

## WORKS CONSULTED (BOOKS)

Ippa, Nicholas and Karl Anderson. Advanced Interactive Video Design: New Techniques and Applications. White Plains, NY: Knowledge Industry Publications, Inc. 1988. ISBN: 024084147

Provides a valuable background on interactive video in its early incarnation as a videodisc technology. Many of the principles outlined in its design flowcharts for instructional applications and games are still of relevance today. Outlines three "levels" of interactivity for video.

Johnson, Steven. Emergence: the Connected Lives of Ants, Brains, Cities, and Software. New York, NY: Scribner, 2001.

Describes how complex, ordered systems can evolve from simple low-level rules.

Montfort, Nick. Twisty Little Passages: An Approach to Interactive Fiction. Cambridge, MA: MIT Press, 2003.

A seminal work on text adventure, one of the first genres of interaction that treated a "world" as a collection of objects in a computer's memory.

Salen, Katie and Eric Zimmerman. Rules of Play: Game Design Fundamentals. Cambridge, MA: The MIT Press, 2004.

Needs no further explanation.