

| Code   | Course Title                               | BookName   | ISBN          |
|--------|--|--|---------------|
| ART121 | Beginning Drawing I                        | N/A  | N/A           |
| ART209 | Typography                                 | Thinking With Type   | 9781568989693 |
| ART234 | Storyboarding                              | N/A  | N/A           |
| AST101 | The Night Sky                              | N/A  | N/A           |
| AST101 | The Night Sky                              | N/A  | N/A           |
| BUS200 | Entrepreneurship to Market                 | Entrepreneurship: The Practice And Mindset   | 9781544354620 |
| CFR101 | Computer Forensic Essentials               | Incident Response & Computer Forensics   | 9780071798686 |
| CIS100 | Beginning Website Interfaces               | HTML and CSS: Visual QuickStart Guide  | 9780321928832 |
| CSC102 | Introduction to Programming                | Eloquent JavaScript, 3rd Edition: A Modern Introduction to Programming   | B07C96Q217    |
| CSC202 | C# Programming I                           | Starting out with Visual C#  | 9780135183519 |
| CSC211 | Introduction to Databases                  | Murach's MySQL   | 9781943872367 |
| CSC215 | C/C++ Programming I                        | Beginning C++ Through Game Programming   | B00LZW07P0    |
| CSC235 | Python Programming I                       | Learn Python 3 the Hard Way: A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code (Zed Shaw's Hard Way Series) | B07378P8W6    |
| CSC275 | C++ Programming II                         | Beginning C++ Through Game Programming   | B00LZW07P0    |
| CSC373 | Machine Learning                           | Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems               | B07XGF2G87    |
| DBM100 | 3D Build Tools                             | SOLIDWORKS 2021 Reference Guide  | 9781630573911 |
| DMD150 | Digital Tools for Media and Design         | Adobe Illustrator CC Classroom in a Book (2022 release)  | 9780137622153 |
| DMD210 | Vector Illustration                        | N/A  | N/A           |
| DVA101 | Digital Video Fundamentals                 | N/A  | N/A           |
| ENG101 | Composition I                              | N/A  | N/A           |
| ENG102 | Composition II                             | N/A  | N/A           |
| ENG301 | Technical Writing                          | N/A  | N/A           |
| GAA110 | Introduction to Game Art & Animation       | N/A  | N/A           |
| GAA220 | 3D Modeling Environments & FX              | N/A  | N/A           |
| GAA440 | Advanced Game Character Creation           | N/A  | N/A           |
| GAM101 | Introduction to Game Design                | Fundamentals of Game Design (3rd ed.)  | 9780321929679 |
| GAM125 | Introduction to Game Development           | Agile Game Development: Build, Play, Repeat  | B08F5JC8MF    |
| GAM370 | Game Design Workshop II                    | N/A  | N/A           |
| GAM425 | Advanced Level Design                      | N/A  | N/A           |
| GAM465 | Game-a-Week                                | N/A  | N/A           |
| GPE104 | Introduction to Game Programming           | N/A  | N/A           |
| GPE205 | Gameplay Programming Concepts              | N/A  | N/A           |
| GPE338 | Advanced Gameplay Programming              | N/A  | N/A           |
| HCI101 | Introduction to Human-Computer Interaction | The Design of Everyday Things  | B00E257T6C    |
| HUM250 | World Building                             | The Lord Of The Rings: One Volume  | B0079780Y6    |
| HUM250 | World Building                             | Perdido Street Station (Bas-Lag Book 1)  | B000FBFO8C    |

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|-----------------------|---|--|---------------|
| HUM250                | World Building                            | Sufficiently Advanced Magic (Arcane Ascension Book 1)  | B06XBF7CB     |
| HUM250                | World Building                            | Dune   | B00B7NPRY8    |
| HUM388                | The 1980's                                | Different Seasons: Four Novellas   | B018ER7L3Y    |
| INT350/400/<br>SPT323 | Internship                                | N/A  | N/A           |
| LAW370                | Legal Issues in Technology                | Patent, Copyright & Trademark  | B09RVKGDWC    |
| MAT174                | College Algebra                           | MyLab Math with Pearson eText -- 18 Week Standalone Access Card -- for College Algebra   | 9780135902110 |
| MAT179                | Pre-Calculus                              | MyLab Math with Pearson eText -- 18 Week Standalone Access Card -- for Precalculus Enhanced with Graphing Utilities                  | 9780135909386 |
| MAT210                | Business Mathematics                      | MyLab Math with Pearson eText -- 18 Week Standalone Access Card -- for Business Math   | 9780134496436 |
| MAT220                | Statistics                                | MyLab Statistics with Pearson eText for Elementary Statistics  | 9780136803102 |
| MGT102                | Management in a Technology Environment    | Management Of Technology: Managing Effectively In Technology-Intensive Organizations   | 9780471415510 |
| MKT250                | Marketing Environments                    | Designing Brand Identity: An Essential Guide for the Whole Branding Team   | B07598B3NS    |
| MKT250                | Marketing Environments                    | Go Mobile: Location-Based Marketing, Apps, Mobile Optimized Ad Campaigns, 2D Codes and Other Mobile Strategies to Grow Your Business | B006UT4UOW    |
| MKT250                | Marketing Environments                    | Optimize: How to Attract and Engage More Customers by Integrating SEO, Social Media, and Content Marketing                           | B007AKBIRC    |
| MKT330                | SEO and Applied Online Marketing          | N/A  | N/A           |
| MS503                 | Game Marketing and Advertising            | Marketing Metrics: The Manager's Guide to Measuring Marketing Performance  | 9780134085968 |
| MS503                 | Game Marketing and Advertising            | The Definitive Guide to Entertainment Marketing  | 9780134194677 |
| MS507                 | Introduction to Cyber Security            | Fundamentals of Information Systems Security   | 9781284116458 |
| MS514                 | Blockchain Architecture                   | N/A  | N/A           |
| MS528                 | Founding and Operating a Startup          | N/A  | N/A           |
| MS548                 | Advanced Programming Concepts and AI      | Starting out with Python   | 9780134444321 |
| MS548                 | Advanced Programming Concepts and AI      | Artificial Intelligence By Example: Develop machine intelligence from scratch using real artificial intelligence use cases           | B07DGM7WYX    |
| NTS103                | Identity Protection and Personal Security | N/A  | N/A           |
| NTS201                | Security Essentials                       | Principles of Information Security   | 9781337102063 |
| NTS310                | Social Engineering                        | Social Engineering: The Art of Human Hacking   | 9780470639535 |
| NTS330                | Applied Exploits                          | Penetration Testing: A Hands-On Introduction to Hacking  | B00KME7GN8    |
| NTS336                | Cloud Security                            | Cloud Computing Design Patterns  | 9780133858563 |
| NTS336                | Cloud Security                            | Mastering AWS Security: Create and maintain a secure cloud ecosystem   | B0711DTN36    |

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| NTS415                               | Network Defense and Countermeasures       | Guide to network defense and countermeasures  | 9781133727941 |
| NTS442                               | Collegiate Cyber Defense Competition      | N/A   | N/A           |
| NTW102                               | Foundations of Network Engineering        | Mike Meyers CompTIA Network Guide to Managing and Troubleshooting Networks Fifth Edition (Exam N10-007) | B07DNMF5D7    |
| NTW216                               | Foundations of Systems Administration     | MCSA Windows Server 2016 Complete Study Guide: Exam 70-740, Exam 70-741, Exam 70-742, and Exam 70-743   | B07B4NG35Z    |
| NTW220                               | Linux I for Technologists                 | N/A   | N/A           |
| NTW275                               | Network Infrastructure Design I           | N/A   | N/A           |
| PDS300/400/450                       | Production Studio I/II/III                | N/A   | N/A           |
| RBT131                               | Digital Logic: Basic Processor Design     | N/A   | N/A           |
| RBT173                               | Introduction to MicroControllers          | Exploring Arduino: Tools and Techniques for Engineering Wizardry  | 9781119405375 |
| RBT211                               | Arduino Embedded Programming              | AVR Programming: Learning to Write Software for Hardware (Make: Technology on Your Time)                | B00I2YIZSK    |
| RBT347                               | Robot Navigation                          | Introduction to Autonomous Robots   | 9780692700877 |
| SCI388                               | Anatomy and Physiology                    | Essentials of Anatomy & Physiology  | 9780135203804 |
| SIP311                               | Student Innovation Project I              | N/A   | N/A           |
| SIP408/9                             | Student Innovation Project II/III: Online | N/A   | N/A           |
| SIP411                               | Boards Presentation: Online               | N/A   | N/A           |
| SPA101                               | Introduction to Spanish                   | Con brio: Beginning Spanish   | 9781119273097 |
| SPT323                               | Art Jam                                   | N/A   | N/A           |
| SPT323                               | Materials                                 | The Science and Engineering of Materials, Enhanced, SI Edition  | 9781305537927 |
| SPT323                               | Haptics                                   | Haptics   | B08BSZKGHN    |
| SPT323                               | PCB Build                                 | N/A   | N/A           |
| SPT323                               | Space                                     | N/A   | N/A           |
| SS320                                | Contemporary Global Issues                | Global Issues: Selections from CQ Researcher (2022 Edition)   | 9781071835302 |
| SS388                                | Race and Class in America                 | A Different Mirror  | B00511X0W6    |
| TCH115                               | Thinking Strategies                       | The First 20 Hours: How to Learn Anything . . . Fast  | 9781591846949 |
| TCH310                               | Technology, Society and Ethics            | The Elements of Moral Philosophy  | 9781259914256 |
| VRT101                               | Virtual Reality Tools and Hardware        | N/A   | N/A           |
| VRT232                               | Gamification                              | N/A   | N/A           |
| VRT310                               | Virtual Environments                      | N/A   | N/A           |
| <b>Updated on:</b><br><b>8/30/22</b> |   |   |               |