

Level 5 Diploma in Creative Computing

DipL5b

This is the reading list that your course has provided for the unit 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](#)

Recommended:

Aukstakalnis, S. (2016) *Practical augmented reality: a guide to the technologies, applications, and human factors for AR and VR*. Boston: Addison-Wesley Professional.

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

Chinnathambi, K. (2023) *JavaScript: absolute beginner's guide*. Seattle: Que.

Pandey, R. (2022) *Practical CSS3 mastery course*. Birmingham: Packt Publishing.

Content Square (2023) [7 easy steps to conduct effective user testing](#). Available at: <https://contentsquare.com/guides/user-testing/how-to/> (Accessed: 4 August 2025).

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

Sorkhabi, E. (2014) [Introduction to TouchDesigner 099](#). Available at: <https://interactiveimmersivehq.github.io/touchdesigner-book/book/en/introductiontotouchdesigner.pdf> (Accessed: 4 August 2025).

Stewart, M. (2021) *Creative inquiry: from ideation to implementation*. Albany, NY: State University of New York Press.

Further resources:

The coding train e.g. <https://thecodingtrain.com/tracks/code-programming-with-p5-js>

Touch Designer Fundamentals: <https://learn.derivative.ca/courses/100-fundamentals/>

Khan Academy e.g. <https://www.khanacademy.org/math/trigonometry>

Website: <https://library.norwichuni.ac.uk>

Email: library@norwichuni.ac.uk

Course guides: <https://library.norwichuni.ac.uk/course-guides>