

Creative Technology Games Research & Teaching

February 2016 Issue

Editor: Peter Smith, Lecturer in Games Technology
pjsmith@bournemouth.ac.uk

Game Design

[Free to Play Laws - Can We Stop Predatory Practices? - Extra Credits](#)

Extra credits delve into the underbelly of the industry. This video looks into the exploitation of consumers through the use of the free-to-play monetisation model.

[Game Maker's Toolkit - Morality in the Mechanics](#)

This month, Game Maker's Toolkit takes a look at Darkest Dungeon and how games can embed morality into their core mechanics to explore ethics and decision making at a low level instead of bolting on a 'karma bar'.

[A New Way to Play - Hearthstone](#)

Blizzard announced this month that they will be altering the primary format of Hearthstone. While this link is more of an 'announcement' post, it is worth reading (and watching the video) as a competitive game designer to understand some of the pitfalls of making content heavy games with evolving meta-games.

Game Programming

[Ready for a nostalgia kick? Usborne has put its old computer books on the web for free](#)

"UK publishing house Usborne is giving out its iconic 1980s programming books as free downloads. The books, which are available for free as PDF files, include Usborne's introductions to programming series, adventure games, computer games listings and first computer series".

[Handmade Hero Chat 007 - Inverse Kinematics](#)

The Handmade Hero series returns after a break with a series of 'chat sessions' that are exclusively whiteboard explanation style streams. This link is a nice explanation of inverse kinematics in video games.

Technology & Industry

[Gamebiz at the Dutch Game Garden](#)

A week of knowledge exchange is now taking place in Utrecht. This is happening as part of the Gamebiz initiative that seeks to stimulate innovation and job growth in the games industry throughout Europe.

[What can player profiling tell us about games?](#)

An interesting article from Eurogamer about how psychological profiles of players will become increasingly important as large publishers move from traditional distribution models to a games as 'services'.

Research

[Call for Participation - Fifth International Workshop on Games and Software Engineering](#)

"GAS 2016 explores issues that crosscut the software engineering and the game engineering communities... The workshop will be in conjunction with ICSE 2016, held in Austin at the peak of the Texas wildflower season. Austin, Tx USA is a great city to visit".