

DIGP7005: Interactive Media (Semester 1)

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Photoshop CS6: essential skills : a guide to creative image editing - Mark Galer, Philip Andrews, 2013

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Dreamweaver CS6 - McFarland, David Sawyer, c2012

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Introducing HTML5 - Lawson, Bruce, Sharp, Remy, c2012

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Gamification by design: implementing game mechanics in web and mobile apps - Gabe Zichermann, Christopher Cunningham, c2011

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Beginning 3D game development with Unity: the world's most widely used multi-platform

game engine - Sue Blackman, c2011

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Designing with Web standards - Zeldman, Jeffrey, Marcotte, Ethan, c2010

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The language of new media - Lev Manovich, 2001

Book

Layers: the complete guide to Adobe Photoshop's most powerful feature - Kloskowski, Matt, 2010

Book

Managing interactive media: project management for Web and digital media - Elaine England, Andy Finney, Elaine England, 2007

Book

Hamlet on the holodeck: the future of narrative in cyberspace - Janet Horowitz Murray, 1998

Book