

Digital Games Design Summer Learning Reading List

The first theory topic, which will be taught alongside coding, that will be covered will be data. One of the software tools we will be using on the course is Blender which is a multi-purpose 3D creation suite. It is free to download and has many online tutorials. Another tool is Game Maker which along with Utility we will use to develop computer games. Reading up on any or all of these over the summer will support your learning next year.