Ready Player One (Sequel: Ready Player Two)  
Cline, Ernest

Immersing himself in a mid-twenty-first-century technological virtual utopia to escape an ugly real world of famine, poverty, and disease, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world’s creator.

Warcross (Warcross Series #1)  
Lu, Marie

When teenage coder Emika Chen hacks her way into the opening tournament of the Warcross Championships, she glitches herself into the game as well as a sinister plot with major consequences for the entire Warcross empire.

Otherworld (Last Reality Series, #1)  
Segel, Jason

After the newest set of virtual reality gear hits the market, Simon can’t wait to test it out. But, when his friend Katherine suddenly disappears after being seen with men from the same gaming company, Simon must decide how far in the game he’s willing to go to save her.

Warcross (Warcross Series #1)  
Lu, Marie

When teenage coder Emika Chen hacks her way into the opening tournament of the Warcross Championships, she glitches herself into the game as well as a sinister plot with major consequences for the entire Warcross empire.

In Real Life  
Doctorow, Cory

Immersing herself in an online role-playing game where she enjoys fantasy heroics, Anda confronts a difficult choice when she befriends a disadvantaged Chinese kid who works illegally to collect valuable objects and sell them to other players for real money.

Girl Code: Gaming, Going Viral, and Getting It Done  
Gonzales, Andrea

The teenage phenoms behind viral video game Tampon Run share the story of their experience at Girls Who Code and their rise to fame, plus a savvy look at startups, women in tech, and the power of coding. This book includes bonus content to help you get started coding.

Game On! 2020: The Ultimate Guide to Gaming!  
[794.8 GAM]

Offers information and statistics about all of the hottest games, tips and tricks for gamers, and interviews from gaming’s biggest personalities, including game developers and pro gamers.

Girl Gone Viral  
Ahmadi, Arvin

A 17-year-old prodigy in a technical boarding school engages in an escalating series of hacks and viral deceptions to gain an audience with the virtual reality billionaire behind her father’s mysterious disappearance.

Slay  
Morris, Brittney

An honors student at Jefferson Academy, seventeen-year-old Keira enjoys developing and playing Slay, a secret, multiplayer online role-playing game celebrating black culture, until the two worlds collide.
**The Loop**  
*(The Loop Series, #1)*  
Oliver, Ben  

Enduring a tortuous existence on a futuristic death row for teens where inmates can delay their execution date in exchange for becoming laboratory subjects, Luka uncovers rumors about chaos spreading throughout the outside world before he becomes targeted by his crazed fellow prisoners.

**Catfishing On Catnet**  
*(CatNet Series, #1)*  
Kritzer, Naomi  

Because her mom is always on the move, Steph hasn’t lived anywhere longer than six months. Her only constant is an online community called CatNet—a social media site where users upload cat pictures—a place she knows she is welcome. What Steph doesn’t know is that the admin of the site, CheshireCat, is a sentient A.I.

**The Wide World of Coding**  
Connors-Smith, Jennifer  

An overview for young adult readers of coding, including discussion of various software programs, the types of problem solving that coding tackles, careers in the field, and activities.

**Ender’s Game**  
Card, Orson Scott  

Ender Wiggin and his fellow students at Battle School are being tested and trained to determine whether they possess the abilities to remake the world--if the world survives an all-out war with an alien enemy.

**Level Up! : The Guide to Great Video Game Design**  
Rogers, Scott  

Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game’s pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including:

**The Eye of Minds**  
*(The Mortality Doctrine, #1)*  
Dashner, James  

Michael is a skilled internet gamer in a world of advanced technology. When a cyber-terrorist begins to threaten players, Michael is called upon to seek him and his secret’s out.

**The Infinity Courts**  
Bowman, Akemi Dawn  

Murdered on the way to her high school graduation party, eighteen-year-old Nami Miyamoto finds herself in an afterlife ruled by Ophelia, a virtual assistant planning to eradicate human existence.

**Feed**  
Anderson, M. T.  

For Titus and his friends, it started out like any ordinary trip to the moon - a chance to party during spring break and play around with some stupid low-grav at the Ricochet Lounge. But that was before the crazy hacker caused all their feeds to malfunction, sending them to the hospital to lie around with nothing inside their heads for days. And it was before Titus met Violet, a beautiful, brainy teenage girl who knows something about what it’s like to live without the feed-and about resisting its omnipresent ability to categorize human thoughts and desires. Following in the footsteps of George Orwell, Anthony Burgess, and Kurt Vonnegut, Jr., M. T. Anderson has created a brave new world - and a hilarious new lingo - sure to appeal to anyone who appreciates smart satire, futuristic fiction laced with humor, or any story featuring skin lesions as a fashion statement.