

BSc Creative Computing / BSc Creative Technology and Robotics

BSc1a

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:

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

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

Frain, Ben (2022) *Responsive Web Design with HTML5 and CSS - Fourth Edition*. Birmingham UK: Packt Publishing.

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

Howles, T. (2012). Think Like a Programmer: An Introduction to Creative Problem Solving. *Software Quality Professional*, 15(1), 42.

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

Seidl, M., Scholz, M., Huemer, C., & Kappel, G. (2015). *UML@ classroom*. Springer.

Further:

<https://www.w3schools.com/> e.g. HTML, CSS & JavaScript tutorials

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

Email: library@norwichuni.ac.uk

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