

# Interactive Digital Media

Subject List (select bibliography)



---

**Subject keywords:** virtual reality, interactive multimedia, online identities, avatars, digital media, educational games, education technology

**Year Covered:** 2006 – 2008

**Resources:** Books, Audio Visuals, Journals

**Citation Style:** APA (American Psychological Association)

---

## BOOKS

1. *Ag4 media facades*. (2006). Cologne: Daab.
2. *A beginner's guide to Second Life: Book 1*. (2007). Las Vegas, NV: Archebooks.
3. Arthur, M. (2006). *Expanding a digital content management system: for the growing digital media enterprise*. Amsterdam: Elsevier Focal Press.
4. Ashwin, P. (Ed.). (2006). *Changing higher education: the development of learning and teaching*. Abingdon: Routledge.
5. Baer, K., & Vacarra, J. (2008). *InformationDesignWorkbook: graphic approaches, solutions, and inspiration + 30 case studies*. Beverly, MA: Rockport.
6. Balkin, J. M., & Noveck, B. S. (Eds.). (2006). *The state of play: law, games, and virtual worlds*. New York: New York University Press.
7. Ballew, J., & Harrison, J. (2008). *How to do everything with Windows Vista Media Center*. New York: McGraw-Hill.
8. Beckwith, R. T., & Chaput, H. (2006). *Electric worlds in the classroom: teaching and learning with role-based computer games*. New York: Teachers College Press.
9. Biech, E. (Ed.). (2008). *Trainer's Warehouse book of games: fun and energizing ways to enhance learning*. San Francisco, CA: Pfeiffer.
10. Bitter, G. G., & Legacy, J. M. (2008). *Using technology in the classroom*. (7th ed.). Boston, MA: Pearson/Allyn and Bacon.
11. Buckingham, D., & Bragg, S., (Eds.). (2007). *Media education goes digital*. Basingstoke: Routledge.

12. Buckingham, D., & Willett, R. (Eds.). (2006). *Digital generation: children, young people, and new media*. Mahwah, NJ: Lawrence Erlbaum.
13. Campbell, T. (2006). *Using Windows media player 11*. London: Bernard Babani.
14. Cancellaro, J. (2006). *Exploring sound design for interactive media*. Clifton Park, NY: Thomson/Delmar Learning.
15. Cawood, S., & Fiala, M. (2007). *Augmented reality: a practical guide*. Raleigh, NC: Pragmatic Bookshelf.
16. Chao, L. (2008). *Strategies and technologies for developing online computer labs for technology-based courses*. Hershey, PA: IGI.
17. Chia, C. (2007). *Autonomy in language learning: the use of IT and internet resources*. Singapore: McGraw Hill.
18. Cindrich, S. (2007). *E-parenting: keeping up with your tech-savvy kids*. New York: Random House Reference.
19. Cohen, S., Portney, K. E., Rehberger, D., & Thorsen, C. (Eds.). (2006). *Virtual decisions: digital simulations for teaching reasoning in the social sciences and humanities*. Mahwah, NJ: Lawrence Erlbaum.
20. Connolly, B. (2007). *Dynamic medi: music, video, animation, and the Web in Adobe PDF*. Berkeley, CA: Peachpit Press.
21. Cooper, R., Dibbell, J., & Spaight, T. (2007). *Alter ego: avatars and their creators*. London: Chris Boot.
22. Dewdney, A., & Ride, P. (2006). *The new media handbook*. London: Routledge.
23. Dolin, P. (2006). *Exploring digital workflow*. Clifton Park, NY: Thomson Delmar Learning.
24. Dosinger, S. (2008). *Space between people*. Munich: Prestel.
25. *The elements of Internet style: the new rules of creating valuable content for today's readers*. (2007). Alexandria, VT: EEI Press.
26. Egenfeldt-Nielsen, S. (2007). *Educational potential of computer games*. London: Continuum.
27. England, E., Finney, A., & England, E. (2007). *Managing interactive media: project management for Web and digital media*. (4th ed.). Harlow, Essex: Addison-Wesley.
28. Ethier, S., & Ethier, C. (2007). *Digital information management: an essential guide to multimedia*. Upper Saddle River, NJ: Pearson/Prentice Hall.

29. Ferguson, A. (2007). *Creating content management systems in Java*. Boston, MA: Charles River Media.
30. Finkelstein, J. (2006). *Learning in real time: synchronous teaching and learning online*. San Francisco, CA: Jossey-Bass.
31. Flichy, P. (2007). *The Internet imaginaire*. Cambridge, MA: MIT Press.
32. Follansbee, J. (2006). *Hands-on guide to Windows Media*. Burlington, MA: Elsevier/Focal Press.
33. Freedman, R. (2008). *How to make real money in Second Life: boost your business, market your services, and sell your products in the world's hottest virtual community*. New York: McGraw-Hill.
34. Frick, T. (2008). *Managing interactive media projects*. Clifton Park, NY: Thomson Delmar Learning.
35. Gobel, S., Malkewitz, R., & Iurgel, I. (Eds.). (2006). *Technologies for interactive digital storytelling and entertainment: Third International Conference, TIDSE 2006, Darmstadt, Germany, December 2006 proceedings*. Berlin: Springer.
36. Garrand, T. (2006). *Writing for multimedia and the Web: a practical guide to content development for interactive media*. (3rd ed.). Burlington, MA: Focal Press.
37. Garton, C., & Wegryn, K. (2006). *Managing without walls*. Lewisville, TX: MC Press.
38. Haller, M., Billinghamurst, M., & Thomas, B. (Eds.). (2007). *Emerging technologies of augmented reality: interfaces and design*. Hershey, PA: Idea Group.
39. Harwood, P., & Asal, V. (2007). *Educating the first digital generation*. Westport, CT: Praeger.
40. Heller, S., & Womack, D., (2008). *Becoming a digital designer: a guide to careers in Web, video, broadcast, game, + animation design*. Hoboken, NJ: Wiley.
41. Herbert, C. (2007). *An introduction to programming using Alice*. Boston, MA: Thomson Course Technology.
42. Holden, G. (2008). *Introducing Microsoft Expression Studio: using design, web, blend and media to create professional digital content*. Boston, MA: Course Technology.
43. Inoue, Y. (Ed.). (2007). *Technology and diversity in higher education: new challenges*. Hershey, PA: Information Science.

44. Saint-Malo, F., Cavazza, M., & Donikian, S. (Eds.). (2007). *Virtual storytelling: using virtual reality technologies for storytelling: 4th International Conference on Virtual Storytelling, ICVS 2007, Saint-Malo, France, December 2007 proceedings*. Berlin: Springer.
45. Islam, K. (2007). *Podcasting 101 for training and development*. San Francisco, CA: Pfeiffer.
46. Ivers, K., & Barron, A. (2006). *Multimedia projects in education: designing, producing, and assessing*. (3rd ed.). Westport, CT: Libraries Unlimited.
47. Jonassen, D. H., Howland, J., Marra, R. M., & Crismond, D. P. (2008). *Meaningful learning with technology*. (3rd ed.). Upper Saddle River, NJ: Pearson/Merrill Prentice Hall.
48. Juwah, C. (Ed.). (2006). *Interactions in online education: implications for theory and practice*. London: Routledge.
49. Kung-Shankleman, L., Picard, R., & Towse, R. (Eds.). (2008). *The internet and the mass media*. Los Angeles: Sage.
50. Koumi, J. (2006). *Designing video and multimedia for open and flexible learning*. London: Routledge.
51. Kovalick, A. (2006). *Video systems in an IT environment: the essentials of professional networked media*. Burlington, MA: Focal Press.
52. Kwan, R., Fox, R., Chan, F. T., & Tsang, P. (Eds.). (2008). *Enhancing learning through technology: research on emerging technologies and pedagogies*. Singapore: World Scientific.
53. Lim, C. P. (2006). *The science & art of integrating ICT in Singapore schools*. Singapore: iT21.
54. Lucchi, N. (2006). *Digital media & intellectual property: management of rights and consumer protection in a comparative analysis*. Berlin: Springer.
55. Ludewig, A., & Swan, A. (2007). *101 great classroom games: easy ways to get your students playing, laughing, and learning*. New York: McGraw-Hill.
56. Ludlow, P., & Wallace, M. (2007). *The Second Life Herald: the virtual tabloid that witnessed the dawn of the metaverse*. Cambridge, MA: MIT Press.
57. Ma, Z. (Ed.). (2006). *Web-based intelligent e-learning systems: technologies and applications*. Hershey, PA: Information Science.
58. Mann, B. (Ed.). (2006). *Selected styles in web-based educational research*. Hershey, PA: Information Science.

59. Mansfield, R. (2008). *How to do everything with Second Life*. New York: McGraw-Hill.
60. Markopoulos, P., Read, J. C., MacFarlane, S., & Hoysniemi, J. (2008). *Evaluating children's interactive products: principles and practices for interaction designers*. Amsterdam: Elsevier/Morgan Kaufmann.
61. May, C. (2007). *Digital rights management: the problem of expanding ownership rights*. Oxford: Chandos.
62. Meadows, M. (2008). *I, avatar: the culture and consequences of having a second life*. Berkeley, CA: New Riders.
63. Messaris, P., & Humphreys, L., (Eds.). (2007). *Digital media: transformations in human communication*. New York: Peter Lang.
64. Metcalf, D., & Marco, J. (2006). *mLearning: mobile learning and performance in the palm of your hand*. Amherst, MA: HRD Press.
65. Michael, D., & Chen, S. (2006). *Serious games: games that educate, train, and inform*. Boston, MA: Thomson/Course Technology.
66. Miller, C. (2008). *Digital storytelling: a creator's guide to interactive entertainment*. (2nd ed.). Amsterdam: Focal Press/Elsevier.
67. Nurnberg, P. (Ed.). (2006). *Structural computing*. London: Taylor & Francis.
68. Natkin, S. (2006). *Video games and interactive media: a glimpse at new digital entertainment*. Wellesley, MA: A.K. Peters.
69. Newby, T., Stepich, D., Lehman, J., & Russell, J. D. (2006). *Educational technology for teaching and learning*. (3rd ed.). Upper Saddle River, NJ: Pearson/Merrill/Prentice Hall.
70. Ng, K., & Nesi, P. (Eds.). (2008). *Interactive multimedia music technologies*. Hershey, PA: Information Science Reference.
71. Niess, M., Lee, J., & Kajder, S. (2008). *Guiding learning with technology*. Hoboken, NJ: Wiley.
72. O'Donoghue, J. (Ed.). (2006). *Technology supported learning and teaching: a staff perspective*. Hershey, PA: Information Science.
73. O'Neil, H., & Perez, R. (Eds.). (2008). *Computer games and team and individual learning*. Amsterdam: Elsevier.
74. Pahl, C. (Ed.). (2008). *Architecture solutions for E-learning systems*. Hershey, PA: Information Science Reference.
75. Pan, Z., Cheok, A. D., Muller, W., & Abdenmour El Rhalibi. (Eds.). (2008). *Transactions on edutainment*. Berlin: Springer.

76. Percival, S. (2008). *Second Life in-world travel guide*. Indianapolis, IN: Que.
77. Prensky, M. (2007). *Digital game-based learning*. St. Paul, MN: Paragon House.
78. Prochnow, D. (2007). *Take this stuff and hack it!: transform everyday electronics into modern techno-wonders*. New York: McGraw-Hill.
79. Putnik, G., & Cunha, M. (Eds.). (2007). *Knowledge and technology management in virtual organizations: issues, trends, opportunities and solutions*. Hershey, PA: Idea Group.
80. Rankin, K. (2006). *Linux multimedia hacks*. Sebastopol, CA: O'Reilly.
81. Rice, W. (2006). *Moodle: e-learning course development: a complete guide to successful learning using Moodle*. Olton, Birmingham: Packt.
82. Robbins, S., & Bell, M. (2008). *Second Life for dummies*. Hoboken, NJ: Wiley.
83. Roblyer, M. D. (2006). *Integrating educational technology into teaching*. (4th ed.). Upper Saddle River, NJ: Pearson/Merrill Prentice Hall.
84. Rose, D., & Meyer, A. (Eds.). (2006). *A practical reader in universal design for learning*. Cambridge, MA: Harvard Education Press.
85. Rutenbeck, J. (2006). *Tech terms: what every telecommunications and digital media professional should know*. Burlington, MA: Focal Press.
86. Rymaszewski, M., Au, W. J., Ondrejka, C., Platel, R., Van Gorden, S., Cezanne, C., et al. (2008). *Second Life: the official guide*. Hoboken, N.J.: Wiley.
87. Salmon, G., & Edirisingha, P. (Eds.). (2008). *Podcasting for learning in universities*. Maidenhead, England: Open University Press.
88. Schroeder, R., & Axelsson, A-S. (Eds.). (2006). *Avatars at work and play: collaboration and interaction in shared virtual environments*. Dordrecht: Springer.
89. Shaffer, D. (2006). *How computer games help children learn*. New York: Palgrave Macmillan.
90. Sheil, B. (Ed.). (2008). *Protoarchitecture: analogue and digital hybrids*. London: Wiley.
91. Shelton, B., & Wiley, D. (Eds.). (2007). *The design and use of simulation computer games in education*. Rotterdam: Sense Publish.
92. Smaldino, S., Lowther, D., & Russell, J. (2008). *Instructional technology and media for learning*. (9th ed.). Upper Saddle River, NJ: Pearson/Merrill Prentice Hall.

93. Somekh, B. (2007). *Pedagogy and learning with ICT: researching the art of innovation*. London: Routledge.
94. Sorensen, E., & O Murchu, D. (Eds.). (2006). *Enhancing learning through technology*. Hershey, PA: Information Science.
95. Stock, O., & Zancanaro, M. (Eds.). (2007). *PEACH: intelligent interfaces for museum visits*. Berlin: Springer.
96. Tan, O. S. (Ed.). (2007). *Problem-based learning in elearning breakthroughs*. Singapore: Thomson Learning.
97. Thiagarajan, S. (2006). *Thiagi's 100 favorite games*. San Francisco, CA: Pfeiffer.
98. Thomas, A. (2006). *Transnational media and contoured markets: redefining Asian television and advertising*. New Delhi: Sage.
99. Tomei, L. (Ed.). (2008). *Adapting information and communication technologies for effective education*. Hershey, PA: Information Science Reference.
100. Uden, L., & Beaumont, C. (2006). *Technology and problem-based learning*. Hershey, PA: Information Science.
101. Villalobos, R. (2008). *Exploring multimedia for designers*. Clifton Park, NY: Thomson Delmar Learning.
102. Wardrip-Fruin, N., & Harrigan, P. (Eds.). (2007). *Second person: role-playing and story in games and playable media*. Cambridge, MA: MIT Press.
103. Weber, A., Rufer-Bach, K., & Platel, R. (2008). *Creating your world: the official guide to advanced content creation for second life*. Indianapolis, IN: Wiley.
104. White, B. (2008). *Second Life: a guide to your virtual world*. Indianapolis, IN: Que.
105. Wiedemann, J. (Ed.). (2008). *Web design: interactive & games*. Wiedemann. Cologne: Taschen.
106. Willoughby, T., & Wood, E. (Eds.). (2008). *Children's learning in a digital world*. Malden, MA: Blackwell.
107. Wilson, J., Tittel, E., Wright, M., & Korelc, J. (2006). *Hacking MythTV*. Indianapolis, IN: Wiley.
108. Wright, A., Betteridge, D., & Buckby, M. (2006). *Games for language learning*. (3rd ed.). Cambridge: Cambridge University Press.

## AUDIO-VISUAL MATERIALS

---

- Fischer, X., & Coutellier, D. (2007). *Research in interactive design: vol. 2* [electronic resource]. Paris: Springer.
- Greening, C. (2006). *Adobe Photoshop CS: interactive movie tutorials: starter* [electronic resource]. Boston, MA: Thomson Course Technology.
- Integrating media into the classroom* (2005) [Motion picture]. Lawrenceville, NJ: Cambridge Educational.
- Malkie, P., & Prichett, H. (2003). *Understanding cyberworld 2020* [Motion picture]. Bethesda, MD. Singapore: **International Publishers Direct**.
- Shepherd, G., & Kerr, D. (2000). *The multimedia revolution* [Motion picture]. Melbourne: Appleseed Productions.
- St. Laurent, F., Evrard, A., Bonin, L., Hanessian, L., Coscient Inc., CSM Productions., et al. (1995). *Exploring virtual reality* [Motion picture]. Princeton, NJ: Films for the Humanities & Sciences.
- Zenit, J., Darino, E., Satcom Digital Libraries Inc., & Films for the Humanities. (1998). *Introducing--cyberworld* [Motion picture]. Princeton, NJ: Films for the Humanities & Sciences.

## PERIODICALS/JOURNALS

---

1. *Edge* (2007- ). Bath: Future Pub.
  2. *Game Developer*. (1996- ). San Francisco, CA: Miller Freeman Inc.
  3. *GameAxis Unwired*. (2007- ). Singapore: Hardware Zone.
  4. *Game Informer Magazine* (2007- ). Eden Prairie, MN: Sunrise Publications.
  5. *Games Master*. (2007- ). Harborough, Leicestershire: Future.
  6. *Games and Culture*. (2007- ). Thousand Oaks, CA: Sage Publications.
  7. *Games for Windows: the official magazine*. (2006- ). New York: Ziff Davis Media.
  8. *Journal of Game Development*. (2007- ). Boston, MA: Charles River Media.
  9. *Learning, Media and Technology* (2005- ). Basingstoke: Routledge.
  10. *New Media & Society*. (2002- ). London: Sage Publications.
  11. *PC Format*. (2001- ). Bath: Future.
- 

Any questions? [AskLib@tp.edu.sg](mailto:AskLib@tp.edu.sg)  
Reference & Information Services  
Temasek Polytechnic Library  
Oct 2008