

# Join the MVA Community!

- Microsoft Virtual Academy—Free online training!
  - Tailored for IT Pros and Developers
  - Over 2M registered users
- Earn while you learn!
  - 50 MVA Points for this event!
  - Visit <http://aka.ms/MVA-Voucher>
  - Code: **GameProdBasics** (expires 12/8/2014)

# Amanda Lange



- Microsoft Technical Evangelist
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- Game Teacher and Researcher
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  - International Academy of Design and Technology
  - MSU/WVU
- Game Critic
  - [www.TapRepeatedly.com](http://www.TapRepeatedly.com)
  - [www.secondtruth.com](http://www.secondtruth.com)

# Tobiah Marks

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  - Focused on indie game development and startups
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  - Podcast: [www.BeIndieNow.com](http://www.BeIndieNow.com)



# Game Development Tools

- Unity 3D – <http://www.unity3d.com>
- Construct 2 – <https://www.scirra.com>
- GameMaker – <http://www.yoyogames.com>
- Marmalade – <https://www.madewithmarmalade.com/>
- Cocos2D-X – <http://www.cocos2d-x.org/>
- MonoGame – <http://www.monogame.net/>

# Suggested Courses Available on MVA

- Developing 2D and 3D Games with Unity for Windows JumpStart
- Porting Unity Games to Windows 8.1 and Windows Phone
- Developing Games with Construct 2
- Developing 2D Games with HTML (coming soon)
- WebGL 3D Game Development with Babylon.js (coming soon)

# Upcoming Game Dev Courses on MVA

- Developing Games with Cocos2D-X
  - November 13, 2014
- Developing Games with Marmalade
  - November 20, 2014
- Developing Games with MonoGame
  - December 4, 2014
- Developing Games with GameMaker
  - December 11, 2014

# Additional Online Resources

- Pixel Prospector
  - <http://www.pixelprospector.com>
- Game Career Guide
  - <http://www.gamecareerguide.com>
- Extra Credits
  - <http://extra-credits.net>