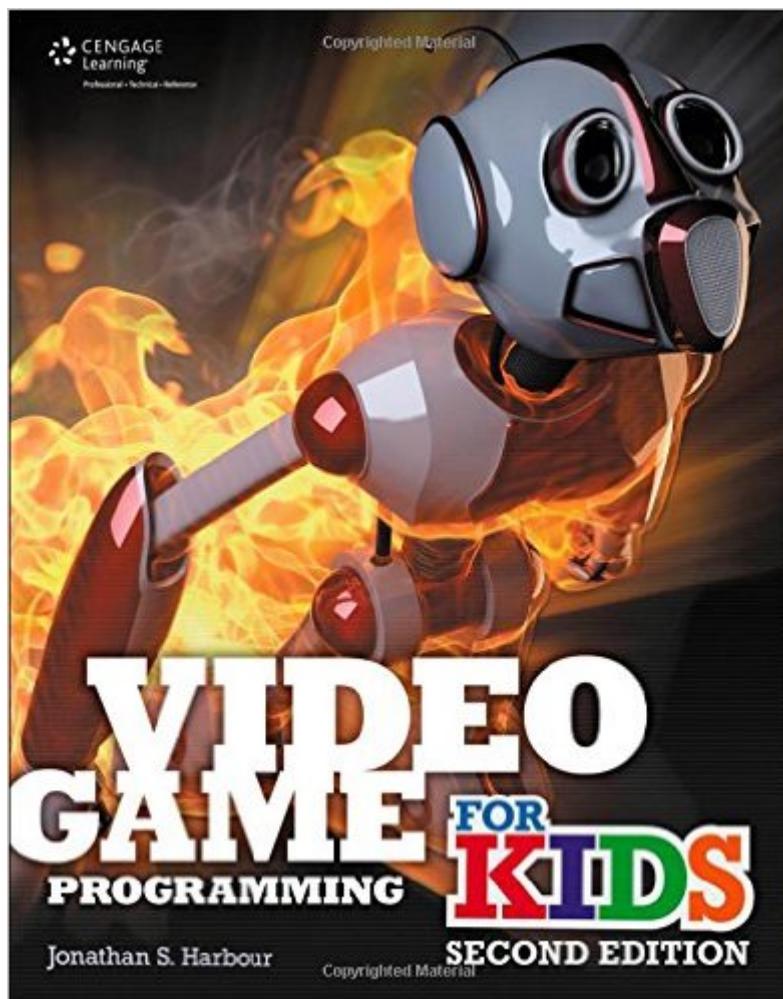# Video Game Programming For Kids

Synopsis

Do you like to play video games? Have you ever thought about making video games yourself? If so, this is the book for you! In this fun-to-use book, teacher and game developer Jonathan Harbour will teach you about game programming and show you how to create your own video games. Even if you've never programmed a computer before, by following the steps in this book, you will soon be making fun games for yourself and your friends to play. Each chapter will teach you a new skill and help you on your way to becoming a game progammer. The software used in this book is free and easy to use. Get VIDEO GAME PROGRAMMING FOR KIDS, SECOND EDITION today, and get started with your own game-programming fun!

Book Information

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Customer Reviews

Makes learning fun. Bought for my 11 year old. He finds the writing style of the author funny, approachable, and not at all intimidating. QB64 is a free download. I believe this basic programming will be a foundation for future skills.

Great book. My 11 year old has no problem following it and is doing great. Unlike some of the other programming books for kids, this book covers very important concepts that they will need later as their skill advances. Starts off with very basic trivia games and progresses from there. No color screen shots, but you won't miss them.

Bought this book for my little brother who is 10 years old. I was able to talk to him on the phone the other day and he absolutely loves this book. Although he realized he was just copying code at this point, he was very enthusiastic about being able to make a hangman game along with some other things. Apparently, he has not needed help understanding the book at all and the only time he needs a helping hand is when he gets frustrated due to a typing error and does not have the patience/detailed eye to find the problem.

Son learned about program using this book..he is 11 yr old. Really easy to learn.

Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Books For Kids: The Misadventures of Mischievous Missy (KIDS ADVENTURE BOOKS #9) (Kids Books, Children Books, Kids Stories, Kids Adventure, Kids Fantasy, Mystery, Series Books Kids Ages 4-6 6-8 9-12) Video Game Programming for Kids Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Game Programming Gems (Game Programming Gems (W/CD)) AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) So, You Want to Be a Coder?: The Ultimate Guide to a Career in Programming, Video Game Creation, Robotics, and More! (Be What You Want) Video Production with Adobe Premiere Pro CS5.5 and After Effects CS5.5: Learn by Video How Do Video Games Affect Society? (Video Games and Society) Video Games and Youth (Video Games and Society) The History of Video Games (Video Games and Society) Video Games, Violence, and Crime (Video Games and Society) Video Marketing Profits: How to Make a Living Selling Affiliate Products & Playing Video Games Online (2 in 1 bundle) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library)