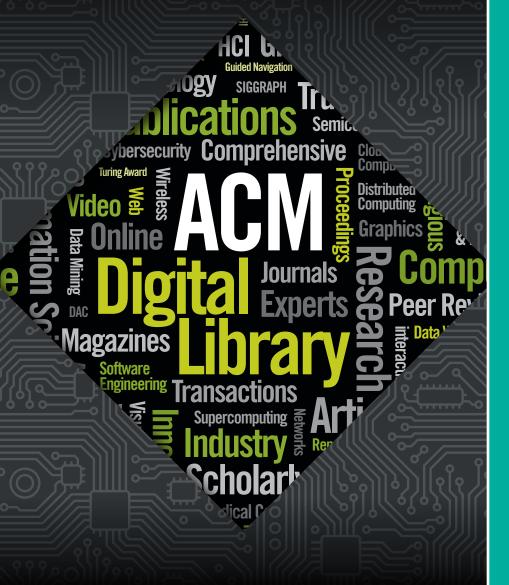


The Ultimate Online Resource for Computing Industry Research and Development





A sampling of some industry relevent keyword results, as well as some highly relevent ACM publication titles and ACM Special Interest Groups covered in the ACM Digital Library.

೦೦೦೦ ಹೆರ

Key Term Results in ACM Digital Library*

Graphics 45,603

Visualization 44,506

Games 13,105

CGI 2,759

Social networks 2,664

Virtual Reality 12,063

Augmented Reality 5,242

*Total number of full-text articles in the Digital Library

ACM Publications

ACM Transactions on Graphics (TOG)

ACM Transactions on Modeling and Computer Simulation (TOMACS)

ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)

ACM Computers in Entertainment interactions – experiences, people, technology Symposium on Interactive 3D Graphics

ACM Special Interest Groups



SIGCHI Covers human technologies, including design issues, interfaces, societal, and human-computer interactions.



SIGGRAPH Promotes the generation and dissemination of information on computer graphics and interactive techniques.



SIGSIM Focuses on the advancement of high quality state-of-the-art in modeling and simulation.



SIGCOMM Covers the field of data communication and focuses on network architecture, including the Internet and other architectures, network protocols, and distributed systems.

Request a Free Trial of the ACM Digital Library Today at DL-Trial@acm.org

For more information about the ACM Digital Library and the Guide to Computing Literature, please visit www.acm.org/dl/libraries or contact ACM at DL-Info@acm.org or call +1-212-626-0676