NORWICH UNIVERSITY OF THE ARTS

BSc Creative Computing/ Creative Technology & Robotics.

Year 1

This is the reading list that your course has provided for the year you are currently studying.

You will find everything you need by searching the catalogue via the Library webpages.

For more information on how to search the catalogue watch this short video

For the majority of these books you can go straight to the e-resource O'Reilly (which also has a handy app, more information here) For any others go straight to the library search.

Recommended:

Banzi, M., Shiloh, M. (2022), *Getting started with Arduino*. 4th edition. Santa Rosa: Make: Community LLC.

Beecher, K. (2017). *Computational thinking: a beginner's guide to problem-solving and programming*. BCS Learning & Development Limited.

Beer, D. (2019) *The quirks of digital culture*. Bingley: Emerald Publishing.

Chinnathambi, K. (2023) A*bsolute beginner's guide to algorithms: a practical introduction to data structures and algorithms in javascript.* Boston: Addison-Wesley Professional.

Frain, B. (2022) *Responsive web design with HTML5 and CSS*. 4th edition. Birmingham UK: Packt Publishing.

Frenzel, L. (2017), *Electronics explained: fundamentals for engineers, technicians and makers.* 2nd edition. Oxford: Newnes.

Horstmann, C.S. (2020) *Modern JavaScript for the impatient.* Boston: Addison-Wesley.

Howles, T. (2012). *Think like a programmer: an introduction to creative problem solving.* San Francisco: No Starch Press

Kneusel, R. T. (2023), *How ai works, from sorcery to science.* San Francisco: No Starch Press.

Lewrick, M., Link, P. and Leifer, L.J. (2020) *The design thinking toolbox : a guide to mastering the most popular and valuable innovation methods.* Hoboken: John Wiley & Sons

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Noble, S. U. and Tynes, B. M. (2016) *The intersectional internet: race, sex, class, and culture online.* New York: Peter Lang.

Pangilinan, E., Lukas, S., Mohan, V., (2019) *Creating augmented and virtual realities*. Sebastopol, California: O'Reilly

Sarkar, T. (2019), Python Machine Learning Notebooks. (online resource: https://machine-learning-with-python.readthedocs.io/en/latest/)

Sweigart, A. (2019), *Automate the boring stuff with python.* San Francisco: No Starch Press.

Maths for programmers youtube series by freeCodeCamp.org (starts here: https://www.youtube.com/watch?v=LSBC3n9x52Q)