

Videogames – Community, Creation, Playing

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Game dev and game play communities

Gamasutra - <https://www.gamasutra.com> – THE game dev industry website. An online trade magazine for game development, business, marketing, politics, and law. New articles daily.

Game Dev Deep Cuts - <https://tinyletter.com/vgdeepcuts> - A weekly newsletter (released on weekends) of key articles relating to the game dev industry, criticism, an analysis curated by Simon Carless, one of the editors of Gamasutra, and a leader in the industry. An eclectic but always fascinating set of links. The newsletter is posted on Gamasutra on Mondays, but you can subscribe to it at the link above and receive it in your inbox a few days earlier on Fridays or Saturdays.

Critical Distance - <https://critical-distance.com> – Site dedicated to the critical discussion of games and their wider social, ethical, and political context and impact. Also offers a weekly compilation of game criticism on the internet.

Rock, Paper, Shotgun - <https://www.rockpapershotgun.com> – One of the very best game review and news sites. Updated daily. Focuses on games available on PC. Independent and eccentric. Very British, the writing is always entertaining and the best quality. Also has a weekly feature, “The Sunday Papers”, which is a compilation of what the RPS editors consider to be the best writing on games from the past week.

TIGSource Devlogs - <https://forums.tigsource.com> – Indie and hobbyist game developers post journals about their game development experience here. The forums are venerable – and feel like they haven’t been updated since the early 2000s but the community is active and remains vibrant. This is the raw record of hundreds of tiny, personal games, most of which you will never hear about in the mainstream game press, and many of which will never be finished. The week-to-week journey of landmark indie games such as *Minecraft* and *Return of the Obra Dinn* were chronicled here. The Resurrection, my own passion project devlog is here, too...

Game dev and criticism videos

Game Maker’s Toolkit - <https://www.youtube.com/user/McBacon1337> - Channel by Mark Brown covering game design principle and in-depth studies of design in important game series. Excellent quality and interesting content.

Extra Credits - <https://www.youtube.com/user/ExtraCreditz> - If you can get past the fact that it’s told in cartoons with funny voices, this channel offers some of the best, brief discussion of

how videogames are designed, marketed, played, and their impact on society you will find anywhere. It also covers history, literature, and mythology. Just for fun!

NoClip - <https://www.youtube.com/channel/UC0fDG3byEcMtbOqPMymDNbw> - A channel offering numerous long-form (and some more brief) documentaries about game development and game developers. Covers AAA and some indie games. Always thoughtful and interesting.

Game scholars and scholarship

Brendan Keogh - <https://staff.qut.edu.au/staff/brendan.keogh> - Academic at Queensland University of Technology, one of the first academics to become well-known for his work examining the social, ethical, and personal context of videogames. He is the ambassador for games scholarship. His seminal work, *Killing is Harmless* is a landmark in the field.

ETC Press - <http://press.etc.cmu.edu/index.php/publications/> - Carnegie Mellon University's press, focused on games scholarship. Also publishes several peer-reviewed journals in the field including *Well Played: A journal on video games, value and meaning*. All publications are open access in their digital format.

Game dev, design, analysis, and news podcasts

Dev Game Club – Hosted by Brett Douville and Tim Longo Jr, two game developers with decades of experience in the game industry on AAA and Indie projects. Each month they focus on one “classic” game, and discuss portions of it over several weeks from the perspectives of game developers, designers, and players.

Designer Notes – Hosted by Soren Johnson. The podcast features longform interviews with notable AAA and Indie developers discussing why they make games.

History Respawned – Hosted by Dr Bob Whitaker (Louisiana Tech University) and Dr John Harney (Centre College). A podcast where historians discuss games with a strong historical component – often with guest hosts who have academic expertise in areas relevant to each game considered.

DLC – Hosted by Jeff Cannata and Christian Spicer. Weekly video game reviews and industry news from a games media and fan perspective. A great way to keep up with events and trends in this fast-moving industry.

Unity Tutorial Collections

Unity Learn - <https://learn.unity.com/> - Unity's own collection of tutorials. A huge collection of high-quality tutorials covering every aspect of the engine.

Documentation - <https://docs.unity3d.com/Manual/index.html> - The manuals for Unity. There is the User Manual and the Scripting API (which details all of the scripting commands available for the engine). I learn more here than in about any other place.

Brackeys - <https://www.youtube.com/user/Brackeys> - A Youtube channel by Asbjørn Thirslund providing free, high-quality, and quick tutorials about every aspect of Unity. Regularly posts new tutorials.

Other Game Engines

Unreal Engine - <https://www.unrealengine.com/en-US/> - From Epic (the *Fortnite* folks). The main competitor to Unity. Very similar in terms of design and workflow. Very different in other ways! Also mostly free.

Twine - <https://twinery.org> – Open Source engine for text-based nonlinear storytelling. (But you can include 2d pictures, too!). Very well supported and maintained with a fascinating community of developers.

Ink - <https://www.inklestudios.com/ink/> - From Inkle Studios, an award-winning text adventure game developer producing the gold-standard in text adventure games today. Powerful and elegant nonlinear story editor.

Games!

If you found the games assigned as “homework” for the workshop interesting – try these:

Gone Home - https://store.steampowered.com/app/232430/Gone_Home/ - A dark and stormy night, an empty house, a missing family. A landmark “Walking Simulator” game.

Firewatch - <https://store.steampowered.com/app/383870/Firewatch/> - A man attempts to find himself one summer as a fire watchman in the Shoshone National Forest in Wyoming.

The Stanley Parable - https://store.steampowered.com/app/221910/The_Stanley_Parable/ - You’re an office worker. Do what the narrator tells you. Or don’t. Probably don’t.

The Beginner’s Guide - https://store.steampowered.com/app/303210/The_Beginners_Guide/ - By the creator of the Stanley Parable. A meditation on the relationship between artists and their audience. How much is autobiography?

Papers Please! - https://store.steampowered.com/app/239030/Papers_Please/ - By the creator of *Return of the Obra Dinn*. A 2d game where you play as a customs agent at the border of an eastern European country in the 1980s. The stakes get high very quickly.

The Witness - https://store.steampowered.com/app/210970/The_Witness/ - One of the most visually beautiful games of the past five years. Explore an island filled with maze-based puzzles. The game teaches you a language composed of puzzles.

What Remains of Edith Finch -

[https://store.steampowered.com/app/501300/What Remains of Edith Finch/](https://store.steampowered.com/app/501300/What_Remains_of_Edith_Finch/) - Another abandoned house in the Pacific Northwest. Learn the fates of each member of your family in this surreal exploration of family, loss, and life.

Game Stores (for games on PC)

Steam - <https://store.steampowered.com> – THE monopoly on games distribution.

Itch.io - <https://itch.io> – ALL of the weird, free, low-cost, odd little indie and hobbyist games. A treasurehouse!

Epic - <https://www.epicgames.com/store/en-US/> - The upstart store by the makers of *Fortnite* – this is the first serious challenger to Steam.