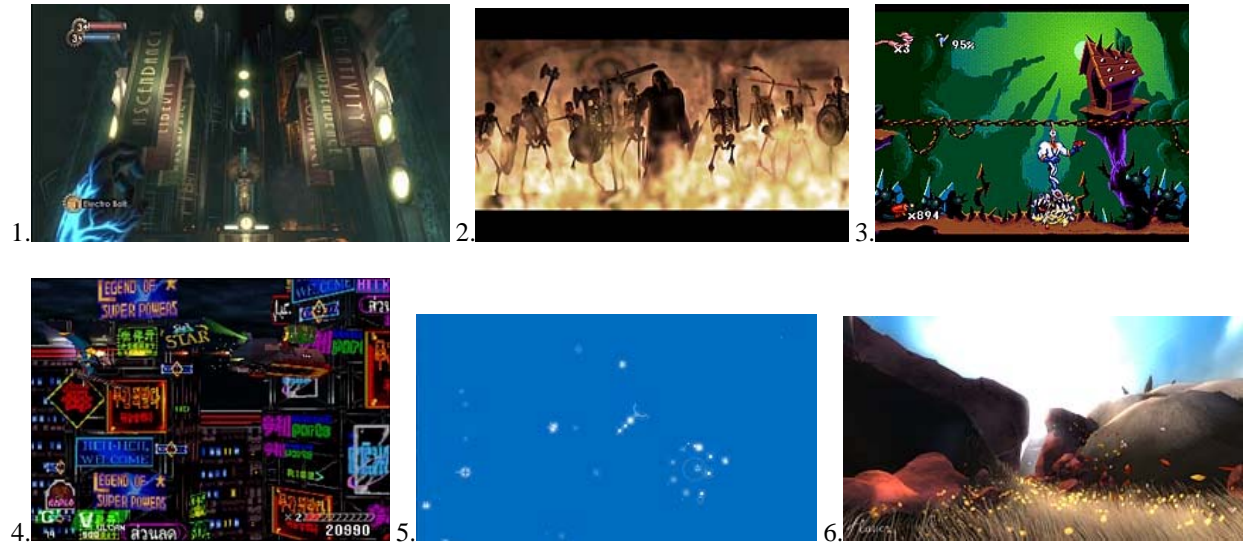




The Art of Video Games
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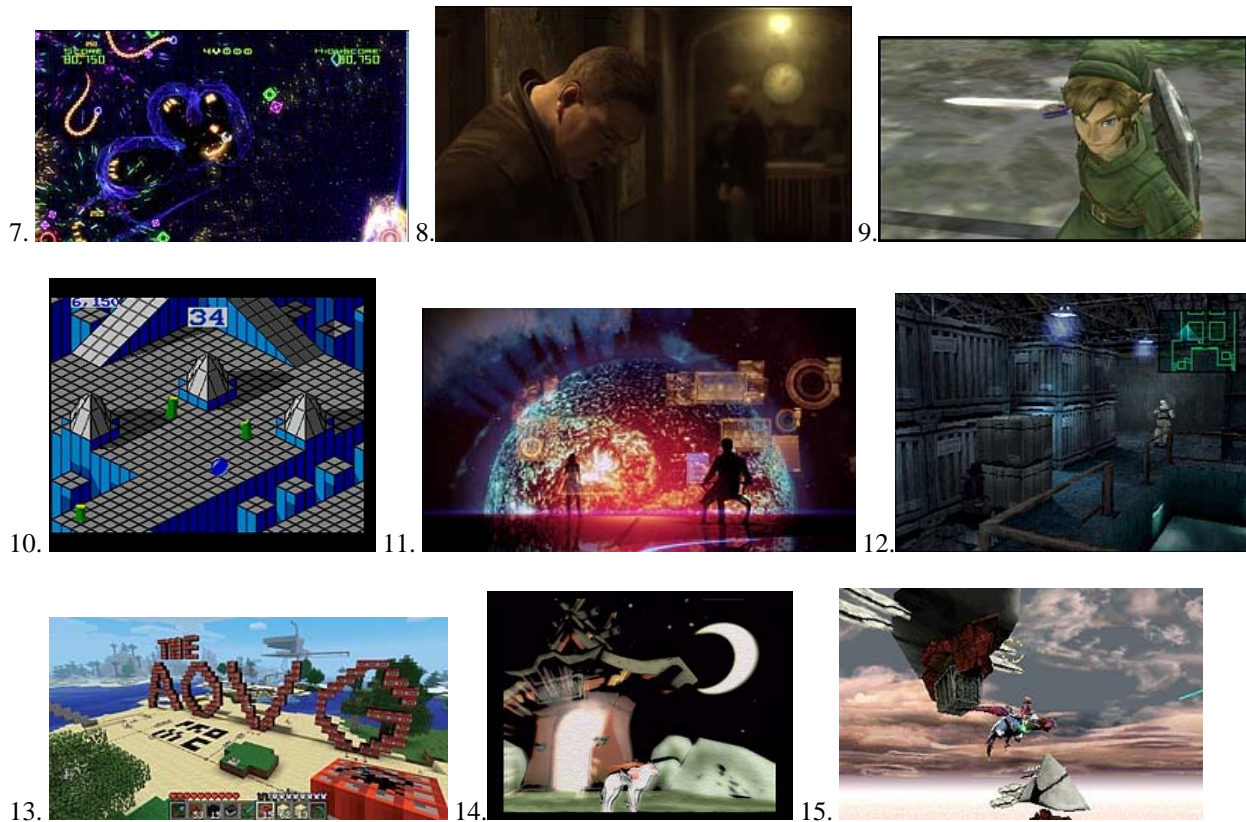
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5. *flow*, Jenova Chen, Nicholas Clark, game design, Modern Windows, 2006, Sony Computer Entertainment America LLC.

6. *Flower*, Jenova Chen, creative director; John Edwards, lead engineer. Developed by thatgamecompany, LLC, Playstation 3, 2009, Sony Computer Entertainment America LLC.



7. *Geometry Wars: Retro Evolved 2*, Stephen Cakebread, game design and programming, Microsoft Xbox 360, 2008, Bizarre Creations.

8. *Heavy Rain*, David Cage, writer and director, Playstation 3, 2010, Sony Computer Entertainment America LLC.

9. *The Legend of Zelda: Twilight Princess*, Shigeru Miyamoto, executive producer; Eiji Aonuma, director; Satoru Takizawa, art director; Eiji Aonuma, Satoru Iwata, producers, Nintendo Wii, 2006, Nintendo of America, Inc.

10. *Marble Madness*, Mark Cerny, Steve Lamb, SEGA Master System, 1992.

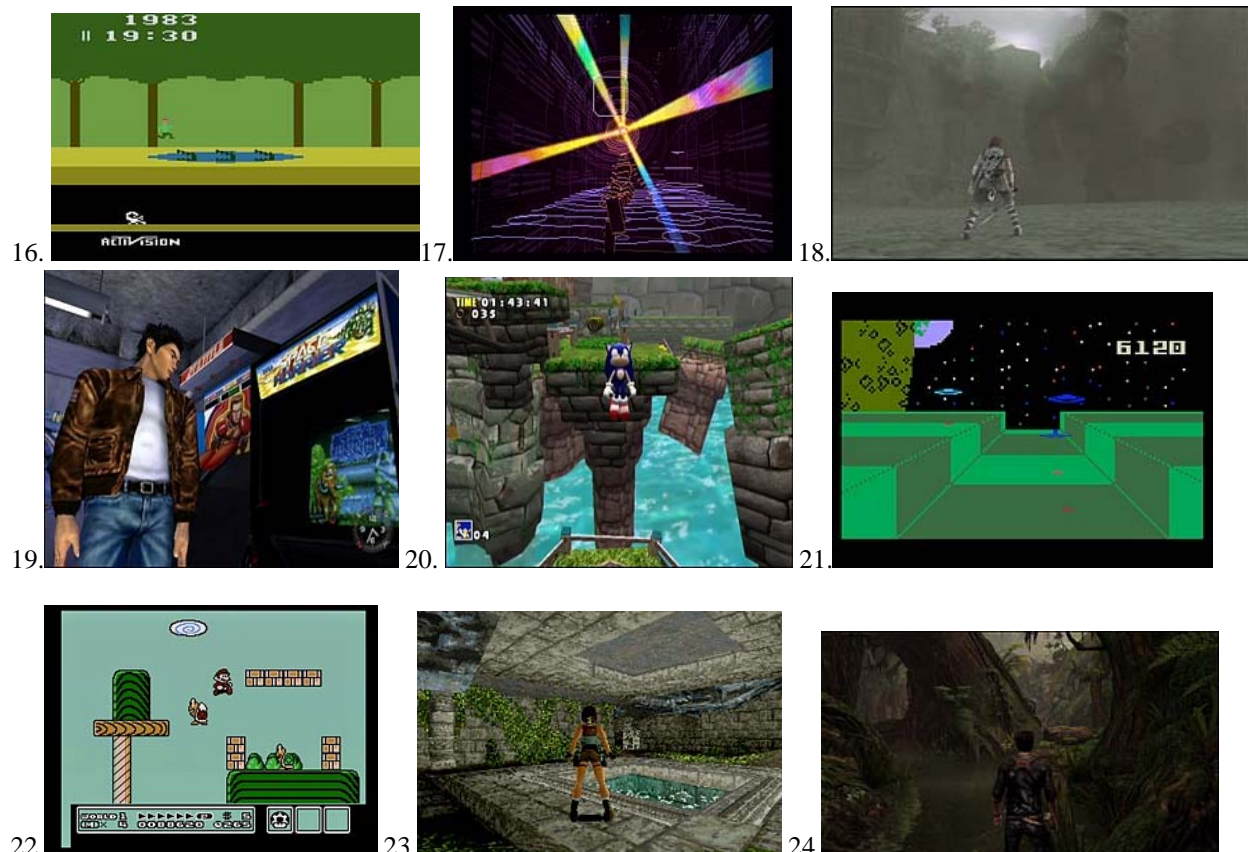
11. *MassEffect 2*, Casey Hudson, director; Mac Walters, Drew Karpysbyn, writers; Casey Hudson, producer, Microsoft Xbox 360, 2010, © 2010 Electronic Arts, Inc. All trademarks are the property of their respective owners.

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22. *Super Mario Brothers 3*, Shigeru Miyamoto, Takashi Tezuka, Hiroshi Yamauchi, directors; Satoru Iwata, executive producer; Konji Kondo, composer, Nintendo Entertainment System, 1990, Nintendo of America, Inc.

23. *Tomb Raider*, Jeremy H. Smith, executive producer; Toby Gard, Heather Gibson, Neal Boyd, graphic artists; Jason Gosling, Paul Douglas, Gavin Rummery, programmers, SEGA Saturn, 1996, © 1996 SQUARE ENIX CO., LTD. All Rights Reserved.

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