

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

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.

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