

---

## Read Book Series Development Game Press Premier The Sdl On Focus

---

As recognized, adventure as with ease as experience not quite lesson, amusement, as without difficulty as settlement can be gotten by just checking out a books **Series Development Game Press Premier The Sdl On Focus** also it is not directly done, you could bow to even more with reference to this life, as regards the world.

We find the money for you this proper as capably as simple habit to get those all. We offer Series Development Game Press Premier The Sdl On Focus and numerous books collections from fictions to scientific research in any way. among them is this Series Development Game Press Premier The Sdl On Focus that can be your partner.

---

### KEY=PREMIER - CARLY SHAMAR

---

---

#### FOCUS ON SDL

---

**Cengage Learning Ptr** Other books do cover aspects of making SDL programs, but there is no comprehensive reference other than the documentation that accompanies the API itself. Also, there are add-on libraries (SDL\_net, SDL\_ttf, SDL\_image, and SDL\_mixer) for which there is virtually no reference. Within the first ten pages, you will have your system up and running using SDL to create your interactive entertainment application. The author discusses SDL video, audio, joysticks, threads and timers. He explains all of the add-on libraries and then finally, SDL game application.

---

#### GAME PROGRAMMING WITH PYTHON, LUA, AND RUBY

---

**Course Technology** Get ready to dive headfirst into the world of programming! "Game Programming with Python, Lua, and Ruby" offers an in-depth look at these three flexible languages as they relate to creating games. No matter what your skill level as a programmer, this book provides the guidance you need. Each language is covered in its own section—you'll begin with the basics of syntax and style and then move on to more advanced topics. Follow along with each language or jump right to a specific section! Similar features in Python, Lua, and Ruby—including functions, string handling, data types, commenting, and arrays and strings—are examined. Learn how each language is used in popular game engines and projects, and jumpstart your programming expertise as you develop skills you'll use again and again!

---

#### OPENGL GAME PROGRAMMING

---

**Course Technology** This robust CD contains source code from the book as well as examples of OpenGL games in the online game development community. Also included are a variety of tools such as the OpenGL libraries, GLUT, Paint Shop Pro shareware, and sound editing software. This book is a complete guide to game development using the OpenGL graphics API. It also covers how to integrate the non-graphical elements of Microsoft's DirectX into OpenGL games so that users can incorporate sound, music, and network functions. Teaching users how to use OpenGL to create dynamic 3D environments and effects for use in game development.

---

#### LIBRARY JOURNAL

---

Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.

---

#### LINUX GAME PROGRAMMING

---

**Course Technology** This is the only book on the market that addresses game development for the Linux community. It covers the game development cycle from Artificial Intelligence (AI) to threads and user interfaces.

---

#### MULTILINGUAL COMPUTING & TECHNOLOGY

---

---

#### MINING FOR CHANGE

---

---

#### NATURAL RESOURCES AND INDUSTRY IN AFRICA

---

**Oxford University Press** For a growing number of countries in Africa the discovery and exploitation of natural resources is a great opportunity, but one accompanied by considerable risks. This book presents research on how to better manage the revenues and opportunities associated with natural resources.

---

#### STUDENT ENGAGEMENT AND PARTICIPATION: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

---

---

#### CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

---

**IGI Global** The delivery of quality education to students relies heavily on the actions of an institution's administrative staff. Effective teaching strategies allow for the continued progress of modern educational initiatives. Student Engagement and Participation: Concepts, Methodologies, Tools, and Applications provides comprehensive research perspectives on the multi-faceted issues of student engagement and involvement within the education sector. Including innovative studies on learning environments, self-regulation, and classroom management, this multi-volume book is an ideal source for educators, professionals, school administrators, researchers, and practitioners in the field of education.

---

#### INTERNATIONAL COMMUNICATIONS STRATEGY

---

---

#### DEVELOPMENTS IN CROSS-CULTURAL COMMUNICATIONS, PR AND SOCIAL MEDIA

---

**Kogan Page Publishers** International Communications Strategy is about the cross-cultural challenges currently facing PR practitioners. Offshoring, globalisation and the rise of China and India have been triggering unprecedented change in the communication sector. New channels of global communications are also being opened up by social media tools, bringing different cultures across the world together instantaneously online. Understanding cross-cultural aspects of PR includes understanding the culture of different societies, online culture itself and cross-border uses of social media. Communication is seen less and less as an operational function. While in the past organizations seemed to need communication practitioners only for colourful brochures and press releases, you are now expected to provide strategic advice and help senior executives to engage effectively with stakeholders in various parts of the world. At the same time, you are required to be knowledgeable about social media and internet cultures and to be able to link on-line and off-line PR work successfully. By providing information on alternative approaches as well as containing cross-cultural case-studies and examples, the book will give you points of reference and ideas that you will be able to use every time you are asked to provide strategic communication guidance to senior management/clients.

---

#### ISOMETRIC GAME PROGRAMMING WITH DIRECTX 7.0

---

**Premier Press** Isometric game programming is an alternative to 3D programming, it is less math intensive and can often achieve the same level of graphical aesthetics as 3D programming. Despite their use of 2D images, they still offer 3D projections.

---

## GAME CODING COMPLETE

---

Takes programmers through the complete process of developing a professional quality game, covering a range of topics such as the key "gotcha" issues that could trip up even a veteran programmer, game interface design, game audio, and game engine technolog

---

## THE REPORT: BRUNEI DARUSSALAM 2013

---

Oxford Business Group

---

## GAME ENGINE ARCHITECTURE

---

**CRC Press** Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning. Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

---

## SELF-DIRECTED LEARNING FOR THE 21ST CENTURY: IMPLICATIONS FOR HIGHER EDUCATION

---

**AOSIS** This book is devoted to scholarship in the field of self-directed learning in the 21st century, with specific reference to higher education. The target audience of the book includes scholars in the field of self-directed learning and higher education. The book contributes to the discourse on the quality of education in the 21st century and adds to the body of scholarship in terms of self-directed learning, and specifically its role in higher education. Although all the chapters in the book directly address self-directed learning, the different foci and viewpoints raised make the book a rich knowledge bank of work on self-directed learning.

---

## GAME PROGRAMMING IN C++

---

### CREATING 3D GAMES

---

**Addison-Wesley Professional** Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. Game Programming in C++ is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, Game Programming in C++ will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

---

## SUCCESSFUL PUBLIC POLICY

---

### LESSONS FROM AUSTRALIA AND NEW ZEALAND

---

**ANU Press** In Australia and New Zealand, many public projects, programs and services perform well. But these cases are consistently underexposed and understudied. We cannot properly 'see'—let alone recognise and explain—variations in government performance when media, political and academic discourses are saturated with accounts of their shortcomings and failures, but are next to silent on their achievements. Successful Public Policy: Lessons from Australia and New Zealand helps to turn that tide. It aims to reset the agenda for teaching, research and dialogue on public policy performance. This is done through a series of close-up, in-depth and carefully chosen case study accounts of the genesis and evolution of stand-out public policy achievements, across a range of sectors within Australia and New Zealand. Through these accounts, written by experts from both countries, we engage with the conceptual, methodological and theoretical challenges that have plagued extant research seeking to evaluate, explain and design successful public policy. Studies of public policy successes are rare—not just in Australia and New Zealand, but the world over. This book is embedded in a broader project exploring policy successes globally: its companion volume, Great Policy Successes (edited by Paul 't Hart and Mallory Compton), is published by Oxford University Press (2019).

---

## THE ART OF SUPER MARIO ODYSSEY

---

**Dark Horse Comics** Take a globetrotting journey all over the world--and beyond!--with this companion art book to the hit video game for the Nintendo Switch(TM) system! In October of 2017, Super Mario Odyssey(TM) took the gaming world by storm. Now, discover the art and expertise that went into creating one of Nintendo's best-loved games! This full-color hardcover volume clocks in at 368 pages and features concept art, preliminary sketches, and notes from the development team, plus insight into some early ideas that didn't make it into the game itself! Explore the world of Super Mario Odyssey from every angle, including screen shots, marketing material, and more, to fully appreciate this captivating adventure

---

## BRAND PLATFORM IN THE PROFESSIONAL SPORT INDUSTRY

---

### SUSTAINING GROWTH THROUGH INNOVATION

---

**Springer** This book examines how the emergence of new media brings brought challenges to the North American sport industry, discussing challenges in terms of a shift from an information economy to an attention economy perspective. Historically, the arrival of new forms of media, including radio and television, were not universally supported by sports leagues, wary of existing industry relationships with stakeholders, and new media have made the multi-sided market model of professional sports leagues – which has focused on protection and exploitation of league content – inefficient, and calls for a new model to integrate new media into the market. By integrating platform theory with the Service Dominant Logic (SDL) of marketing we describe how the multi-sided market of professional sports is evolving into a platform ecosystem, and the role of its most important customers – the fans – will also evolve from end users, to value co-creators, complementors and innovators. This book will create a new way of understanding the evolution of professional sports leagues and future growth of the industry, and lay the foundation for new research within the academic realm of sport management and sports marketing.

---

## BUSINESS PERFORMANCE MEASUREMENT

---

---

## THEORY AND PRACTICE

---

**Cambridge University Press** A multidisciplinary book on performance measurement that will appeal to students, researchers and managers.

---

## THE IMPACT OF PUBLICITY ON CORPORATE OFFENDERS

---

**SUNY Press** Uncertainty surrounds the use of publicity as a means of controlling corporate crime. On the one hand, some agree with Justice Brandeis's dictum that light is "the best of disinfectants...the most efficient policeman." On the other hand, many believe that corporations' internal affairs are effectively shrouded with a thick fog that prevents the light of public scrutiny from reaching them. *The Impact of Publicity on Corporate Offenders* is the first study to go beyond the rhetoric, through an examination of corporate experience. Fisse and Braithwaite have carried out a qualitative inquiry concerning 17 large corporations involved in publicity crises. Based mainly on interviews, the inquiry includes company employees and former employees, union officials, officers of government regulatory agencies, competitors, independent accountants, government prosecutors, public interest activists, judicial officers, stockbrokers, and other experts.

---

## SELF-DIRECTED MULTIMODAL LEARNING IN HIGHER EDUCATION

---

**AOSIS** This book aims to provide an overview of theoretical and practical considerations in terms of self-directed multimodal learning within the university context. Multimodal learning is approached in terms of the levels of multimodality and specifically blended learning and the mixing of modes of delivery (contact and distance education). As such, this publication will provide a unique snapshot of multimodal practices within higher education through a self-directed learning epistemological lens. The book covers issues such as what self-directed multimodal learning entails, mapping of specific publications regarding blended learning, blended learning in mathematics, geography, natural science and computer literacy, comparative experiences in distance education as well as situated and culturally appropriate learning in multimodal contexts. This book provides a unique focus on multimodality in terms of learning and delivery within the context of self-directed learning. Therefore, the publication would not only advance the scholarship of blended and open distance learning in South Africa, but also the contribute to enriching the discourse regarding self-direction. From this book readers will get an impression of the latest trends in literature in terms of multimodal self-directed learning in South Africa as well as unique empirical work being done in this regard.

---

## THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING

---

**Course Technology** *THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING* covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development. Written with beginners in mind, this book assumes no prior knowledge of game programming--anyone can learn how to program exciting video games using this book. Inside you'll find an introduction to game development on multiple platforms using SDL, extensive coverage of coding techniques used by programming gurus, a complete guide to game engine design and implementation, a modern approach to software architecture, and advanced programming procedures and optimizations. Downloadable files include all the source code used in this book, video tutorials for each chapter, standard tools used for game development, and the SDL standard development library.

---

## WHISTLEBLOWING FOR CHANGE

---

## EXPOSING SYSTEMS OF POWER AND INJUSTICE

---

**transcript Verlag** The courageous acts of whistleblowing that inspired the world over the past few years have changed our perception of surveillance and control in today's information society. But what are the wider effects of whistleblowing as an act of dissent on politics, society, and the arts? How does it contribute to new courses of action, digital tools, and contents? This urgent intervention based on the work of Berlin's Disruption Network Lab examines this growing phenomenon, offering interdisciplinary pathways to empower the public by investigating whistleblowing as a developing political practice that has the ability to provoke change from within.

---

## POST-COMMUNIST DEMOCRATIZATION

---

## POLITICAL DISCOURSES ACROSS THIRTEEN COUNTRIES

---

**Cambridge University Press** This book examines the way democracy is thought about and lived by people in the post-communist world.

---

## CYBERSECURITY GAMES

---

## BUILDING TOMORROW'S WORKFORCE

---

Cyber competitions are venues, both physical and online, where participants perform in closed environments to defend the assets of an Information Technology (IT) network. Like any competition, cyber competitions are both instructional and gratifying for its participants. Within the National Institute for Standards and Technology (NIST), the Competitions subgroup (NICEWG) set an objective in early 2016 to explore the concepts, design strategies, and pursue actions that advance the role that competitions play in cybersecurity education, training, and workforce development.

---

## MY LIFE IN RED AND WHITE

---

## THE SUNDAY TIMES NO 1 BESTSELLER

---

**Hachette UK** There is only one Arsène Wenger - and for the very first time, in his own words, this is his story. In this definitive autobiography, the world-renowned, revolutionary football manager discusses his life and career, sharing his leadership principles for success on and off the field. At Arsenal, Wenger won multiple Premier League titles, a record number of FA Cups, and masterminded the historic 'Invincibles' season of 2003-2004. He changed the game in England forever, popularising an attacking approach and changing attitudes towards nutrition, fitness and coaching methods - and towards foreign managers. The book charts his extraordinary career, from his rise in France and Japan where he managed Nancy, Monaco and Nagoya Grampus Eight - clubs that also play in red-and-white - to his twenty-two years at the helm in north London. A must-read not only for Arsenal supporters but football fans everywhere, *MY LIFE IN RED AND WHITE* illuminates the mystique surrounding one of the most respected managers in the world's most popular sport.

---

## DAILY NEWS AND PRESS SURVEY

---

## BRANDS

---

## MEANING AND VALUE IN MEDIA CULTURE

---

**Routledge** Drawing on rich empirical material, this revealing book builds up a critical theory, arguing that brands have become an important tool for transforming everyday life into economic value. When branding lifestyles or value complexes onto their products, companies assume that consumers desire products for their ability to give meaning to their lives. Yet, brands also have a key function within managerial strategy. Examining the history of audience and market research, marketing thought and advertising strategy; the first part of this book traces the historical development of branding, whilst the second part evaluates new media, contemporary management and overall media economics to present the first systematic theory of brands: the brand as a key institution in information capitalism. It includes chapters on: consumption marketing brand management online branding the brand as informational capital. Richly illustrated with case studies from market research, advertising, shop displays, mobile phones, the internet and virtual companies, this outstanding book is essential reading for students and researchers of the sociology of media, cultural studies, advertising and consumer

---

studies and marketing.

---

## THE IMAGINATION OF THE NEW LEFT

---

### A GLOBAL ANALYSIS OF 1968

---

**South End Press** "The Imagination of the New Left" brings to life the social movements and events of the 1960s that made it a period of world-historical importance: the Prague Spring; the student movements in Mexico, Japan, Sri Lanka, Italy, Yugoslavia, and Spain; the Tet Offensive in Vietnam and guerilla movements in Latin America; the Democratic Convention in Chicago; the assassination of Martin Luther King; the near-revolution in France of May 1968; and the May 1970 student strike in the United States. Despite its apparent failure, the New Left represented a global transition to a newly defined cultural and political epoch, and its impact continues to be felt today.

### HOW LABOUR GOVERNS

---

### A STUDY OF WORKERS' REPRESENTATION IN AUSTRALIA

---

**Melbourne Univ. Publishing** This brilliant account of Labour's most stormy years in Australia, first published in 1923, is a pioneering study of the movement in Parliament. Childe was later famous as an archaeologist, but from 1919 to 1921 he was a private secretary to John Storey, Labour Premier of New South Wales. He thus gained particular insight into the struggle between the trade union and parliamentary wings of the party following Australia's participation in World War I. Cast aside by the party of which he had been a radical member, Childe wrote in a spirit of bitter disillusion which is apparent in the book. The quality of the mind revealed in the writing would be reason enough for bringing this work once more within reach of students and politicians, but its place in the development of political theory provides an equally strong motive.

### INNOVATION, SUSTAINABILITY AND MANAGEMENT IN MOTORSPORTS

---

### THE CASE OF FORMULA E

---

**Springer Nature** "There's probably no better sport than Formula E to present and study the science and practice of innovation within (motor)sport, and this book is a must read for those active within this fascinating area". - Dr. Kristof de Mey, Sports Technology, Innovation & Business Developer at Ghent University, Belgium This open access book provides novel insights on management innovation and sustainability in motorsport. Utilizing the all-electric racing championship called Formula E as case, it draws upon data from multiple sources such as sustainability reports of Formula and its stakeholders, media data, podcasts and newspaper articles, partner publications, and social media outputs. It aims to generate a theoretical model that describes and explains the optimal conditions for innovation when it comes to enhancing a sport organisation's commercial product. Apart from its general transferability to sports research, this model enables further study of a motorsport phenomenon that has been hailed by media as the championship, which affirms money in sustainability. It has also been emphasized by sport researchers as a highly relevant case to study management innovation. This book will be interesting to academics working in sports management, knowledge management, innovation and sustainability. Hans Erik Næss (b. 1978) is an Associate Professor in Sport Management at Kristiania University College, Norway. He holds a PhD in sociology from the University of Oslo and is the author of several peer-reviewed articles and books on motorsports, including A History of Organizational Change: The case of Fédération Internationale de l'Automobile (FIA) 1945-2020. Anne Tjønnndal (b. 1988) is an Associate Professor in Sociology of Sport at Nord University, Norway. She holds a PhD in sociology from Nord University and has published articles in high-quality international journals on topics like social innovation, gender and inclusion/exclusion in sport. Tjønnndal is the Celia Brackenridge International Research Award winner for 2019.

### WHAT'S LEFT OF THE LEFT

---

### DEMOCRATS AND SOCIAL DEMOCRATS IN CHALLENGING TIMES

---

**Duke University Press** In What's Left of the Left, distinguished scholars of European and U.S. politics consider how center-left political parties have fared since the 1970s. They explore the left's responses to the end of the postwar economic boom, the collapse of the Soviet Union, the erosion of traditional party politics, the expansion of market globalization, and the shift to a knowledge-based economy. Their comparative studies of center-left politics in Scandinavia, France, Germany, southern Europe, post-Cold War Central and Eastern Europe, the United Kingdom, and the United States emphasize differences in the goals of left political parties and in the political, economic, and demographic contexts in which they operate. The contributors identify and investigate the more successful center-left initiatives, scrutinizing how some conditions facilitated them, while others blocked their emergence or limited their efficacy. In the contemporary era of slow growth, tight budgets, and rapid technological change, the center-left faces pressing policy concerns, including immigration, the growing population of the working poor, and the fate of the European Union. This collection suggests that such matters present the left with daunting but by no means insurmountable challenges. Contributors Sheri Berman James Cronin Jean-Michel de Waele Arthur Goldhammer Christopher Howard Jane Jenson Gerassimos Moschonas Sofia Pérez Jonas Pontusson George Ross James Shoch Sorina Soare Ruy Teixeira

### UTILIZING GAMIFICATION IN SERVICESCAPES FOR IMPROVED CONSUMER ENGAGEMENT

---

**IGI Global** As consumers increase their purchases from online retailers, businesses must find exceedingly innovative ways to increase customer engagement. While online gaming has become increasingly prevalent, motivating customers through the same means has gained greater importance for businesses. Utilizing Gamification in Servicescapes for Improved Consumer Engagement is a pivotal reference source that provides vital research on employing various gamification mechanics to alter and enhance certain behaviors in marketing contexts. While highlighting topics such as online gaming, user engagement, and target marketing, this book is ideally designed for retailers, advertisers, marketers, promotion coordinators, industry professionals, business executives, managers, researchers, academicians, and students seeking current research on bridging servicescapes and marketing literature with gamification.

### 3D MATH PRIMER FOR GRAPHICS AND GAME DEVELOPMENT, 2ND EDITION

---

**CRC Press** This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.

### INTERACTIVE STORYTELLING

---

### FIRST JOINT INTERNATIONAL CONFERENCE ON INTERACTIVE DIGITAL STORYTELLING, ICIDS 2008 ERFURT, GERMANY, NOVEMBER 26-29, 2008, PROCEEDINGS

---

**Springer Science & Business Media** This book constitutes the refereed proceedings of the First Joint International Conference on Interactive Digital Storytelling, ICIDS 2008, held in Erfurt, Germany, in November 2008. The 19 revised full papers, 5 revised short papers, and 5 poster papers presented together with 3 invited lectures and 8 demo papers were carefully reviewed and selected from 62 submission. The papers are organized in topical sections on future perspectives on interactive digital storytelling, interactive storytelling applications, virtual characters and agents, user experience and dramatic immersion, architectures for story generation, models for drama management and interacting with stories, as well as authoring and creation of interactive narrative.

### KILLER GAME PROGRAMMING IN JAVA

---

### JAVA GAMING & GRAPHICS PROGRAMMING

---

"O'Reilly Media, Inc." Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in

Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers. Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects. Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

---

## CREATIVE TEACHERS

---

### SELF-DIRECTED LEARNERS

---

**Springer Nature** This book offers teaching/training professionals an evidence-based pedagogic guide to teaching effectively, efficiently and creatively – also known as Creative Teaching Competence. Firstly it summarizes the extensive research on human psychological functioning relating to learning and how this can be fully utilized in the design and facilitation of quality learning experiences that maximize attainment and engagement opportunities. Secondly, it demonstrates what creativity actually 'looks like' in terms of specific teaching practices, modeling the underpinning processes (syntax) of creative learning design. It then establishes Metacognitive Capability as the superordinate twenty-first century competency; in that this unique human attribute can significantly enhance the cognitive and motivational strategies essential for facilitating self-directed learning and wellbeing. The book helps teaching/training professionals to thoughtfully apply evidence-based knowledge and strategies to today's challenges, such as developing self-directed learners, enhancing intrinsic motivation, utilizing technology for learning and teaching, developing curricula for twenty-first century competencies and optimally framing and developing the heightened teacher expertise required today.

---

## TRICKS OF THE 3D GAME PROGRAMMING GURUS

---

### ADVANCED 3D GRAPHICS AND RASTERIZATION

---

**Sams Publishing** Today is the greatest time in history to be in the game business. We now have the technology to create games that look real! Sony's Playstation II, XBOX, and Game Cube are cool! But, all this technology isn't easy or trivial to understand - it takes really hard work and lots of Red Bull. The difficulty level of game programming has definitely been cranked up these days in relation to the skill set needed to make games. Andre LaMothe's follow-up book to Tricks of the Windows Game Programming Gurus is the one to read for the latest in 3D game programming. When readers are finished with Tricks of the 3D Game Programming Gurus-Advanced 3D Graphics and Rasterization, they will be able to create a full 3D texture-mapped, lit video game for the PC with a software rasterizer they can write themselves. Moreover, they will understand the underlying principles of 3D graphics and be able to better understand and utilize 3D hardware today and in the

---

## CORE HTML5 2D GAME PROGRAMMING

---

**Prentice Hall** Game programming offers a wealth of creative and business opportunities, and it's never been more accessible. In Core HTML5 2D Game Programming, best-selling author David Geary shows you how to use freely available browser tools and open source resources to create video games that run in desktop browsers and on mobile devices. Geary walks you step by step through every aspect of implementing a sophisticated arcade-style game entirely from scratch, without using proprietary game frameworks. Packed with code, this full-color tutorial gives you the in-depth understanding you need to design and build any kind of HTML5 2D game on your own, whether you use a framework or not. A clearly written, accessible, and exhaustive guide to implementing games, this book leaves no stone unturned, showing you how to Create smooth, flicker-free animations Implement motion that's unaffected by your game's underlying animation frame rate Animate sprites (graphical objects) to make them sparkle, explode, etc. Layer multi-channel sound effects on top of a soundtrack Warp time to create nonlinear effects, such as jumping or bouncing Control the flow of time through your game with a time system Implement particle systems that simulate natural phenomena Efficiently detect collisions between sprites Create a developer backdoor containing special features Use Node.js and socket.io to transfer real-time metrics to a server Employ a heads-up display to show high scores stored on a server Understand the nuances of implementing HTML5 games for mobile devices Through expertly written code that's easy to understand, and prose that cuts to the chase, Geary illuminates every corner of game development. Everyone from novice game programmers to professional game developers will find this book invaluable as both a tutorial and a reference. All of the book's source code, including chapter-specific versions of the game discussed in the book, are available at [corehtml5games.com](http://corehtml5games.com).

---

## CMMI: GUIDELINES FOR PROCESS INTEGRATION AND PRODUCT IMPROVEMENT, SECOND EDITION

---