

reference(s) – game design / development(s) [literature] / example(s)

- Maximiliano Firtman – jQuery Mobile: Up and Running: Up and Running
- Lester Madden – Professional Augmented Reality Browsers for Smartphones: Programming for junaio, Layar and Wikitude (Wrox Programmer to Programmer)
- Jeff McWherter, Scott Gowell – Professional Mobile Application Development
- Jon Reid – jQuery Mobile
- Pascal Rettig – Professional HTML5 Mobile Game Development