

## OSU Briggs Calculus Book Buying Guide – 2015-2016 School Year:

*Calculus for Scientists and Engineers: Early Transcendentals, OSU 2<sup>nd</sup> Custom Edition*

Briggs, Cochran & Gillett



**Math 1151, 1152, and 1172:** MyMathLab with eBook is required. Print book is optional.

**Math 1161, 2153, 2162, 2173:** A textbook (either printed or MyMathLab with eBook) is required. MyMathLab may be required by some instructors.

ISBN	Textbook Included	MyMathLab Access Included	Who may want to purchase	Price	Where to Buy it
1269753444	Hardcover, full book (NEW)	One access code good for one semester of any OSU Calculus using Briggs	Students who want a paper textbook, especially students in 1151 or 1161	Approximately \$120	OSU Bookstores
1269753444	Hardcover, full book (USED)	None	Students who want a paper textbook.	Approximately \$100	OSU Bookstores
1323174311	eBook	Calc 2: 1152 or 1172	Students taking Math 1152 or 1172.	Approximately \$33	OSU Bookstores
132317432X	eBook	Calc 3: 2153, 2162, or 2173	Students taking Math 2153, 2162, or 2173.	Approximately \$33	OSU Bookstores
<b>Directly in MyMathLab</b>	eBook	Any single course level	All calculus students.	\$25	Online (through Carmen)

### Notes:

- MyMathLab access is limited to a single user account. MyMathLab access may be used for multiple semesters if you are repeating a course or taking a course at the same course level. Courses at the next level will require a new MyMathLab purchase.  
Calc 1 = 1151 or 1161, Calc 2 = 1152 or 1172, Calc 3 = 2153, 2162, or 2173
- MyMathLab access codes purchased in any other way will not work with at OSU.**
- We do not recommend purchasing a used 1<sup>st</sup> edition or a non-OSU custom edition. There are significant changes to the text.
- OSU Calculus courses not listed above use other textbooks.
- eBook means electronic, online textbook inside MyMathLab
- If you are repeating a course from Summer 2015 or earlier, please email [mymathlab@math.osu.edu](mailto:mymathlab@math.osu.edu) to find out your access code options.