

## Dr. YSR ARCHITECTURE AND FINE ARTS UNIVERSITY

(Established under Sub Section (2) of the Section (1) of the Jawaharlal Nehru Architecture and Fine Arts University (Amendment) Act, 2019 of A.P Legislature Act No.15 of 2020)

## KADAPA, YSR DISTRICT, ANDHRA PRADESH, INDIA.

## Prof. B. JAYARAMI REDDY

13.11.2025

Vice-Chancellor

RcNo.70 /Dr. YSR AFAU/LIBRARY/SPA/ /Quotations/2025

Sub: Dr. YSR AFAU-Inviting Quotations for Purchase of Books to the University Library- Requested-Reg.

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You are hereby requested to submit your lowest quotation in duplicate towards the purchase of the following books for the University Library. The details of the required books are as follows:

| Sl. | Title of the Book   | Author/Authors  |
|-----|---|---|
| 1   | English for Engineers   | Sudharshana, N.P. and Savitha, C.                     |
| 2   | Practical English Usage   | Swan, M.  |
| 3   | Communication Skills  | Kumar, S. and Latha, P.                               |
| 4   | Academic writing: A handbook for international students                                   | Bailey, Stephen                                       |
| 5   | Pathways: Listening, Speaking and Critical Thinking                                       | Chase, Becky Tarver                                   |
| 6   | The video games text book   | Brianj Wardyga  |
| 7   | Changing the Game: How Video Games Are Transforming the Future of Business                | David Edery and Ethan Mollick                         |
| 8   | Innovation and Marketing in the Video Game Industry: Avoiding the Performance Trap        | David Wesley and Gloria Barczak                       |
| 9   | C Programming and Data structures   | E. Balagurusamy                                       |
| 10  | Programming in C  | Reema Thareja   |
| 11  | Fundamentals of Data Structures in C  | Ellis Horowitz, Sartaj Sahni, Susar<br>Anderson-Freed |
| 12  | Drawing Basics and video game Art: Classic to cutting edge Art techniques for video games | Chris Solarski  |
| 13  | Color for Science, Art and Technology   | Kurt Nassau   |
| 14  | Fundamentals of Computers   | Bala Gurusamy   |
| 15  | Computer Fundamentals   | Anita Goel  |
| 16  | UX and UI: A Step-by-Step Guide on UX and UI Design                                       | Pamala B. Deacon                                      |
| 17  | The Essential Guide to User Interface Design  | Wilbert O. Galitz                                     |
| 18  | A Project guide to UX Design  | Russ Unger and Carolyn Chandler                       |
| 19  | Color Theory, An Essential guide to Color- from basic principles to practical application | Patti Mollica   |
| 20  | Applying Color Theory to Digital Media and Visualization                                  |   |
| 21  | Color -A course in mastering the art of mixing colors                                     | Betty Edwards   |

| 22 | Python Programming: A Modern Approach   | Vamsi Kurama   |
|----|---|--|
| 23 | Learning Python   | Mark Lutz  |
| 24 | Cyber Laws: Intellectual property & E<br>Commerce Security                                | Kumar K  |
| 25 | Cyber Ethics 4.0  | Christoph Stuckelberger, Pavan<br>Duggal                                   |
| 26 | Graphic Design School: The Principles and Practice of Graphic Design                      | David Dabner, Sandra Stewart,<br>Abbie Vickress                            |
|    |   |  |
| 27 | Game Design School: a foundation course in principles and practice                        | David Dabner, Sheena Calvert,<br>Anoki Casey                               |
| 28 | Critical and Creative Thinking: A Brief Guide for Teachers                                | Robert Di Yanni  |
| 29 | An Introduction to Critical Thinking and Creativity: Think More, Think Better             | Joe. Y. F. Lau   |
| 30 | Interactive Stories and Video Game Art: A Storytelling Framework for Game Design          | Chrissolarski  |
| 31 | Visual Storytelling: How to Speak to the Audience Without Saying a Word                   | Morgansandler  |
| 32 | Studying sound: A Theory and practice of sound design eBook                               | Collins, Karen   |
| 33 | Principles of Game Audio and Sound Design:<br>Sound Design and audio implementation media | Jean- Luc Sinclair   |
| 34 | "The Complete Reference: C# 4.0"  | Herbert Schildt  |
| 35 | Professional C# 2012 and .NET 4.50  | Christian Nagel, Bill Evjen, Jay<br>Glynn, Karli Watson, Morgan<br>Skinner |
| 36 | Learn Unity for 2D Game Development   | Alan Thorn   |
| 37 | Unity Game Development in 24 Hours, Sams<br>Teach Yourself                                | Mike Geig  |
| 38 | Artificial Intelligence: A Modern Approach  | Russell, S. and Norvig, P  |
| 39 | Artificial Intelligence Building Intelligent<br>Systems                                   | Parag Kulkarni, Prachi Joshi   |
| 40 | Data Communications and Networking  | Behrouz A. Forouzan  |
| 41 | Computer Networks   | Andrew S Tanenbaum   |

The quotations should be addressed to The Registrar, Dr. YSR Architecture and Fine Arts University (Dr.YSRAFAU), The sealed quotations must reach the Registrar on or before 27.11.2025 by Speed Post or Registered Post. The sealed cover should be super scribed as: Quotation for Purchase of Books to the University Library, DR YSR AFAU, and Kadapa–Rc. No. 70/Dr. YSR AFAU/Library/Quotations/2025, dated 13.11.2025 – Due on 27.11.2025

The Quotation purchase of Books to the University Library, Dr YSR AFAU, Kadapa–Rc No.70/Dr. YSR AFAU/LIBRARY/SPA/Quotations/2025, dated 13.11.2025 – Due on 27.11.2025.

Copy to:

- 1. The Vice-Chancellor's peshi for information.
- 2. The Registrar's peshi for information.
- 3. The file.

