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Course Number	Course Name	Title	Author(s)	ISBN	Cost
ART100	2D Design 1	No Required Textbook			
ART102	Principles of Drawing & Rendering	No Required Textbook			
ART103	Elements of Visual Design	TBA - Ask Instructor			
ART105	Color Theory	No Required Textbook			
ART110	Sketching	No Required Textbook			
ART115	Figure Drawing 1	No Required Textbook			
ART210	Figure Drawing 2	No Required Textbook			
ART212	Perspective and Rendering	How To Draw: Drawing And Sketching Objects And Environments From Your Imagination	Scott Robertson, Thomas Bertling	9781933492735	Print: \$20
ART230	Introduction to Sculpture	No Required Textbook			
ART330	Figure Sculpture	No Required Textbook			
ART335	Portrait Sculpture	No Required Textbook			
BUS110	Principles of Management	No Required Textbook			
BUS121	Digital Technology and Communications	No Required Textbook			
BUS125	Business Law	TBA - Ask Instructor			
BUS141	Principles of Marketing	Principles of Marketing	Mary Ann Raymond, John K. (Jeff) Tanner	N/A	Free Online: https://saylordotorg.github.io/text_principles-of-marketing-v2.0/
		Core Concepts of Marketing	John Burnett	N/A	Free Online: https://archive.org/details/ost-business-core-concepts-of-marketing
BUS250	Finance	Principles of Managerial Finance, Brief 7th Edition		9780133546408	Print: \$20, eBook: \$90
BUS270	Project Management	Project Management: A Systems Approach to Planning, Scheduling, and Controlling, 12th Edition	Harold Kerzner	9781118022276	Print: \$86, eBook: \$82

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BUS290	Creating Strategic Plans	TBA - Ask Instructor			
BUS346	Data and Decisions	The Big Picture: How to Use Data Visualization to Make Better Decisions—Faster	Steve Wexler	9781260473537	Print: \$15, eBook: \$25
BUS490	Strategic Management	TBA - Ask Instructor			
CS100	Introduction to Scripting: Python	No Required Textbook			
CS101	Fundamentals of Computing	Computer Science: An Overview, 13th Edition	Glenn Brookshear, Dennis Brylow	9780134875460	Print: \$135
CS106	Introduction to Scripting	No Required Textbook			
CS106	Introduction to Scripting	Learn to Program with Python 3: A Step-by-Step Guide to Programming, 2nd Edition	Irv Kalb	9781484238783	Print: \$27, eBook: \$25
CS110	C Programming	No Required Textbook			
CS111	Code 0: Introduction to Programming and Logic	C How to Program, 8th Edition	Paul Deitel, Harvey Deitel	9780133976892	Print: \$75, eBook: \$75
CS115	Web Programming: HTML5, CSS and JavaScript	No Required Textbook			
CS115	Web Programming: HTML5, CSS and JavaScript	Murach's HTML5 and CSS3, 4th Edition	Anne Boehm, Zak Ruvalcaba	9781943872268	Print: \$35
		Murach's JavaScript and jQuery, 3rd Edition	Zak Ruvalcaba, Mary Delamater	9781943872053	Print: \$30
CS200	User Experience: Application Interface Design and Implementation	No Required Textbook			
CS211	Code 1: Intermediate Programming	C++ How To Program, 9th Edition	Paul Deitel, Harvey Deitel	9789332559592	Print: \$35
CS221	LINUX Programming Environment	TBA - Ask Instructor			
CS261	Systems Architecture in the Cloud	No Required Textbook			
CS262	Software Development in the Cloud	TBA - Ask Instructor			
CS285	C++ Programming: Object Oriented Programming	No Required Textbook			
CS295	Data Structures and Algorithms	TBA - Ask Instructor			
CS297	Data Structures: Introduction to Efficient Data Storage	TBA - Ask Instructor			

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CS375	Mobile Programming for iOS	No Required Textbook			
CS459	Data Mining & Visualization	No Required Textbook			
DAA106	Digital Imaging Concepts	How to Cheat in Photoshop CC: The Art of Creating Photorealistic Montages	Steve Caplin	9780415712385	Print: \$30, eBook: \$60
DAA221	Editing and Motion Graphics	No Required Textbook			
DAA240	Introduction to 3D Modeling	No Required Textbook			
DAA240	Introduction to 3D Modeling	No Required Textbook			
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DAA245	Texturing	No Required Textbook			
DAA248	Lighting and Layout 1	No Required Textbook			
DAA250	Digital Sculpting	No Required Textbook			
DAA264	Drawing Animation 1	No Required Textbook			
DAA267	Character Rigging	No Required Textbook			
DAA310	Storyboarding	No Required Textbook			
DAA320	Digital Painting	No Required Textbook			
DAA321	Quadruped Animation	No Required Textbook			
DAA340	Modeling 1	No Required Textbook			
DAA360	3D Animation 1	No Required Textbook			
DAA365	3D Animation 2	No Required Textbook			
DAA370	Concept Design	No Required Textbook			
DAA440	Modeling 3	No Required Textbook			
DAA465	3D Animation 3	No Required Textbook			
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DAA480A	Animation Portfolio 1	The Animator's Survival Kit: Dialogue, Directing, Acting and Animal Action	Richard E. Williams	9780571358441	Print: \$15
DAA480E	Entertainment Design Portfolio 1	No Required Textbook			

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DAA485E	Entertainment Design Portfolio 2	No Required Textbook			
DAA485M	Modeling Portfolio 2	No Required Textbook			
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DAT050	Music Fundamentals	Practical Theory Complete: A Self-Instruction Music Theory Course	Sandy Feldstein	9780882842257	Print: \$16, eBook: \$10
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DAT104	Audio, Technology, and Innovation	No Required Textbook			
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DAT213	Introduction to Game Audio	No Required Textbook			
DAT221	Studio Production 1	No Required Textbook			
DAT239	Principles of Room Acoustics	Master Handbook of Acoustics, Sixth Edition	F. Alton Everest, Ken C Pohlmann	9780071841030	Print: \$35, eBook: \$27
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DAT480	Portfolio 1	No Required Textbook			
DAT483	Media Works 1	No Required Textbook			
DAT485	Portfolio 2	No Required Textbook			
DAT489	Mediaworks 2	No Required Textbook			
DAT490	MediaWorks 3	No Required Textbook			
ENG050	Grammar and Composition	Evergreen: A Guide to Writing with Readings, 11th Edition	Susan Fawcett	9781337097048	Print: \$80, eBook: \$70
ENG100	English Composition	No Required Textbook			
ENG105	Critical Reading, Thinking and Writing	Critical Thinking, Reading, and Writing: A Brief Guide to Argument, 10th Edition	Sylvan Barnet, Hugo Bedau, John O'Hara	9781319194512	Print: \$65, eBook: \$48
		Asking the Right Questions: A Guide to Critical Thinking, 11th Edition	M. Neil Browne, Stuart M. Keeley	9780321907950	Print: \$65

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ENG250	Speech and Oral Communication	Talk Like Ted: The 9 Public-Speaking Secrets of the World's Top Minds	Carmine Gallo	9781250061539	Print: \$10, eBook: \$10
ENG280	Apocalypse and The American Imagination	TBA - Ask Instructor			
ENG285	Visions of American Dystopia	1984	George Orwell	9780451524935	Print: \$8, eBook: \$10
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		The Great Big Beautiful Tomorrow	Cory Doctorow	9781604864045	Print: \$12, eBook: \$10
		The Handmaid's Tale	Margaret Atwood	9780385490818	Print: \$8, eBook: \$10
		The Time Machine	H.G. Wells	9781949982909	Print: \$8, eBook: \$1
	We	Yevgeny Zamyatin	9780140185850	Print: \$14, eBook: \$6	
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GAM135	Game Studio 1: Production Pipeline	TBA - Ask Instructor			
GAM220 CA (onsite)	Introduction to Game Storytelling	Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques	Evan Skolnick	9780385345828	Print: \$20, eBook: \$14
GAM220 OA (online)	Introduction to Game Storytelling	No Required Textbook			
GAM250	Game 3D Asset Creation	No Required Textbook			
GAM260	Game Writing 1	Game Writing: Narrative Skills for Videogames	Chris Bateman	9781501348969	Print: \$35, eBook: \$17
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HUM200	History of the Modern World	Patterns of World History, Volume Two: From 1400, 4th Edition	Peter von Sivers, Charles A. Desnoyers, George B. Stow	9780197517048	Print: \$60
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MATH050	Basic Algebra	No Required Textbook			
MATH060	Success in College Algebra	No Required Textbook			
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MATH143	Calculus 1	Calculus Volume 1	Gilbert Strang, Edwin "Jed" Herman	9781947172135	Free Online: https://openstax.org/details/books/calculus-volume-1
MATH145	Calculus 2	Calculus Volume 2	Gilbert Strang, Edwin "Jed" Herman	9781947172142	Free Online: https://openstax.org/details/books/calculus-volume-2
MATH295	Discrete Mathematics	Discrete Mathematics with Applications, 4th Edition	Susanna S. Epp	9780495391326	Print: \$80, eBook: \$79
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SCI110	The Science of Motion: Humans, Animals, Objects	No Required Textbook			
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