

# Odporúčaná literatúra (zvuk)

*Before the Crash: Early Video Game History* - J. P. Wolf, 2012 - ISBN 978-0814334508

*Complete Guide to Game Audio* - Aaron Marks, 2017 - ISBN 978-1138795389

*From Pac-Man to Pop Music: Interactive Audio in Games and New Media* - Karen Collins, 2008 - ISBN 978-0754662112

*Game Development Essentials: Game Audio* - Aaron Marks - Jeannie Novak, 2008 - ISBN 978-1428318069

*Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design* - Karen Collins, 2008 - ISBN 978-0-262-03378-7

*Leading With Sound: Proactive Sound Practices in Video Game Development* - Rob Bridgett, 2021 - ISBN 978-0367535872

*Predtým, ako nahráte svoj prvý zvuk* - Tomáš Farkaš, 2021 - ISBN 978-80-8105-905-6

*Principles of Game Audio and Sound Design* - Jean-Luc Sinclair, 2020 - ISBN 978-1-138-73896-6

*The Cambridge Companion to Video Game Music* - Melanie Fritsch & Tim Summers, 2021 - ISBN 978-1-108-47302-6

*The Game Audio Strategy Guide* - Gina Zdanowicz & Spencer Bambrick, 2019 - ISBN 978-1138498341

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