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Chapter 5. XNA Basics. Several years ago, Microsoft released XNA Game Studio Express, a game development framework to make it easier for students and hobbyists to develop games. Even better, with a membership in App Hub games developed using the framework can be uploaded, played, and even sold on the Xbox 360!

Beginning XNA 3.0 Game Programming
I think start up books on Direct X like "Beginning DirectX®11 Game Programming" may help to get understanding of DirectX programming. XNA is also based on DirectX 9 and hope Microsoft will port it to DirectX 11 or newer for Metro style apps.

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@article{, title= [[Coursera] Beginning Game Programming with C# (University of Colorado System)], keywords= [], journal= [], author= [Coursera], year= [], url= ...

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Beginning C# Programming with XNA Game Studio
Shayan rated it it was amazing Mar 16, Trivia About Beginning C Prog XNA Game Studio is a game development framework Microsoft distributes to make it easier for students, hobbyists, and professional game developers to develop games.

Transitioning from XNA to C++/DirectX - where to start?
Hello. I recently started learning C#. I want to make games with MonoGame. Can someone recommend me a good book (or course on udemy) to start programming with MonoGame for beginners?

Beginning C# Programming with MonoGame – Books Pics ...
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