**Books for Game Research**

**Coding Games in Scratch** by Jon Woodcock

ISBN-10: 1465439358

$19.99 on Amazon (<http://tinyurl.com/n2sz5jg>)

*“If you like playing computer games, why not create your own? This book has all you need to build thrilling racing challenges, crazy platform games, and fiendish puzzles. Follow the simple steps to become an expert coder using the popular programming language Scratch. Improve your coding skills and learn to create, remix, and customize your own games. Share your games online and challenge friends and family to beat each other’s scores.”*

**Code Your Own Games!: 20 Games to Create with Scratch** by Max Wainewright

ISBN-10: 1454923318

$12.95 on Amazon (<http://tinyurl.com/codeyourown>)

*“Learn to become a super-coder and make your own games! This book teaches you how to build 20 amazing computer games using Scratch, a free programming language developed by MIT. The games include step-by-step instructions and are split across five levels based on difficulty. With this book, even beginners can become coding experts!”*

**DK Workbooks: Coding Scratch: Games Workbook** by Jon Woodcock

ISBN-10: 1465444823

$5.99 on Amazon (<http://tinyurl.com/scratchworkbook>)

*“A playful, hands-on introduction to coding your own games in Scratch, the free online coding platform. Helps develop the essential skills needed to work with code, including problem solving and critical thinking. Perfect for beginners, with easy-to-understand, engaging instructions and no complicated jargon.”*

**DK Workbooks: Scratch Challenge Workbook** by DK

ISBN-10: 1465456864

$5.01 on Amazon (<http://tinyurl.com/mrnw9ty>)

*“Get ready to learn a whole new language: computer coding! Do you love to create computer projects? Take the challenge and create your own amazing games with this Scratch programming workbook. A playful, hands-on workbook that lets you code your own games in Scratch, the free online coding platform. Helps develop the essential skills needed to work with code, including problem-solving and critical thinking. Perfect for learners already familiar with Scratch, with clear instructions and no complicated jargon. Get ready, get set, get coding!”*

**Scratch Coding Cards** by Natalie Rusk

ISBN-10: 1593277741

$24.95 on Amazon (<http://tinyurl.com/codingcards>)

*“Use this set of short and simple Scratch coding activities to create your own games, stories, music, and animation. Each card features step-by-step instructions that invite you into the magical world of programming, once card at a time.”*

**Children’s Literature on Coding**

**Ada Byron Lovelace and the Thinking Machine** by Laurie Wallmark

ISBN-10: 1939547202

$17.99 on Amazon (<http://tinyurl.com/n42qwny>)

*“Ada Lovelace, the daughter of the famous romantic poet, Lord Byron, develops her creativity through science and math. When she meets Charles Babbage, the inventor of the first mechanical computer. Ada understands the machine better than anyone else and writes the world’s first computer program in order to demonstrate its capabilities.”*

**Hello Ruby: Adventures in Coding**

ISBN-10: 1250065003

$16.99 on Amazon (<http://tinyurl.com/lgp9e2o>)

*“Meet Ruby -- a small girl with a huge imagination. In Ruby’s world, anything is possible if you set your mind to it. As Ruby embarks on her adventure, kids will be introduced through storytelling to basic concepts of coding. With activities included in every chapter, future kid coders will be thrilled to put their own imaginations to work.”*

**Careers in Coding**

**Animation: From Concept to Consumer** by Josh Gregory

ISBN-10: 978-0-531-20613-3

$30.00 on Scholastic

*“From early successes such as Steamboat Willie and the Merrie Melodies series to modern masterpieces such as WALL-E and Spirited Away, the world of animated film and television has come a long way since its beginning. Readers will trace the history of animation from its earliest roots to its most recent successes and beyond. They will also learn about the different types of artists, engineers, and filmmakers who have made this incredible blend of art and technology possible throughout the decades.”*

**Computer Graphics: From Concept to Consumer** by Kevin Cunningham

ISBN-10: 978-0-531-26520-8

$30.00 on Scholastic

*“Advances in computer graphics have led to the creation of stunning animated films, thrilling special effects, and video games that look just like real life. Readers will discover how computer graphics designers take advantage of the latest technology to bring their creations to life.”*

**Cool Careers in Video Games** by Dean Takahashi and Joe Funk

ISBN-10: 0545819164

$5.95 on Scholastic

*“Playing video games is fun, but making them is serious business! Cool Careers in Video Games offers readers an introduction to the world of fame development by profiling professionals with jobs kids can relate and aspire to. Who makes sure the digital version of golf superstar Tiger Woods looks as lifelike as possible, or picks out songs for a new version of Guitar Hero? Someone has to do it!”*

**Software Development: Science, Technology, and Engineering** by Wil Mara

ISBN-10: 0545819164

$30.00 on Scholastic

*“From the simple applications that people use every day to specialized professional software, all computer programs are the result of hard work and creativity. Readers will find out how the members of a software development team work together to create today’s top programs. They will also learn how the earliest computer software was created, where the field is headed in the future, and much more.”*