



TEEN TECH NONFICTION

The Art of the Video Game by Josh Jenisch

TEEN 794.81 JEN

The Art of the Video Game is the first book to celebrate the artistry of video games, which are poised to define 21st-century entertainment, much as talking pictures revolutionized the previous century.



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Learn to Program with Scratch : ***A visual introduction to programming with games, art, science, and math*** by Majed Marji

TEEN 794.81 MAR

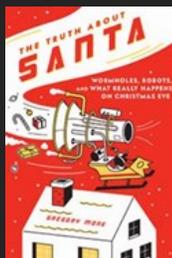
Learn to Program with Scratch shows just how much you can do with Scratch and teaches you essential, universal programming concepts along the way.



The Truth About Santa : ***Wormholes, robots, and what really happens on Christmas Eve*** by Gregory Mone

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The How to Survive a Robot Uprising of Christmas: a dynamically illustrated, futuristic case for the scientific possibility that Santa Claus really exists.

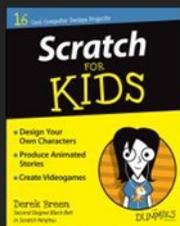


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Scratch for Kids for Dummies
by Derek Breen

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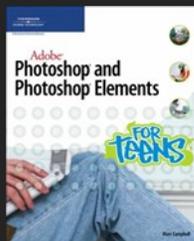
Scratch is a fast, fun, and easy way to get started in computer science. Do you want to make cool games, impressive animations, and become an all-around Scratch super star? You've come to the right place! Packed with full-color photos and easy-to-follow instructions, Scratch For Kids For Dummies makes it easy to get started--even if you've never attempted computer programming or coding.



Adobe Photoshop and Photoshop Elements for Teens
by Marc Campbell

TEEN 006.6 CAM

An introduction to Photoshop and Photoshop Elements explains how to use the image editing software with such devices as cell phones, iPods, digital cameras, and includes information and skills needed to edit images, paint and retouch graphics, apply special effects, and design web pages.



Video Games: Design and code your own adventure
by Kathy Ceceri

J 794.8 CEC

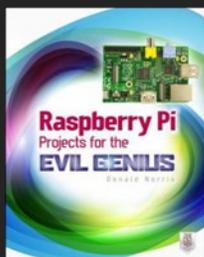
In *Video Games: Design and Code Your Own Adventure*, young readers learn why games are so compelling and what ancient games such as mancala have in common with modern games like *Minecraft*. Kids will even create their very own video games using software such as MIT's *Scratch!*



Raspberry Pi Projects for the Evil Genius
by Donald Norris

TEEN 005.13 NOR

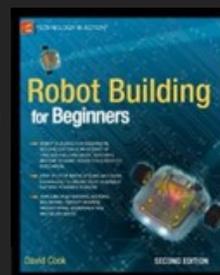
This hands-on resource gives you a guided tour of the Raspberry Pi hardware, operating system, and IDE then gets you running with the Python programming language and the GPIO library so you can start on your creations right away.



Robot Building for Beginners
by David Cook

TEEN 629.89 COO

Contains illustrated, step-by-step instructions for building a battery-powered robot, covering parts and tools, prototyping, multimeters, motors, soldering, and circuit boards.



3D Game Programming for Teens
by Maneesh Sethi

TEEN 794.8 SET

Do you love video games? Do you want to learn how to make them yourself? Welcome to 3D Game Programming for Teens, a how-to resource for anyone interested in creating a video game.

Building Minecraft Server Modifications
by Cody Sommer

TEEN 005.2 SOM

Modifying Minecraft with the Bukkit API is a unique guide that will walk you through the entire process of developing mods for your Minecraft server.



30 Arduino Projects for the Evil Genius
by Simon Monk

TEEN 629.89 MON

This do-it-yourself guide shows you how to program and build projects with the Arduino Uno and Leonardo boards and the Arduino 1.0 development environment.

3D Game Programming for Kids : Create interactive worlds with JavaScript
by Chris Storm

TEEN 794.8 STR

You know what's even better than playing games? Creating your own. Even if you're an absolute beginner, this book will teach you how to make your own online games with interactive examples.

