

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/>
- 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.



The screenshot shows the ACM Digital Library search bar. On the left is the logo 'ACM DL DIGITAL LIBRARY'. On the right, there are links for 'SIGN IN' and 'SIGN UP'. Below these is a search input field containing the text 'sound recording' and a 'SEARCH' button.

Advanced search:

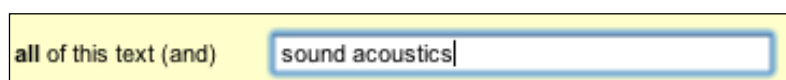
The advanced search screen enables you to refine your search to achieve better search results.

- 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.

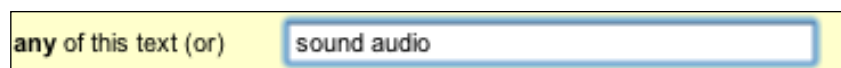
For example:

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



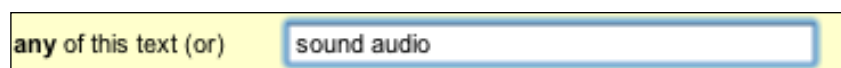
The screenshot shows a search box with the text 'all of this text (and)' on the left and a search input field containing 'sound acoustics' on the right.

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



The screenshot shows a search box with the text 'any of this text (or)' on the left and a search input field containing 'sound audio' on the right.

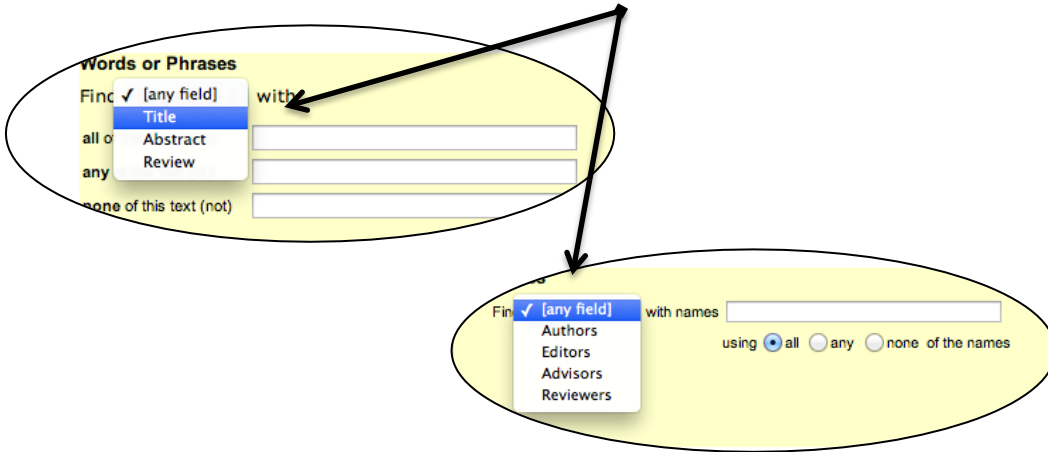
- To search for articles which exclude the term music (eg. If you were searching for documents on audio but wanted to exclude the term music):



The screenshot shows a search box with the text 'any of this text (or)' on the left and a search input field containing 'sound audio' on the right.

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.

Publication

Find publication using all any none of the names

Find publisher using any none of the names

Published since [year] Published before [year]

In publication types Journal Proceeding Transaction Magazine Newsletter

Conference

Find sponsor names using all any none of the names

Find location using any none of the locations

Find year (yyyy) using any none of the years

Identification codes

Find ISBN/ISSN Find DOI

Computing Classification System (CCS)

Find node

Find subject/noun

Look at primary category only

Required components

Results must have Full Text Abstract Review

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.

The screenshot shows a search results interface with several refinement options on the left sidebar:

- REFINE YOUR SEARCH**
 - Refine by Keywords
 - Refine by People (with sub-options: Names, Institutions, Authors, Editors, Advisors, Reviewers)
 - Refine by Publications (with sub-options: Publication Year, Publication Names, ACM Publications, All Publications, Content Formats, Publishers)
 - Refine by Conferences (with sub-options: Sponsors, Events, Proceeding Series)
- ADVANCED SEARCH
- FEEDBACK

Annotations with arrows point from the text labels to these specific options in the sidebar.

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.



6 [iSpooks: an audio focused game design](#)
 Nigel Papworth
 September 2010 AM '10: Proceedings of the 5th Audio Mostly Conference: A Conference on Interaction with Sound
 Publisher: ACM [Request Permissions](#)
 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 analyse 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



iSpooks: an audio focused game design
 Full Text: [Pdf](#)
 Author: [Nigel Papworth](#) Sonic Studio, Piteå Sweden
 Published in:
 AM '10 Proceedings of the 5th Audio Mostly Conference: A Conference on Interaction with Sound
 ACM New York, NY, USA ©2010
[table of contents](#) ISBN: 978-1-4503-0046-9 doi>[10.1145/1859799.1859810](#)

2010 Article
 Bibliometrics
 Downloads (6 Weeks): 9
 Downloads (12 Months): 62
 Citation Count: 0

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Select the **email** option under the **Share** menu.

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- 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/>.