

## Console Video Games

Animal Crossing *Nintendo* GC  
Beyond Good and Evil *Ubisoft* GC PS2 XBOX PC  
Burnout 3 *Criterion Games* GC PS2 XBOX PC  
Chibi-Robo! *skip Ltd.* GC  
Dance Dance Revolution *Konami* GC PS2 XBOX  
Eternal Darkness *Silicon Knights* GC  
Final Fantasy (IV-X-2) *Square Enix* PS PS2  
Guitar Hero *Harmonix* PS2  
Jak (I-III) *Naughty Dog* PS2  
Katamari Damacy (1-3) *Namco* PS2  
Kingdom Hearts *Square Enix* PS2  
Harvest Moon *Natsume* GC PS2 XBOX PC  
The Legend of Zelda *Nintendo* GC  
Luigi's Mansion *Nintendo* GC  
Mario Kart *Nintendo* GC  
Mario Party *Hudson Soft* GC PS2 XBOX PC  
Mega Man Anniversary Collection *Capcom* GC PS2  
Metroid Prime (1-2) *Retro Studios* GC  
Pikmin *Nintendo* GC  
Prince of Persia *Ubisoft* GC PS2 XBOX PC  
Psychonauts *Double Fine* PS2 XBOX  
Ratchet & Clank *Insomniac Games* PS2  
Sly Cooper (I-III) *Sucker Punch Productions* PS2  
Sonic Mega Collection *Sega* GC PS2 XBOX PC  
Spyro *Insomniac Games* GC PS2 XBOX  
Super Mario Sunshine *Nintendo* GC  
Super Monkey Ball *Amusement Vision* GC  
Super Smash Brothers *HAL Laboratory* GC  
Tony Hawk *Neversoft* GC PS2 XBOX PC  
Viewful Joe *Capcom* GC PS2

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## Video Games @ your library Core Collections



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compiled by

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[www.mbmppl.org](http://www.mbmppl.org)

## Academics:

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- Cassell, Justine and Henry Jenkins ed. (1998). *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge: The MIT Press
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- Koster, Ralph. (2004). *A Theory of Fun for Game Design*. Paraglyph Press.
- Gee, James Paul. (2003). *What Video Games Have to Teach Us About Learning and Literacy*. New York: Palgrave Macmillan.
- Johnson, Steven. (2005). *Everything Bad Is Good for You: How Today's Popular Culture Is Actually Making Us Smarter*. New York: Riverhead Books.
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## Parents:

- Gee, James Paul. (2005). *Why Video Games are Good for Your Soul*. Common Ground.
- Prensky, Marc. (2006). *Don't Bother Me Mom—I'm Learning: How Computer and Video Games Are Preparing Your Kids for 21<sup>st</sup> Century Success—and How You Can Help!* St. Paul: Paragon House.

## Business:

- Beck, John C. and Mitchell Wade. (2004). *Got Game: How the Gamer Generation Is Reshaping Business Forever*. Boston: Harvard Business School Press.
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## Teens interested in Game Design:

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- Brackeen, David, Bret Barker, and Laurence Vanhelsuwé. (2004). *Developing Games in Java*. Boston: New Riders
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## Culture of Games:

- Barkan, Seth Fingers Flynn. (2004). *Blue Wizard Is About To Die!: Prose, Poems, and Emoto-Versatronic Expressionist Piecces About Video Games*. Rusty Immelman Press.
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