)</li> <li>Negotiate criteria, not decisions</li> <li>Google Docs and Dropbox</li> </ul> </li> </ul> <p>Read: (Ch. 4, 5)</p> <p>Play:</p> <ul style="list-style-type: none"> <li>Adventure: <i>Indigo Prophecy/Fahrenheit Heavy Rain, Uncharted, Uncharted II, Uncharted III, BioShock, BioShock II, Dreamfall: the Longest Journey, CaveStory, Psychonauts, Indiana Jones and the Fate of Atlantis, Indiana Jones and the Last Crusade, or Loom</i></li> <li>CYOA: <i>You Are Microscopic</i>[21], <i>Race Forever</i>[15], <i>The Third Planet from Altair</i>[20], <i>The Mystery of Ura Senke</i>[11], or <i>The Cave of Time</i>[19]</li> </ul>	<p style="text-align: right;">Feb 28th</p> <p>8:30  <b>State</b></p> <ul style="list-style-type: none"> <li>Identifying state in board games</li> <li>Declaring state in Javascript with var</li> <li>Mutating state with =</li> <li>Abstracting state with objects and arrays</li> <li>Save games and static evaluation</li> <li>Strategic thought and the minimax algorithm (how the Pentec exhibition worked!)</li> </ul> <p>1:00  <b>A State Machine</b></p> <ul style="list-style-type: none"> <li>Pentec exhibition</li> <li>The Prisoner's Dilemma</li> <li>Look at source code for <i>Prisoner</i></li> <li>var and if</li> <li>Create a simple adventure game</li> </ul> <p>Start Project: <a href="#">Midterm Preproduction</a></p> <p>Read: Ch. 7, (<a href="#">Imagine Design Create</a>)</p>
<p style="text-align: right;">Mar 5th</p> <p>8:30  <b>Probability</b></p> <ul style="list-style-type: none"> <li>Continue adventure games from last week</li> <li>The role of randomness <ul style="list-style-type: none"> <li>Strategies vs. tactics</li> <li>Mixed strategies</li> <li>Limiting minimax</li> <li>Non-deterministic state changes</li> </ul> </li> <li>Statistics</li> <li>Expected value</li> <li>Javascript as the ultimate calculator</li> <li>Distributions</li> <li>randomInteger</li> <li>The Histogram program</li> <li>while loops</li> </ul> <p>Play:</p> <ul style="list-style-type: none"> <li>Narrative adventure games assigned <i>last week</i></li> <li>A game related to your midterm project</li> <li>(Mercator Puzzle)</li> </ul> <p>Read: Ch. 8</p>	<p style="text-align: right;">Mar 7th</p> <p>8:30  <b>Graph Models</b></p> <ul style="list-style-type: none"> <li><i>The Magistrates</i> mod analysis</li> <li>Decision trees: Minimax revisited and implemented</li> <li>Graph examples</li> <li>Javascript as the Ultimate Calculator <ul style="list-style-type: none"> <li>246 histogram code</li> <li><u>Critical hit code</u></li> </ul> </li> </ul> <p>1:00  <b>NIMBY</b></p> <ul style="list-style-type: none"> <li>Computing complex histograms</li> <li>Present preproduction projects</li> <li>State machines</li> <li>Form midterm groups</li> <li><i>NIMBY</i> (with guest lecturer Chris Warren)</li> </ul> <p>Start Project: <a href="#">Midterm</a></p> <p>Read: hi <a href="#">Interactive fiction</a>, <a href="#">CYOA</a>, (<a href="#">The ups and downs...</a>, <a href="#">Shrouded Attributes</a>, <a href="#">Consumer Myopia</a>, ...)</p>

TUESDAY	THURSDAY
<p style="text-align: right;">Mar 12th</p> <p>8:30  <b>Tic-Tac-Toe</b></p> <ul style="list-style-type: none"> <li>Review Javascript: <ul style="list-style-type: none"> <li>var declares state</li> <li>function abstracts rules</li> <li>if makes conditional rules</li> <li>Arrays group repetitive state</li> <li>while repeats rules</li> </ul> </li> <li>Implement Tic-Tac-Toe (Naughts and Crosses) in Javascript</li> </ul> <p>8:30  <b>Expression &amp; Violence</b></p> <ul style="list-style-type: none"> <li>Limbo</li> <li>TRAUMA</li> <li>God of War</li> <li>Dead Space</li> <li>Artwork discussed in class</li> </ul> <p>Read: (Ch. 11, <a href="#">Touching the Cord</a>)</p>	<p style="text-align: right;">Mar 14th</p> <p>8:30  <b>Expression &amp; Violence</b></p> <p>8:30  <b>Tic-Tac-Toe</b></p> <ul style="list-style-type: none"> <li>Implement Tic-Tac-Toe (Naughts and Crosses) in Javascript</li> </ul> <p>1:00  <b>Abstraction</b></p> <ul style="list-style-type: none"> <li>Present midterm projects</li> <li>Abstract state into objects</li> <li>Abstract rules into functions</li> <li>Define terms in English</li> <li>Model complex systems in mechanics</li> <li>Reduce details to make art easier to read</li> <li>Minimax: recursion, abstraction, scope. Generic game player, not tic-tac-toe heuristics</li> </ul> <p>Read: (<a href="#">Complex dynamics in learning complicated games</a>)</p>
<p><i>Spring Break</i></p>	<p><i>Spring Break</i></p>
<p><i>Spring Break</i></p>	<p><i>Spring Break</i></p>
<p style="text-align: right;">Apr 2nd</p> <p>8:30  <b>Carcassonne &amp; Mods</b></p> <p>Play:</p> <ul style="list-style-type: none"> <li><i>Osmos</i> (free iOS demo recommended), <i>Dungeons &amp; Dragons</i> (any tabletop version), <i>XCOM: Enemy Unknown</i> (full game, or free demo on Steam or Xbox live), <i>Munchkin</i> (any version), <i>Robo Rally</i> – <b>none of these are in the library</b></li> <li><i>Shadows Over Camelot</i>, <i>Battlestar Galactica</i>, <i>Lord of the Rings</i>, <i>Space Alert</i>, <i>Pandemic</i>, or <i>Space Hulk</i></li> </ul> <p>Read: Ch. 9, ( <a href="#">Who Controls the World?</a>, <a href="#">Pixel art tutorial</a>, <a href="#">Alvin Roth and Lloyd Shapely ...</a> )</p>	<p style="text-align: right;">Apr 4th</p> <p>8:30  <b>ARPG</b></p> <ul style="list-style-type: none"> <li>“ARPG” genre</li> <li>Lock and key mechanics</li> <li>Modeling State and Computation</li> <li>Example: Inventory</li> <li>Example: Treasure Chest</li> </ul> <p>Read: Ch. 10 Homework: <a href="#">ARPG Design</a></p>
<p style="text-align: right;">Apr 9th</p> <p>8:30  <b>Sex, Gender, &amp; Perspective</b></p> <ul style="list-style-type: none"> <li>Artwork discussed in class</li> </ul> <p>8:30  <b>ARPG Implementation</b></p> <p>Read: ( <a href="#">Leigh Alexander Keynote [video]</a>, <a href="#">MoMA Video Games Collection</a>, <a href="#">Games are art...</a> )</p> <p>Play:</p> <ul style="list-style-type: none"> <li><i>FlirtOff</i></li> <li><i>Portal 2</i>, <i>Super Meat Boy</i>, <i>Limbo</i>, or <i>Super Mario Galaxy</i></li> <li><i>Dominion</i></li> </ul>	<p style="text-align: right;">Apr 11th</p> <p>8:30  <b>Sex, Gender, &amp; Perspective</b></p> <ul style="list-style-type: none"> <li><i>Catherine</i></li> <li><i>Bayonetta</i></li> <li><i>Tomb Raider</i></li> <li><i>Mass Effect 3</i></li> <li>Occlusion</li> <li>Perspective; orthographic, isometric, linear, multiple, geometry</li> <li><i>Fez</i></li> <li><i>Megakiure</i></li> </ul> <p>8:30  <b>ARPG Implementation</b></p> <p>1:00 <b>Continue Adventure Games</b></p> <ul style="list-style-type: none"> <li>Philippe &amp; Erica in Lab</li> </ul> <p>Start Project: <a href="#">Final Project</a></p>

TUESDAY	THURSDAY
<p style="text-align: right;">Apr 16th</p> <p>8:30 <b>Reward Cycles</b></p> <ul style="list-style-type: none"> <li>• <i>Portal</i></li> <li>• <i>Limbo</i></li> <li>• Teaching the player</li> <li>• Reinforcement</li> <li>• Hierarchy</li> </ul> <p>Read: <a href="#">Raph Koster, (Digital Painting)</a></p> <p>Project Due: <a href="#">Project Proposals</a></p> <p>Start Project: <a href="#">Final Project</a></p>	<p style="text-align: right;">Apr 18th</p> <p><i>CS25th Anniversary</i></p> <p>Class cancelled on Thursday. Instead, attend any CS25 conference talk on Friday at 9am, 10am, 11am, or 4:15pm, or the Friday Class of 1960's talk (attendance will be taken)</p>
<p style="text-align: right;">Apr 23rd</p> <p>8:30  <b>Workshopping Projects</b></p> <ul style="list-style-type: none"> <li>• Meet with mentor Chris Warren, NBGG/Williams</li> </ul> <p>Read: <a href="#">(Exceptional Beauty of Doom 3...)</a></p>	<p style="text-align: right;">Apr 25th</p> <p>8:30  <b>Workshopping Projects</b></p> <ul style="list-style-type: none"> <li>• Meet with mentor Chris Warren, NBGG/Williams</li> </ul> <p>1:00  <b>Workshopping Projects</b></p> <ul style="list-style-type: none"> <li>• meet with mentors Chris Warren, NBGG/Williams and <a href="#">Rob Gallerani, Vicarious Visions</a></li> </ul> <p>Read: <a href="#">(Dungeon Generator)</a></p>
<p style="text-align: right;">Apr 30th</p> <p>8:30  <b>Practice Presentations</b></p> <ul style="list-style-type: none"> <li>• Introduction by Jess Scott, Harmonix (<i>Rock Band 3, Dance Central</i>)</li> <li>• LARP presentation</li> <li>• Tim presentation</li> <li>• Rapunzel presentation</li> <li>• Square presentation</li> <li>• Heist presentation</li> <li>• ...with audience guest <a href="#">Richard Rouse III, Midway Games</a></li> </ul> <p>Homework Due: <a href="#">5-minute Team Presentation</a></p>	<p style="text-align: right;">May 2nd</p> <p>8:30  <b>Final Project Polish</b></p>
<p style="text-align: right;">May 7th</p> <p>8:30  <b>Present Final Projects</b></p> <p>Project Due: <a href="#">Final Project</a></p> <p>Short in-class project presentations, submit physical games and GDDs. Guests welcome.</p>	<p style="text-align: right;">May 9th</p> <p><i>No morning class</i></p> <p>1:00  <b>Post Mortem Party</b></p> <p>Play each other's games, swap stories, eat snacks, and fill out course evaluations. Guests welcome.</p>

## References

- [1] 2K Marin. *BioShock 2*. 2K Games, February 2010. PS3, ESRB Mature.
- [2] Jonathan Blow. *Braid*. Number None, Inc., April 2009. Microsoft Windows.
- [3] B. Brunnhofer. *Carcassonne*. 999 Games, 2008. worker placement board game, ages 10+, 60 min., 2-4 players.
- [4] K. Burm. *YINSH*. Don & Co NV, 2003. board game, 30 min, 2 players.
- [5] Clover Studio. *Ōkami*. Capcom, April 2006. PS2, ESRB Teen.

- [6] Clover Studio. *Ōkami*. Capcom, April 2008. Wii, ESRB Teen.
- [7] EA Digital Illusions CE (DICE). *Mirror's Edge*. Electronic Arts, November 2008. PS3, Xbox360, Microsoft Windows (Jan. 2009).
- [8] Fantasy Flight Games. *Citadels*. Fantasy Flight Games, 2006. card, ages 4+, 20-60 min, 2-7 players.
- [9] Friedemann Friese. *Power Grid*. Rio Grande Games, 2002. board game.
- [10] Firaxis Games. *XCOM: Enemy Unknown*. 2K Games, October 2012. ESRB M, Microsoft Windows.
- [11] Shannon Gilligan. *The Mystery of Ura Senke*. Chooseco, 1985. CYOA.
- [12] Lionhead Studios. *Fable 3*. Microsoft Game Studios, October 2010. Xbox 360, Windows, ESRB Mature.
- [13] Media Molecule. *LittleBigPlanet*. Sony Computer Entertainment Europe, October 2008. PS3, ESRB Everyone.
- [14] Media Molecule. *LittleBigPlanet 2*. Sony Computer Entertainment Europe, January 2011. PS3, ESRB Everyone.
- [15] R. A. Montgomery. *Race Forever*. Chooseco, 1983. CYOA.
- [16] Naughty Dog. *Uncharted: Drake's Fortune*. Sony Computer Entertainment America, November 2007. PS3, ESRB Teen.
- [17] Naughty Dog. *Uncharted 2: Among Thieves*. Sony Computer Entertainment America, October 2009. PS3, ESRB Teen.
- [18] Naughty Dog. *Uncharted 3: Drake's Deception*. Sony Computer Entertainment America, November 2011. PS3, ESRB Teen.
- [19] Edward Packard. *The Cave of Time*. Bantam, 1979. CYOA.
- [20] Edward Packard. *The Third Planet from Altair*. Bantam, 1979. CYOA.
- [21] Edward Packard. *You Are Microscopic*. Bantam Books, 1992. CYOA.
- [22] U. Rosenberg. *Agricola*. Z-Man Games, 2008. worker placement board game, 12+, 30 min./player, 3-5 players.
- [23] A. Seyfarth and Ravensburger Spieleverlag. *Puerto Rico*. Rio Grande Games, 2002. board game, 12+, 90-150 minutes, 3-5 players.
- [24] David Sirlin. *Flash Duel 2nd Edition*. Sirlin Games, 2011. board/card, 5 minutes, 1-5 players.
- [25] Supergiant Games. *Bastion*. Warner Bros. Interactive Entertainment, July 2011. Windows, OS X, XBLA, iOS.
- [26] James Swirsky and Lisanne Pajot. *Indie Game: The Movie*. January 2012. documentary film.
- [27] Klaus Teuber. *The Settlers of Catan*. Mayfair, 1995. board game.
- [28] ThinkFun. *Rush Hour*. ThinkFun / Apple, 1996. iOS.
- [29] ThinkFun. *TipOver*. ThinkFun, circa 2006. puzzle.
- [30] ThinkFun. *Rush Hour*. ThinkFun, circa 2010. puzzle.
- [31] Klaus-Juergen Wrede. *Carcassonne*. Rio Grande Games, 2008. tile & worker placement board game, 45 min/player, 2-5 players.
- [32] Nob Yoshigahara. *Rush Hour*. ThinkFun, 1996. puzzle.