ACM DIGITAL LIBRARY

ACM (Association for Computing Machinery), the world’s largest educational and scientific computing society, provides access to a range of journal articles; covering topics such as film and audio production, animation, games programming, web and graphic design.

Access:

- Open a web browser and follow the link to databases from the library portal [http://library.saeaustralia.edu.au/](http://library.saeaustralia.edu.au/)
- You will be logged in automatically on campus.
- If you are not on campus you will be prompted to login using your:
  
  **Username:** Student Number or Student Portal (Axis) Username
  
  **Password:** Day and month of birth in the format ddmm (10th Feb = 1002)

Basic search:

- Type in a keyword or phrase that describes your topic.

Advanced search:

The advanced search screen enables you to refine your search to achieve better search results.

- To access click on the **Advanced Search** link at the top of the screen.
- Use words or phrases in the appropriate search boxes.

Please note there is no need to type AND, OR, NOT as the advanced search automatically includes this for you.

For example:

- To search for articles containing both keywords sound and acoustics:

  ![Sound acoustics search example](image)

- To search for articles containing either keyword sound or audio:

  ![Sound audio search example](image)

- To search for articles which exclude the term music (eg. If you were searching for documents on audio but wanted to exclude the term music):

  ![Sound audio excluding music search example](image)
Limit the results:

- Select a search field from one of the drop down menus:

  - Search for publication year and publication types such as Journals and Magazines under the Publication area.

Search for full text documents by making the selection under the Required Components heading.
Search results:

Refining your search

After you have made a search you have the option to refine your results even further by:

Entering extra keywords in the **Refine by Keywords** box.

Narrowing down your search to specific authors or names under **Refine by People**.

Publication Year, Name and ACM Publications.

Displaying articles

There are a number of formats your full text articles may appear in. Click on the link at the bottom of the article.

Full text available: **PDF** (1.12 MB)

Full text available: **HTML** (16.83 KB)

Full text available: **Publisher Site**, **PDF** (969.44 KB)
Emailing articles

To email an article to yourself or someone else select the link of the title of your article.

**Emailing articles**

To email an article to yourself or someone else select the link of the title of your article.

- **Spooks: an audio focused game design**
  - **Nigel Papworth**
  - September 2010
  - **Publisher**: ACM
  - **Full text available**: PDF (680.95 KB)
  - **Bibliometrics**: Downloads (6 Weeks): 5, Downloads (12 Months): 60, Downloads (Overall): 83, Citation Count: 0

This paper is an attempt to analyze and explain the 'design decision-making' behind iSpooks, an audio-based adventure game for the iPhone. The game utilizes audio as its principle mechanism for driving the gameplay. The design and production team therefore...

**Keywords**: ambiguity, audio games, casual gaming, eyes-free interface, fragmented narrative, games innovation, immersion, theory on games

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- Check if the library has a subscription to the e-journal through another database.
- There are a number of databases held through your State Library. Visit the website in your state for details on how to access them.
- The National Library of Australia has a number of databases to access them you will need to obtain a library card from the following link [http://www.nla.gov.au/getalibrarycard/](http://www.nla.gov.au/getalibrarycard/).

Select the email option under the Share menu.