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XNA 4.0 Game Development by Example takes a more practical or functional approach, explaining XNA by

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Windows Phone 7. The book shows you how to make four separate games. As well as teaching you new concepts, the book helps you practice making games. If you want to go further after reading either of those, check out XNA Game Studio 4.0 Programming. It goes much deeper into XNA, and contains advanced material that you'll need to know if you want to be a serious XNA developer.

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16 and 17 focus on developing games for the Xbox 360 and Windows Phone 7, respectively. The first portion of the book takes the reader through changes in XNA 4.0 and the development of a 2D game. Here are the chapters that compose this part: Chapter 1, What 's New in XNA 4.0? Takes the reader through the major changes in XNA 4.0 from previous ...

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Don't learn XNA. Learn C#, using XNA as a stepping stone. It's right now the most promising high level language for game development. It can be used in Unity (all platforms but Linux and WP7), XNA (all Microsoft platforms), Silverlight (Windows 8, web and WP7, possibly Xbox soon), PlayStation Suite (PS3, Vita, Xperia) and there's Mono for all ...

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I recommend to use XNA 4.0. Sure you can probably do everything with 3.1 what you can do with 4.0, but it has advanced quite a bit. Additionally to your references you might also want to take a look at Shawn Hargreaves' blog, for example at this post: Breaking Changes in XNA Game Studio 4.0. Or basically you can

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just check out the months March ...

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When the New Project window appears, select Visual C# XNA Game Studio 4.0 in the menu tree on the left side of the window, and then select Windows Game 4.0 for the template on the right side of the window.

~~9. 3D Game Development - Learning XNA 4.0 [Book]~~

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He has built games for everything from the Commodore 64 to the Xbox 360. He is the owner of xnareources.com, and the author of XNA 4.0 Game Development by Example: Beginner's Guide (C# edition) and XNA 4.0 Game Development by Example: Beginner's Guide – Visual Basic Edition, both of which were published by Packt Publishing.

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