



# XNA 4.0 Game Development by Example: Beginner's Guide

By Kurt Jaegers

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## XNA 4.0 Game Development by Example: Beginners Guide By Kurt Jaegers Bibliography

- Sales Rank: #1185801 in Books
- Published on: 2010-09-24
- Released on: 2010-09-24
- Original language: English
- Number of items: 1
- Dimensions: 11.00" h x .97" w x 8.50" l, 1.61 pounds
- Binding: Paperback
- 428 pages



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#### **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 [xnaresources.com](http://xnaresources.com), one of the earliest XNA-focused tutorial websites.

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