

GAMING LANDSCAPE



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According to Newzoo' Global Games Market Report, the gaming market is poised to reach US\$99.6 million in 2016. Notably, the mobile gaming market share will overtake the PC with an impressive figure of US\$36.9 million. The trend for the industry is growing towards games with all round entertainment franchises. This reading list contains over 20 publications mainly published in the last 3 years and aims to give insight to various topics.

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GAMING LANDSCAPE

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- 🎮 **HEALTH & GAMING**
- 🎮 **FUTURISTIC GAMING / NEW ADVANCES**

Market Overview

A selection of developments and market share in the gaming industry

[Chong, A. \(2015, November 14\). *Power up: Game development scene in Singapore 'looking pretty bright'*. Retrieved from http://www.channelnewsasia.com/news/singapore/power-up-game-development/2259438.html](http://www.channelnewsasia.com/news/singapore/power-up-game-development/2259438.html)

[Dreunen, J. V. \(2016, January 26\). *PC trumps mobile, console in booming \\$61bn digital games market*. Retrieved from http://www.gamesindustry.biz/articles/2016-01-26-pc-trumps-mobile-console-in-booming-usd61bn-digital-games-market](http://www.gamesindustry.biz/articles/2016-01-26-pc-trumps-mobile-console-in-booming-usd61bn-digital-games-market)

[Euromonitor International. \(2016, August\). *Toys and Games: Global Trends, Developments and Prospects*.](#)

[Gaudiosi, J. \(2016, January 05\). *Virtual Reality Video Game Industry to Generate \\$5.1 Billion in 2016*. Retrieved from http://fortune.com/2016/01/05/virtual-reality-game-industry-to-generate-billions/](http://fortune.com/2016/01/05/virtual-reality-game-industry-to-generate-billions/)

[Newzoo.\(2016, April 21\). *The Global Games Market 2016*. Retrieved from https://newzoo.com/insights/articles/global-games-market-reaches-99-6-billion-2016-mobile-generating-37/](https://newzoo.com/insights/articles/global-games-market-reaches-99-6-billion-2016-mobile-generating-37/)

[The World's Top 10 Most Innovative Companies Of 2015 In Gaming \(2015, September 2\). Retrieved from https://www.fastcompany.com/3041648/most-innovative-companies-2015/the-worlds-top-10-most-innovative-companies-of-2015-in-gaming](https://www.fastcompany.com/3041648/most-innovative-companies-2015/the-worlds-top-10-most-innovative-companies-of-2015-in-gaming)

[UK Interactive Entertainment. \(2014, January 16\). *The games industry in numbers*. Retrieved from http://ukie.org.uk/research](http://ukie.org.uk/research)

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Mobile Gaming and Cloud Gaming

Gaming on mobile devices such as smartphones, tablets and via the cloud platform.

[Angelides, M. C., & Agius, H. \(2014\). *Handbook of digital games*. http://dx.doi.org/10.1002/9781118796443](http://dx.doi.org/10.1002/9781118796443)

[Banga, C., & Weinhold, J. \(2014\). *Essential Mobile Interaction Design: Perfecting Interface Design in Mobile Apps*.](#)

[Huang, C., Hsu, C., & Chen, K. \(2015\). *GamingAnywhere: An open-source cloud gaming platform*. *ACM SIGMultimedia Records*, 7\(1\), 3-5.](#)

[Nam, Y. \(2015\). *Designing interactive narratives for mobile augmented reality*. *Cluster Computing*, 18\(1\), 309-320. http://dx.doi.org/10.1007/s10586-014-0354-3](http://dx.doi.org/10.1007/s10586-014-0354-3)

[Shea, R., Liu, J., Ngai, E. C. H., & Cui, Y. \(2013\). Cloud gaming: architecture and performance. *IEEE Network*, 27\(4\), 16-21. http://dx.doi.org/10.1109/MNET.2013.6574660](http://dx.doi.org/10.1109/MNET.2013.6574660)

[Su, Y.-S., Chiang, W.-L., James Lee, C.-T., & Chang, H.-C. \(2016\). The effect of flow experience on player loyalty in mobile game application. *Computers in Human Behavior*, 63, 240-248. http://dx.doi.org/10.1016/j.chb.2016.05.049](http://dx.doi.org/10.1016/j.chb.2016.05.049)

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Health & Gaming

A selection of articles on how playing video games can assist in the recovery of one's health.

[Barrett, N., Swain, I., Gatzidis, C., & Mecheraoui, C. \(2016\). The use and effect of video game design theory in the creation of game-based systems for upper limb stroke rehabilitation. *Journal of Rehabilitation and Assistive Technologies Engineering*, 3. http://dx.doi.org/10.1177/2055668316643644](http://dx.doi.org/10.1177/2055668316643644)

[Ambrosio Mawhirter, & Ford Garofalo. \(2016\). Expect the Unexpected: Simulation Games as a Teaching Strategy. *Clinical Simulation in Nursing*, 12\(4\), 132-136. http://dx.doi.org.library.sutd.edu.sg:2048/10.1016/j.ecns.2015.12.009](http://dx.doi.org.library.sutd.edu.sg:2048/10.1016/j.ecns.2015.12.009)

[Dos Santos, L. R. A., Carregosa, A. A., Masruha, M. R., Dos Santos, P. A., Da Silveira Coêlho, M. L., Ferraz, D. D., & Da Silva Ribeiro, N. M. \(2015\). The Use of Nintendo Wii in the Rehabilitation of Poststroke Patients: A Systematic Review. *Journal of Stroke and Cerebrovascular Diseases*, 24\(10\), 2298-2305. http://dx.doi.org/10.1016/j.jstrokecerebrovasdis.2015.06.010](http://dx.doi.org/10.1016/j.jstrokecerebrovasdis.2015.06.010)

[Granic, I., Lobel, A., & Engels, R. E. \(2014\). The benefits of playing video games. *American Psychologist*, 69\(1\), 66-78. http://dx.doi.org/10.1037/a0034857](http://dx.doi.org/10.1037/a0034857)

[Ma, M., Jain, L. C., & Anderson, P. \(2014\). *Virtual, augmented reality and serious games for healthcare*. http://dx.doi.org/10.1007/978-3-642-54816-1](http://dx.doi.org/10.1007/978-3-642-54816-1)

[Laine, T. H., & Suk, H. J. \(2016\). Designing Mobile Augmented Reality Exergames. *Games and Culture*, 11\(5\), 548-580. http://dx.doi.org/10.1177/1555412015572006](http://dx.doi.org/10.1177/1555412015572006)

[Pirovano, M., Surer, E., Mainetti, R., Lanzi, P. L., & Alberto Borghese, N. \(2016\). Exergaming and rehabilitation: A methodology for the design of effective and safe therapeutic exergames. *Entertainment Computing*, 14, 55-65. http://dx.doi.org/10.1016/j.entcom.2015.10.002](http://dx.doi.org/10.1016/j.entcom.2015.10.002)

[Playing card games aids stroke recovery. \(2016, June 28\). Retrieved from http://www.bbc.com/news/health-36638178](http://www.bbc.com/news/health-36638178)

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Futuristic Gaming/ New Advances

Trends, predictions and how gaming is shaping the future

[5 Key Trends in Augmented Reality Gaming Entertainment \(2015\). Frost & Sullivan. Retrieved from http://www.frost.com](http://www.frost.com)

[Advances In Gaming Information Technology. \(2015, August 25\). Retrieved from http://www.information-age.com/technology/mobile-and-networking/123460053/advances-gaming-information-technology](http://www.information-age.com/technology/mobile-and-networking/123460053/advances-gaming-information-technology)

[Baek, Y., Ko, R., & Marsh, T. R. \(2013\). Trends and applications of serious gaming and social media. http://dx.doi.org/10.1007/978-981-4560-26-9](http://dx.doi.org/10.1007/978-981-4560-26-9)

[Gopinath Bharathi, A. K. B., Singh, A., Tucker, C. S., & Nembhard, H. B. \(2016\). Knowledge discovery of game design features by mining user-generated feedback. *Computers in Human Behavior*, 60, 361-371. http://dx.doi.org/10.1016/j.chb.2016.02.076](http://dx.doi.org/10.1016/j.chb.2016.02.076)

[Kasapakis, V., & Gavalas, D. \(2015\). Pervasive gaming: Status, trends and design principles. *Journal of Network and Computer Applications*, 55, 213-236. http://dx.doi.org/10.1016/j.jnca.2015.05.009](http://dx.doi.org/10.1016/j.jnca.2015.05.009)

[Patterson, S. M. \(2016, March 15\). 40 virtual reality predictions. Retrieved from http://www.networkworld.com/article/3043979/virtualization/40-virtual-reality-predictions.html](http://www.networkworld.com/article/3043979/virtualization/40-virtual-reality-predictions.html)

[Sharma, D., Favorskaya, M. N., Jain, L. C., & Howlett, R. J. \(2015\). *Fusion of smart, multimedia and computer gaming technologies: Research, systems and perspectives*. http://dx.doi.org/10.1007/978-3-319-14645-4](http://dx.doi.org/10.1007/978-3-319-14645-4)

[Tynan, K. \(2016, May 2\). How Gaming Is Shaping the Future of Work. *Harvard Business Review*. Retrieved from https://hbr.org/2016/05/how-gaming-is-shaping-the-future-of-work](https://hbr.org/2016/05/how-gaming-is-shaping-the-future-of-work)

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