

## BOOK LIST SPRING 2026

| COURSE  | BOOK TITLE & ISBN  | INSTRUCTOR  |
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| CSD1130 | <p>Recommended:</p> <p>AI for games<br/>by Ian Millington<br/>ISBN-13: 978-1-003-12404-7<br/>Available online from SIT Library: EBSCO ebook</p> <p>Real-time collision detection<br/>by Christer Ericson<br/>ISBN-10: 1558607323<br/>ISBN-13: 978-1558607323<br/>Available online from SIT Library: O'Reilly's Learning Platform for Higher Education</p>                                  | Soroor Faradounbeh,<br>Elie Hosry                                     |
| CSD1251 | <p>Recommended:</p> <p>Calculus : early transcendentals, 9<sup>th</sup> edition, Metric Version<br/>by James Stewart, Daniel Clegg, and Saleem Watson<br/>ISBN-10: 0-357-11351-9<br/>ISBN-13: 978-0-357-11351-6<br/>Available online from SIT Library: ProQuest Ebook Central</p> <p>Calculus : early vectors<br/>by James Stewart<br/>ISBN-10: 0534493483<br/>ISBN-13: 978-0534493486</p> | Ronald Koh, Rosa Anajao,<br>Wu Yilin                                  |
| CSD1171 | <p>Required:</p> <p>C++ primer, 5<sup>th</sup> edition<br/>by Stanley B. Lippman, Jose Lajoie, and Barbara E. Moo<br/>ISBN-10: 0321714113<br/>ISBN-13: 978-0321714114<br/>Available online from SIT Library: O'Reilly's Learning Platform for Higher Education</p>   | Prasanna Ghali,<br>Vadim Surov,<br>Soroor Faradounbeh,<br>Jeremy Chew |
| CSD2151 | <p>Recommended:</p> <p>OpenGL 4 shading language cookbook, 3<sup>rd</sup> edition<br/>by David Wolff<br/>ISBN-13: 978-1-78934-225-3</p>  | Vadim Surov   |

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|         | <p>Available online from SIT Library: O'Reilly's Learning Platform for Higher Education</p> <p>OpenGL superbible : comprehensive tutorial and reference, 7<sup>th</sup> edition<br/>by Graham Sellers, Richard S. Wright Jr., and Nicholas Haemel<br/>ISBN-10: 0672337479<br/>ISBN-13: 978-0672337475<br/>Available online from SIT Library: ProQuest Ebook Central</p>   |                                   |
| CSD2161 | <p>Required:</p> <p>Computer networking : a top-down approach, 8<sup>th</sup> edition, Global edition<br/>by James Kurose and Keith Ross<br/>ISBN-10: 1292405465<br/>ISBN-13: 9781292405469<br/>Available online from SIT Library: VitalSource eTextbooks (Pearson)</p> <p>Recommended:</p> <p>Computer networks, 5<sup>th</sup> edition<br/>by Andrew S. Tanenbaum and David J. Wetherall<br/>ISBN-10: 0132126958<br/>ISBN-13: 978-0132126953<br/>Available online from SIT Library: O'Reilly's Learning Platform for Higher Education</p> | Tang Liang, Jeremy Chew           |
| CSD2259 | <p>Recommended:</p> <p>Discrete mathematics and its applications, 8<sup>th</sup> edition, Global edition<br/>by Kenneth H. Rosen<br/>ISBN-13: 9781260091991<br/>Available online from SIT Library: ProQuest Ebook Central and VitalSource eTextbooks (McGraw-Hill)</p>  | Wu Yilin, Rosa Anajao, Lin Qinjie |
| CSD2301 | <p>Recommended:</p> <p>University physics with modern physics, 15<sup>th</sup> edition<br/>by Hugh D. Young and Roger A. Freedman<br/>ISBN-10: 1292314737<br/>ISBN-13: 978-1292314730<br/>Available online from SIT Library: ProQuest Ebook Central</p>   | Lin Qinjie                        |

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|         | <p>Physics : principles with applications, 7<sup>th</sup> edition, Global edition<br/> by Douglas C. Giancoli<br/> ISBN-10: 1292057122<br/> ISBN-13: 9781292057125<br/> Available online from SIT Library: EBSCO eBook</p>   |   |
| CSD2451 | <p>Recommended:</p> <p>C++ for game programmers<br/> by Noel Llopis<br/> ISBN-10: 1584502274<br/> ISBN-13: 978-1584502272</p> <p>Game coding complete, 4<sup>th</sup> edition<br/> by Mike McSchaffry and David Graham<br/> ISBN-10: 1133776574<br/> ISBN-13: 978-1133776574</p> <p>Game engine architecture, 3<sup>rd</sup> edition<br/> by Jason Gregory<br/> ISBN-10: 1138035459<br/> ISBN-13: 978-1138035454<br/> Available online from SIT Library: O'Reilly's Learning Platform for Higher Education</p> | <p>Elie Hosry, Vuk Krakovic,<br/> Cheng Ding Xiang,<br/> Danielle Fong,<br/> Holger Liebnitz,<br/> Parminder Singh,<br/> Richard Tsao</p> |
| CSD3126 | <p>Recommended:</p> <p>Universal principles of design<br/> by William Lidwell, Kritina Holden, and Jill Butler<br/> ISBN-13: 978-1-61058-065-6<br/> Available online from SIT Library: O'Reilly's Learning Platform for Higher Education and EBSCO eBook</p> <p>The design of everyday things<br/> by Don Norman<br/> ISBN-13: 978-0-465-00394-5<br/> Available online from SIT Library: ProQuest Ebook Central</p>  | <p>John Quick</p>   |
| CSD3186 | <p>Recommended:</p> <p>An introduction to statistical learning with applications in Python<br/> by Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, and Jonathan Taylor<br/> ISBN-10: 3031387465<br/> ISBN-13: 978-3031387463<br/> Available online from SIT Library: ProQuest Ebook Central</p>  | <p>Priyanka Bhojar,<br/> Christopher Teoh</p>   |

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|         | <p>Numerical machine learning<br/> by Zhiyuan Wang, Sayed Ameenuddin Irfan, Christopher Teoh,<br/> and Priyanka Hriday Bhojar<br/> ISBN-10: 9815136992<br/> ISBN-13: 978-9815136999<br/> Available online from SIT Library: ProQuest Ebook Central</p>  |                               |
| DAA2151 | <p>Recommended:</p> <p>Creating characters for the entertainment industry : character design for animation, illustration &amp; video games<br/> by Kenneth Anderson<br/> ISBN-10: 1909414867<br/> ISBN-13: 978-1909414860</p>   | Ray Toh                       |
| MET2303 | <p>Required:</p> <p>Electric circuits, 11<sup>th</sup> edition, Global edition<br/> by James W. Nilsson and Susan A. Riedel<br/> ISBN-10: 1-292-26104-8<br/> ISBN-13: 978-1-292-26104-1<br/> Available online from SIT Library: ProQuest Ebook Central</p>  | Fong Foo Hoong                |
| MET3003 | <p>Recommended:</p> <p>Embedded systems design : an introduction to processes, tools and techniques<br/> by Arnold S. Berger<br/> ISBN-13: 978-1578200733</p> <p>Systems engineering and analysis, 5<sup>th</sup> edition, Pearson New International Edition<br/> by Blanchard Fabrycky<br/> ISBN: 1292025972</p> <p>Systems engineering : principles and practice, 3<sup>rd</sup> edition<br/> by Alexander Kossiakoff, Samuel J. Seymour, David A. Flanigan, and Steven M. Biemer<br/> ISBN-10: 1119516668<br/> ISBN-13: 978-1119516668<br/> Available online from SIT Library: Wiley Online Library eBooks</p> <p>Systems engineering : analysis, design, and development, 2<sup>nd</sup> edition<br/> by Charles S. Wasson<br/> ISBN-13: 978-1-118-44226-5<br/> Available online from SIT Library: ProQuest Ebook Central</p> | Khoo Teck Ping,<br>Tang Liang |

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| MET4403 / SEM4405 | <p>Required:</p> <p>Introduction to autonomous mobile robots, 2<sup>nd</sup> edition<br/>by Roland Siegwart, I.R. Nourbakhsh, and D. Scaramuzza<br/>ISBN-13: 978-0262015356<br/>Available online from SIT Library: ProQuest Ebook Central</p> <p>Robotics, vision and control : fundamental algorithms in MATLAB, 2<sup>nd</sup> edition<br/>by Peter Corke<br/>ISBN-13: 9783319544120<br/>Available online from SIT Library: SpringerLink eBooks</p> <p>Recommended:</p> <p>Introduction to robotics : mechanics and control, 4<sup>th</sup> edition<br/>by John J. Craig<br/>ISBN-13: 978-0133489798</p> <p>Mobile robotics : mathematics, models, and methods<br/>by Alonzo Kelly<br/>ISBN-13: 978-1107031159</p> <p>Embedded robotics : from mobile robots to autonomous vehicles with Raspberry Pi and Arduino, 4<sup>th</sup> edition<br/>by Thomas Bräunl<br/>ISBN-13: 978-9811608032<br/>Available online from SIT Library: SpringerLink eBooks</p> <p>Introduction to AI robotics<br/>by Robin R. Murphy<br/>ISBN-13: 978-0262133838</p> <p>Robotics : basic analysis and design<br/>by William A. Wolovich<br/>ISBN-13: 978-0030061196</p> | Liaw Hwee Choo |
| UXG1420           | <p>Recommended:</p> <p>Learn to code with games<br/>by John M. Quick<br/>ISBN: 978-1138428010<br/>Available online from SIT Library: ProQuest Ebook Central</p>  | John Quick     |

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|         | <p>Learn to implement games with code<br/> by John M. Quick<br/> ISBN: 978-1498753388<br/> Available online from SIT Library: ProQuest Ebook Central</p>  |                  |
| UXG3503 | <p>Recommended:</p> <p>How games move us : emotion by design<br/> by Katherine Isbister<br/> ISBN-10: 0262534452<br/> ISBN-13: 978-0262534451</p> <p>Hamlet on the holodeck : the future of narrative in<br/> cyberspace<br/> by Janet H. Murray<br/> ISBN-10: 0262533480<br/> ISBN-13: 978-0262533485</p> <p>Twisty little passages : an approach to interactive fiction<br/> by Nick Montfort<br/> ISBN-10: 0262633183<br/> ISBN-13: 978-0262633185</p> | Michael Thompson |