



XNA 4.0 Game Development by Example: Beginners Guide

By Kurt Jaegers

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Editorial Review

About the Author

Kurt Jaegers Kurt Jaegers is a database administrator by day, and a long-time hobbyist game developer, having built games for everything from the Commodore 64 to the Xbox 360. He is the owner of xnareources.com, one of the earliest XNA-focused tutorial websites.

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