



Davis Applied Technology College

A UCAT Campus
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2012 Web and Graphic Design

Catalog Year: 2012

The Program Materials listed below show general resources that you will need to purchase for this program. It is recommended that you wait to purchase these materials until you have received a Program Orientation (this document explains when you need the materials). You should also wait until you begin each course to purchase Course Materials. DATC instructors update curriculum throughout the year and materials and pricing may change without notice. Some textbooks, materials and supplies may be used for multiple courses and are required unless otherwise noted.

Program Materials	Optional	New	Used
No Materials Required			
Course Materials	Optional	New	Used
<i>WGDC 2660: 3D Character Design Basics: Maya</i>			
Curriculum: WGDC 2660 3D Character Design Basics: Maya Introduction		\$0.25	
<i>WGDC 2670: 3D Media Animation</i>			
Curriculum: WGDC 2670 3D Media Animation		\$0.25	
Textbook: Chismar, John P. 3ds Max 4 Media Animation. New Riders Press, 2001. ISBN: 0-7357-1059-7		\$49.99	\$36.00
<i>WGDC 2690: 3D Modeling and Animation Final Project</i>			
Curriculum: WGDC 2690 3D Modeling and Animation Final Project		\$0.25	
<i>WGDC 2601: 3D Modeling and Animation I: Animation Principles</i>			
Curriculum: WGDC 2601 3D Modeling and Animation I: Animation Principles		\$0.90	
Textbook: Johnston, Ollie and Frank Thomas. The Illusion of Life: Disney Animation. Rev Subed. Disney Editions, 1995. ISBN: 0-7868-6070-7		\$49.00	\$35.30
Textbook: Tumminello, Wendy. Exploring Storyboarding. 1st ed. Thomson Delmar Learning, 2004. ISBN: 1-4018-2715-2		\$59.00	\$42.50
Textbook: White, Tony. The Animator's Workbook: Step-by-Step Techniques of Drawn Animation. Watson-Guptill, 1988 ISBN: 0-8230-0229-2		\$17.20	\$12.40
Material: USB Drive		\$9.99	
<i>WGDC 2611: 3D Modeling and Animation II: 3D Studio Max 2011</i>			
Curriculum: WGDC 2611 3D Modeling and Animation II: 3ds Max 2011		\$0.30	
Textbook: Tickoo, Sham. Autodesk 3ds Max 2011: A Comprehensive Guide. CADCIM Technologies, 2010 ISBN: 1-9327-0987-8		\$47.70	\$34.35
<i>WGDC 2620: 3D Modeling and Animation III: Map and Texture</i>			
Curriculum: WGDC 2620 3D Modeling and Animation III: Map and Texture		\$0.20	
Textbook: Demers, Owen. Digital Texturing & Painting. New Riders Press, 2001. ISBN: 0-7357-0918-1		\$60.00	\$43.20
Textbook: Tickoo, Sham. Autodesk 3ds Max 2011: A Comprehensive Guide. CADCIM Technologies, 2010 ISBN: 1-9327-0987-8		\$47.70	\$34.35
<i>WGDC 2630: 3D Modeling and Animation IV: Rendering, Cameras and Lights</i>			
Curriculum: WGDC 2630 3D Modeling And Animation IV: Rendering, Cameras and Lights		\$0.25	

Textbook: Birn, Jeremy. Digital Lighting & Rendering. New Riders Press, 2000 ISBN: 1-5620-5954-8			
Textbook: Tickoo, Sham. Autodesk 3ds Max 2011: A Comprehensive Guide. CADCIM Technologies, 2010 ISBN: 1-9327-0987-8		\$47.70	\$34.35
<i>WGDC 2640: 3D Modeling and Animation V: Advanced Modeling and Character Design</i>			
Curriculum: WGDC 2640 3D Modeling and Animation V: Advanced Modeling and Character Design		\$0.35	
Textbook: Maestri, George. Digital Character Animation 2, Volume 1: Essential Techniques. New Riders Press, 1999. ISBN: 1-5620-5930-0		\$50.00	\$36.00
Textbook: Maestri, George. Digital Character Animation 2, Volume II: Illustrated ed. Advanced Techniques. 1st ed. Waite Group Press, 2001. ISBN: 0-7357-0044-3		\$0.00	\$0.00
Textbook: Tickoo, Sham. Autodesk 3ds Max 2011: A Comprehensive Guide. CADCIM Technologies, 2010 ISBN: 1-9327-0987-8		\$47.70	\$34.35
<i>WGDC 2650: 3D Modeling and Animation VI: Digital Video Animation</i>			
Curriculum: WGDC 2650 3D Modeling and Animation VI: Digital Video		\$0.30	
Textbook: Cantor, Jeremy and Pepe Valencia. Inspired 3D Short Film Production. 1st ed. Thomson Course Technology, 2004. ISBN: 1-5920-0117-3		\$61.00	\$43.95
<i>DRFT 1075: 3D Parametric Solid Modeling</i>			
Curriculum: DRFT 1075 3D Parametric Solid Modeling		\$0.35	
Textbook: Planchard, David C. and Marie P. Planchard. SolidWorks 2010 Tutorial with MultiMedia CD, Pap/Cdr ed. Schroff Development Corporation, 2010. ISBN: 1-5850-3568-7		\$51.70	\$37.25
<i>WGDC 2461: Advanced Adobe Photoshop CS5</i>			
Curriculum: WGDC 2461 Advanced Photoshop CS5		\$0.30	
Textbook: Adobe Creative Team. Adobe Photoshop CS5 Classroom in a Book. Adobe Press, 2010 ISBN: 0-3217-0176-3		\$45.00	\$32.40
Material: USB Drive		\$9.99	
<i>DRFT 1015: Basic Computer Aided Drafting</i>			
Curriculum: DRFT 1015 Basic Computer Aided Drafting		\$0.40	
Textbook: Shih, Randy H. AutoCAD 2011 Tutorial - First Level: 2D Fundamentals. Pap/Cdr ed. Schroff Development Corporation, 2010 ISBN: 1-5850-3552-1		\$47.70	\$34.35
<i>WGDC 2680: Basic Drawing</i>			
Curriculum: WGDC 2680 Basic Drawing		\$0.35	
Textbook: Bruck, Victoria. Exploring The Basics of Drawing (Design Exploration Series), 1st ed. OnWord Press, 2004. ISBN: 1-4018-1573-1		\$59.70	\$43.00
<i>WGDC 1001: Computer Basics</i>			
Curriculum: WGDC 1001 Computer Basics		\$0.25	
Textbook: Morrison, Connie and Dolores Wells. Computer Literacy Basics: A Comprehensive Guide to IC3. 4th ed. Course Technology, 2012 ISBN: 1-1336-2972-5		\$106.70	\$76.85
Material: USB Drive		\$9.99	
<i>WGDC 2401: Computer Illustration I: Adobe Illustrator CS5</i>			
Curriculum: WGDC 2401 Computer Illustration I: Adobe Illustrator CS5		\$0.50	
Textbook: Botello, Chris. Adobe Illustrator CS5 Revealed. Delmar Cengage Learning, 2010 ISBN: 1-1116-5230-9		\$82.70	\$59.55
<i>WGDC 1030: Design Principles</i>			
Curriculum: WGDC 1030 Design Principles		\$0.30	
Textbook: Landa, Robin. Graphic Design Solutions. 4th ed. Wadsworth Publishing, 2010. ISBN: 0-4955-7281-0		\$125.00	\$90.00

<i>WGDC 2173: Design with WordPress</i>			
Curriculum: WGDC 2173 Design with WordPress		\$0.25	
Textbook: Kelsey, Todd. Getting Started with WordPress: Design Your Own Blog or Website. Course Technology, 2011 ISBN: 1-4354-6006-5		\$31.00	\$22.35
Textbook: Training DVD: Morten Rand-Hendriksen. WordPress 3 Essential Training. lynda.com, 2010. ISBN: 1-5967-1686-X			
Material: USB Drive		\$9.99	
<i>WGDC 2321: Desktop Publishing Applications I: Adobe InDesign CS5</i>			
Curriculum: WGDC 2321 Desktop Publishing Applications I: Adobe InDesign CS5		\$0.50	
Textbook: Botello, Chris. Adobe InDesign CS5 Revealed. Delmar Cengage Learning, 2011 ISBN: 1-1116-5229-5		\$82.70	\$59.55
Material: USB Drive		\$9.99	
<i>WGDC 2300: Desktop Publishing Fundamentals</i>			
Curriculum: WGDC 2300 Desktop Publishing Fundamentals		\$0.35	
Textbook: Shelly, Gary B., Thomas J. Cashman and Joy Starks. Microsoft Office Publisher 2007: Complete Concepts and Techniques. 1st ed. Course Technology, 2007. ISBN: 1-4188-4349-0		\$86.95	\$62.60
<i>WGDC 2560: Digital Audio I: Sound Capture and Editing</i>			
Curriculum: WGDC 2560 Digital Audio I: Sound Capture and Editing		\$0.35	
Textbook: Adobe Creative Team. Adobe Soundbooth CS3 Classroom in a Book. Adobe Press, 2007. ISBN: 0-3214-9977-8			
Textbook: Rose, Jay. Producing Great Sound for Digital Video. 2nd ed. Focal Press, 2002. ISBN: 1-5782-0208-6		\$45.95	\$33.10
<i>WGDC 2565: Digital Audio II: Pro Tools 8.0</i>			
Curriculum: WGDC 2565 Digital Audio II: Pro Tools 8.0		\$0.35	
Textbook: Digidesign and Frank D. Cook. Pro Tools 101 Official Courseware ,Version 8.0. 1st ed. Course Technology PTR, 2009. ISBN: 1-5986-3866-1		\$51.00	\$36.75
<i>WGDC 2390: Digital Graphics and Publishing Final Project</i>			
Curriculum: WGDC 2390 Digital Graphics and Publishing Final Project		\$0.20	
<i>WGDC 2430: Digital Photography and Adobe Photoshop Elements 8</i>			
Curriculum: WGDC 2430 Digital Photography and Adobe Photoshop Elements 8		\$0.25	
Textbook: Adobe System. Adobe Photoshop Elements 8 Classroom in a Book. Adobe Press, 2009. ISBN: 0-3216-6032-3		\$37.00	\$26.65
Textbook: Schaub, George. Using Your Digital Camera: A Basic Guide to Taking, Manipulating, Printing and Storing your Photographs. Amphoto Books, 2003. ISBN: 0-8174-6355-0		\$21.00	\$15.15
<i>WGDC 2250: Dynamic HTML</i>			
Curriculum: WGDC 2250 Dynamic HTML		\$0.30	
Textbook: Carey, Patrick. New Perspectives on Dynamic HTML. 1st ed. Course Technology, 2000. ISBN: 0-6190-1918-2		\$62.70	\$45.15
<i>WGDC 2165: E-Commerce Developer I</i>			
Curriculum: WGDC 2165 E-Commerce Developer I		\$0.35	
Textbook: Schneider, Gary. Electronic Commerce. 9th ed. Course Technology, 2010. ISBN: 0-5385-6924-2		\$130.35	\$93.85
<i>WGDC 2166: E-Commerce Developer II</i>			
Curriculum: WGDC 2166 E-Commerce Developer II		\$0.30	

Textbook: Miletsky, Jason. Principles of Internet Marketing: New Tools and Methods for Web Developers. 1st ed. Course Technology, 2009. ISBN: 1-4239-0319-6		\$114.95	\$82.80
<i>WGDC 2170: Electronic Portfolio</i>			
Curriculum: WGDC 2170 Electronic Portfolio		\$0.25	
Textbook: Baron, Cynthia L. Designing a Digital Portfolio, 2nd ed. New Riders, 2009. ISBN: 0-3216-3751-8		\$37.00	\$26.65
<i>WGDC 2770: Game Design and Development Final Project</i>			
Curriculum: WGDC 2770 Game Design and Development Final Project		\$0.20	
<i>WGDC 2740: Game Design and Development without Programming</i>			
Curriculum: WGDC 2740 Game Design and Development without Programming		\$0.25	
Textbook: Darby, Jason. Awesome Game Creation: No Programming Required. 3rd ed. Thomson Charles River Media, 2007. ISBN: 1-5845-0534-6		\$44.35	\$31.95
<i>WGDC 2700: Game Design Fundamentals</i>			
Curriculum: WGDC 2700 Game Design Fundamentals		\$0.25	
Textbook: Fullerton, Tracy. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. 2nd ed. Morgan Kaufmann Publishers, 2008. ISBN: 0-2408-0974-2		\$37.00	\$26.65
<i>WGDC 2720: Game Development Introduction I: Character Development and Storyboarding</i>			
Curriculum: WGDC 2720 Game Development Introduction I: Character Development and Storyboarding		\$0.25	
Textbook: Krawczyk, Marianne and Jeannie Novak. Game Development Essentials – Game Story and Character Development. Thomson Delmar Learning, 2006. ISBN: 1-4018-7885-7		\$78.70	\$56.70
<i>WGDC 2730: Game Development Introduction II: Game Character Design and Development</i>			
Curriculum: WGDC 2730 Game Development Introduction II: Game Character Design and Development		\$0.30	
Textbook: Pardew, Les. Game Character Animation All in One. 1st ed. Course Technology PTR, 2006. ISBN: 1-5986-3064-4		\$49.99	\$36.00
<i>WGDC 2710: Game Graphic Design</i>			
Curriculum: WGDC 2710 Game Graphic Design		\$0.25	
Textbook: Pardew, Les. Basic Drawing for Games. 1st ed. Thomson Course Technology, 2005. ISBN: 1-5920-0951-4		\$27.00	\$19.45
<i>WGDC 2750: Game Level Design Introduction</i>			
Curriculum: WGDC 2750 Game Level Design Introduction		\$0.15	
Textbook: Feil, John and Marc Scattergood. Beginning Game Level Design. 1st ed. Course Technology PTR, 2005. ISBN: 1-5920-0434-2		\$29.99	\$21.60
<i>WGDC 2755: Game Programming Introduction</i>			
Curriculum: WGDC 2755 Game Programming Introduction		\$0.30	
Textbook: Harbour, Jonathan S. Game Programming All in One. 3rd ed. Course Technology PTR, 2006. ISBN: 1-5986-3289-2		\$49.99	\$36.00
<i>WGDC 2420: Graphic Communications Fundamentals</i>			
Curriculum: WGDC 2420 Graphic Communications Fundamentals		\$0.30	
Textbook: Ryan, William and Theodore Conover. Graphic Communications Today. 4th ed. Delmar Cengage Learning, 2003. ISBN: 0-7668-2075-0		\$112.35	\$80.90
<i>WGDC 1021: Graphic Design Applications I: Adobe Photoshop CS5</i>			
Curriculum: WGDC 1021 Graphic Design Applications I: Adobe Photoshop CS5		\$0.40	
Textbook: Shelly, Gary B. and Joy L. Starks. Adobe Photoshop CS5: Comprehensive. Course Technology/ Cengage Learning, 2010 ISBN: 0-5384-7391-6		\$120.35	\$86.65
Material: USB Drive		\$9.99	

<i>WGDC 2205: Interactive Media Scripting I - Advanced ActionScript</i>			
Curriculum: WGDC 2205 Interactive Media Scripting I - Advanced ActionScript		\$0.25	
Textbook: Adobe Press Team. ActionScript 3.0 for Adobe Flash CS4 Professional Classroom in a Book. Adobe Press, 2008. ISBN: 0-3215-7921-6		\$45.00	\$45.00
<i>WGDC 2190: Internet Technology</i>			
Curriculum: WGDC 2190 Internet Technology		\$0.50	
Textbook: Amstutz, Irina and Ken Kozakis. CIWv5 Foundation Series: Internet Business Foundations. Prosoft Learning Corporation, 2009. ISBN: 1-5930-2638-2		\$50.35	\$36.25
Textbook: CIW Official Curriculum. CIWv5 Foundation Series: Site Development Foundations. Prosoft Learning Corporation, 2009 ISBN: 1-5930-2641-2			
Textbook: Kozakis, Ken and Irina Amstutz. CIWv5 Foundation Series: Network Technology Foundations. Prosoft Learning Corporation, 2009. ISBN: 1-5930-2644-7		\$50.35	\$36.25
<i>WWSK 1500B: Job Seeking Skills - Blended</i>			
Curriculum: WWSK 1500B Job Seeking Skills - Blended		\$0.00	
Textbook: Hanna, Sharon L., Doug Radtke and Rose Suggett. Career by Design: Communicating Your Way to Success. 4th ed. Prentice Hall, 2008. ISBN: 0-1323-3090-3		\$57.60	\$41.50
<i>WGDC 2550: Lighting for Video</i>			
Curriculum: WGDC 2550 Lighting for Video		\$0.35	
Textbook: Millerson, Gerald. Lighting for TV and Film. 3rd ed. Focal Press, 1999. ISBN: 0-2405-1582-X		\$61.95	\$44.60
<i>WGDC 1002: Mac Computer Basics</i>			
Curriculum: WGDC 1002 Mac Computer Basics		\$0.30	
Textbook: Chow, Garrick. Mac OS X Hands-On Training. Lynda.com Books Peachpit Press, 2003. ISBN: 0-3211-8099-2		\$46.35	\$33.40
Textbook: Schwartz, Steve. Internet Explorer 5 for Macintosh: Visual QuickStart Guide, 1st ed. Peachpit Press, 2000. ISBN: 0-2013-5487-X		\$17.99	\$12.95
Textbook: Schwartz, Steve. Microsoft Office 2004 for MAC OS X. 5th ed. Peachpit Press, 2004. ISBN: 0-3212-4747-7		\$21.99	\$15.85
<i>MATH 1000: Math I</i>			
Curriculum: MATH 1000 Math I		\$0.35	
Textbook: Software: ALEKS Validation Code (6 weeks)		\$39.99	\$28.80
Material: Paper		\$2.99	
Material: Pencil		\$0.20	
<i>WGDC 2500: Media and Communications</i>			
Curriculum: WGDC 2500 Media and Communications		\$0.30	
Textbook: Folkerts, Jean and Sephen Lacy. The Media in Your Life – An Introduction to Mass Communication. 3rd ed. Allyn and Bacon, 2003. ISBN: 0-2053-8701-2		\$100.00	\$72.00
<i>WGDC 1010: Media Design Introduction</i>			
Curriculum: WGDC 1010 Media Design Introduction		\$0.35	
Textbook: Vaughan, Tay. Multimedia: Making It Work. 8th ed. McGraw-Hill Osborne Media, 2010. ISBN: 0-0717-4846-6		\$67.70	\$67.70
<i>WGDC 1050: Media Ethics and Law</i>			
Curriculum: WGDC 1050 Media Ethics and Law		\$0.25	
Textbook: Waxer, Barbara M. and Marsha Baum. Internet Surf and Turf-Revealed: The Essential Guide to Copyright, Fair Use, and Finding Media. 1st ed. Course Technology, 2005. ISBN: 1-4188-6006-9		\$44.95	\$32.40

<i>WGDC 2172: Mobile Design and Development</i>			
Curriculum: WGDC 2172 Mobile Design and Development		\$0.25	
Textbook: Fling, Brian. Mobile Design and Development: Practical Concepts and Techniques for Creating Mobile Sites and Web Apps (Animal Guide). O'Reilly Media, 2009 ISBN: 0-5961-5544-1		\$34.99	\$25.20
Material: USB Drive		\$9.99	
<i>WGDC 2570: Multimedia Developer Final Project</i>			
Curriculum: WGDC 2570 Multimedia Developer Final Project		\$0.20	
<i>WGDC 2350: Printing and Prepress Technology</i>			
Curriculum: WGDC 2350 Printing and Prepress Technology		\$0.45	
Textbook: Anderson, Reid. Exploring Digital Prepress.1st ed. Cengage Learning, 2006. ISBN: 1-4180-1236-X		\$59.95	\$43.20
Textbook: Luttrupp, John and Martin Greenwald. Designing for Print Production: Essential Concepts. 1st ed. Delmar Cengage Learning, 2008. ISBN: 1-4180-4227-7		\$60.35	\$43.45
<i>WGDC 2171: Search Engine Optimization</i>			
Curriculum: WGDC 2171 Search Engine Optimization		\$0.25	
Textbook: Enge, Eric, Stephan Spencer, Rand Fishkin, Jessie Stricchiola. The Art of SEO - Mastering Search Engine Optimization. O'Reilly Media, 2009 ISBN: 0-5965-1886-2		\$39.99	\$28.80
Material: USB Drive		\$9.99	
<i>WGDC 1090: Technical Communication</i>			
Curriculum: WGDC 1090 Technical Communication		\$0.45	
Textbook: Markel, Mike. Technical Communication. 9th ed. Bedford/St. Martin's, 2009. ISBN: 0-3124-8597-2		\$162.67	\$117.15
<i>WGDC 2450: Technical Illustration</i>			
Curriculum: WGDC 2450 Technical Illustration		\$0.30	
Textbook: Dennison, John A. Dennison and Charles D. Johnson. Technical Illustration - Techniques and Applications. The Goodheart-Willcox Company, 2003. ISBN: 1-5663-7871-0		\$66.65	\$48.00
<i>WGDC 2580: Television Production</i>			
Curriculum: WGDC 2580 Television Production		\$0.25	
<i>WGDC 2360: Typography</i>			
Curriculum: WGDC 2360 Typography		\$0.25	
Textbook: Tova, Rabinowitz. Exploring Typography (Design Exploration Series). 1st ed. Thomson Delmar Learning, 2006. ISBN: 1-4018-1505-7		\$44.20	\$31.85
<i>WGDC 2521: Video Production I: Adobe Premier Professional CS5</i>			
Curriculum: WGDC 2521 Video Production I: Adobe Premiere Professional CS5		\$0.30	
Textbook: Adobe Creative Team. Adobe After Effects CS5 Classroom in a Book. Adobe Press, 2010 ISBN: 0-3217-0449-5		\$49.00	\$35.30
Material: USB Drive		\$9.99	
<i>WGDC 2531: Video Production II: Adobe After Effects CS5</i>			
Curriculum: WGDC 2531 Video Production II: Adobe After Effects CS5		\$0.25	
Textbook: Adobe Creative Team. Adobe After Effects CS5 Classroom in a Book. Adobe Press, 2010 ISBN: 0-3217-0449-5		\$49.00	\$35.30
Material: USB Drive		\$9.99	
<i>WGDC 2540: Video Production III: Adobe Director 11.5</i>			

Curriculum: WGDC 2540 Video Production III: Adobe Director 11.5		\$0.30	
Textbook: Johnson, Steve. Macromedia Director MX 2004-Design Professional. 2nd ed. Course Technology, 2004. ISBN: 0-6192-7315-1		\$92.95	\$66.95
<i>WGDC 2510: Video Project Visualization and Planning</i>			
Curriculum: WGDC 2510 Video Project Visualization and Planning		\$0.30	
Textbook: Begleiter, Marcie. From Word to Image: Storyboarding and the Filmmaking Process, 1st Ed. Michael Wiese Productions, 2001. ISBN: 0-9411-8828-0		\$0.00	\$0.00
Textbook: Cartwright, Steve R. Pre-Production Planning for Video, Film, and Multimedia. Pap/Dis Ed., Focal Press, 1996. ISBN: 0-2408-0271-3		\$63.15	\$45.50
<i>WGDC 2230: Web Application Programming I: Javascript</i>			
Textbook: Official CIW Curriculum, JavaScript Specialist v1.01: Academic Student Guide - Web Development Series. Certification Partners, LLC, 2011 ISBN: 0-7423-2928-3		\$119.70	\$86.20
Textbook: WGDC 2230 Web Application Programming I: Javascript		\$0.60	
Material: USB Drive		\$9.99	
<i>WGDC 2240: Web Application Programming II: PHP</i>			
Curriculum: WGDC 2240 Web Application Programming II: PHP		\$0.50	
Textbook: Gosselin, Don, Diana Kokoska and Robert Easterbrooks. The PHP Programming with My SQL: The Web Technology Series. 2nd ed. Course Technology, 2010. ISBN: 0-5387-4584-3		\$125.35	\$90.25
<i>WGDC 2245: Web Application Programming III: ColdFusion</i>			
Curriculum: WGDC 2245 Web Application Programming III: ColdFusion		\$0.30	
Textbook: Forta, Ben, Weiss, Nate. Macromedia Cold Fusion MX- Web Application Construction Kit. 5th ed. Macromedia Press, 2003. ISBN: 0-3211-2516-9		\$0.00	\$0.00
<i>WGDC 2255: Web Application Programming IV: XML</i>			
Curriculum: WGDC 2255 Web Application Programming IV: XML		\$0.40	
Textbook: Carey, Patrick. New Perspectives on XML. 2nd ed. Course Technology, Cengage Learning, 2007. ISBN: 1-4188-6064-6		\$112.00	\$80.65
<i>WGDC 2265: Web Application Programming V: CGI/Perl</i>			
Curriculum: WGDC 2265 Web Application Programming V: CGI/Perl		\$0.50	
Textbook: Zak, Diane. CGI/Perl - Web Warrior Series. Course Technology Thomson Learning, 2002. ISBN: 0-6190-3440-8		\$106.35	\$76.60
<i>WGDC 2260: Web Database I: Microsoft Access</i>			
Curriculum: WGDC 2260 Web Database I: Microsoft Access		\$0.35	
Textbook: Adamski, Joseph and Kathleen Finnegan. New Perspectives on Microsoft Office Access 2007 Comprehensive. Course Technology, 2008. ISBN: 1-4239-0589-X		\$129.00	\$92.90
<i>WGDC 2270: Web Database II: SQL/MySQL</i>			
Curriculum: WGDC 2270 Web Database II: SQL/MySQL		\$0.35	
Textbook: Pratt, Philip J., and Mary Z., Last. A Guide to MySQL. Thomson Course Technology, 2006. ISBN: 1-4188-3635-4		\$60.00	\$43.20
Workbook: Pratt, Philip J. A Guide to SQL. 7th ed. Thomson Course Technology, 2005 ISBN: 0-6192-1674-3		\$63.00	\$45.40
<i>WGDC 2141: Web Design Animation: Adobe Flash CS5</i>			
Curriculum: WGDC 2141 Web Design Animation: Adobe Flash CS5		\$0.40	
Textbook: Abdo, Edward. Power Equipment Engine Technology. 001. Delmar Cengage Learning, 2010. ISBN: 1-4180-5388-0		\$28.00	\$20.20
Material: USB Drive		\$9.99	

<i>WGDC 2111: Web Design Authoring I: Adobe Dreamweaver CS5</i>			
Curriculum: WGDC 2111 Web Design Authoring I: Adobe Dreamweaver CS5		\$0.40	
Textbook: Adobe Creative Team. Adobe Fireworks CS5 Classroom in a Book. Adobe Press, 2010 ISBN: 0-3217-0448-7		\$45.00	\$32.40
Textbook: Geller, Mitch and Kelly Hart. New Perspectives on Adobe Dreamweaver CS5, Comprehensive. Course Technology, 2010 ISBN: 0-5384-6714-2		\$119.35	\$85.95
Material: USB Drive		\$9.99	
<i>WGDC 2120: Web Design Authoring II: Microsoft Expression Web Professional</i>			
Curriculum: WGDC 2120 Web Design Authoring II: Microsoft Expression Web Professional		\$0.40	
Textbook: Shelly, Gary. Microsoft Expression Web 2 Comprehensive Concepts and Techniques. Course Technology, 2009. ISBN: 0-5387-4541-X		\$150.00	\$108.00
<i>WGDC 2100: Web Design Fundamentals: HTML</i>			
Curriculum: WGDC 2100 Web Design Fundamentals: HTML		\$0.35	
Textbook: Morris, Terry and Terry Felke-Morris. Basics of Web Design: HTML5 and CSS3. Pap/Psc ed. Addison Wesley, 2011 ISBN: 0-1370-0338-2		\$79.00	\$56.90
Material: USB Drive		\$9.99	
<i>WGDC 2101: Web Design Principles</i>			
Curriculum: WGDC 2101 Web Design Principles		\$0.45	
Textbook: Sklar, Joel. Principles of Web Design: The Web Technologies Series. 5th ed. Course Technology, 2011 ISBN: 1-1115-2870-5		\$114.95	\$82.80
Material: USB Drive		\$9.99	
<i>WGDC 2160: Web Design Project Planning and Management</i>			
Curriculum: WGDC 2160 Web Design Project Planning and Management		\$0.25	
Textbook: Eccher, Clint. Professional Web Design: Techniques and Templates, 4th ed. Course Technology PTR, 2010 ISBN: 1-4354-5715-3		\$41.00	\$29.55
Material: USB Backup Media (2 GB Minimum)		\$9.99	
<i>WGDC 2180: Web Designer Final Project</i>			
Curriculum: WGDC 2180 Web Designer Final Project		\$0.25	
Textbook: Tollett, John, Robin Williams and David Rohr. Web Design Workshop. Peachpit Press, 2002. ISBN: 0-2017-4867-3		\$44.99	\$32.40
<i>WGDC 2210: Web Developer Final Project</i>			
Curriculum: WGDC 2210 Web Developer Final Project		\$0.20	
<i>WGDC 2220: Web Programming Introduction</i>			
Curriculum: WGDC 2220 Web Programming Introduction		\$0.35	
Textbook: Bai, Xue, Michael Ekedahl, Joyce Farrell, Don Gosselin, Diane Zak and Shashidhar Kaparthi. The Web Warrior Guide to Web Programming. 1st ed. Course Technology, 2003. ISBN: 0-6190-6458-7		\$115.70	\$83.30
<i>WGDC 2150: Web Site Usability Analysis</i>			
Curriculum: WGDC 2150 Web Site Usability Analysis		\$0.25	
Textbook: Barnum, Carol M. Usability Testing Essentials: Ready, Set ...Test! Morgan Kaufmann, 2010 ISBN: 0-1237-5092-X		\$46.30	\$33.35
<i>WWSK 1400B: Workplace Relations - Blended</i>			
Curriculum: WWSK 1400B Workplace Relations - Blended		\$0.00	
Textbook: Hanna, Sharon L., Doug Radtke and Rose Suggett. Career by Design: Communicating Your Way to Success. 4th ed. Prentice Hall, 2008. ISBN: 0-1323-3090-3		\$57.60	\$41.50