

MARRG Library

| No. | Book | Author |
|------------|---|---------------------------------------|
| 1. | Augmented Reality A Practical Guide | Stephen Cawood Mark Fiala |
| 2. | Augmented Reality: Principles and Practice | Dieter Schmalstieg Tobias Hollerer |
| 3. | iOS Development with Xamarin Cookbook | Dimitris Tavlikos |
| 4. | Programming with the Kinect for Windows SDK | David Catuhe |
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| No. | Magazine | Publisher |
| 1. | Future Technology Magazine | Future Electronics |
| 2. | LayAR Magazine | LayAR |
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