



Gaming Collection

Mission:

The GBC LLC Gaming Collection was created to support the technical, creative and research needs of students and faculty in the Game Development (G109), Game Design (G405) and Advanced Digital Design (G402) programs.

Students and faculty registered in these programs have access to the gaming collection for individual research purposes, group work, in class demos, and assignments, to:

- learn the mechanics of how a game is conducted
- develop a critical awareness of elements of gameplay
- evaluate the process, technology and design of different gaming genres
- research and critique platforms and genres of gaming
- provide ideas and creativity for the development of student projects

Access/Circulation:

Items in this collection are for the exclusive use of students and faculty in the Game Development (G109), Game Design (G405) and Advanced Digital Design (G402) programs.

Students and faculty in these programs will be given special borrowing privileges to access these items. Items are to be checked out for home use.

If you are currently a registered student in one of these programs but do not have access to the video game collection, please contact your program coordinator:

Jean-Paul Amore
Program Coordinator
Game Development, Game Design, Advanced Digital Design
School of Design, George Brown College

Collection Location:

Video games are housed behind the Check-out/Circulation desk at the St James Library Learning Commons and will be available for Game Development, Game Design and Digital Design students and faculty to check out upon request.

Loan Period for Games:

Any currently registered student or faculty in the Game Development (G109), Game Design (G405) and Advanced Digital Design (G402) program may borrow 1 game at a time for up to 7 days. There are no renewals of these items.

To ensure fair access, please observe the following guidelines:

- Only students and faculty in the Game Development (G109), Game Design (G405) and Advanced Digital Design (G402) programs may borrow these items.
- Limitation of items per student: 1 item (no holds, no renewals).
- Loan period: 1 week (7 days).
- Photo ID required to check out materials.
- Overdue fines, \$1 per day. ** Failure to return in a timely manner will result in suspension of borrower privileges.
- Students and faculty **not** registered in the Game Development (G109), Game Design (G405) and Advanced Digital Design (G402) programs **may not** borrow items in this collection.

Finding Games in the Library's Collection

All games are listed in the [Library Catalogue](#).

Please check the [Game Design research guide](#) for the most current list of holdings.

Finding Related Materials in the Library's Collection

The Library also collects materials about gaming, including books, databases, journals and magazines. Please check our [Game Design research guide](#) for further details:
<http://researchguides.georgebrown.ca/gamedesign>.

Questions?

Please contact Corinne Abba, the Liaison Librarian for the School of Design if you have any questions regarding the Gaming Collection:

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Lead Reference Librarian
Liaison Librarian: Business, Design
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Library Learning Commons
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