

**ACM Special Interest Groups****SIGMM** [Special Interest Group on Multimedia Systems](#)

The ACM Special Interest Group on Multimedia provides a forum for researchers, engineers, and practitioners in all aspects of multimedia computing, communication, storage, and applications. SIGMM sponsors the ACM Multimedia Conference series and ad hoc workshops on emerging areas of multimedia. In addition, SIGMM supports the upcoming "ACM Transactions on Multimedia, Applications, and Computing" (TOMCCAP, early 2005) and the SIGMM Website which contains forums and other relevant material. All SIGMM publications are available through the ACM Digital Library. SIGMM members receive a copy of the ACM Multimedia Conference proceedings on CD and a significant discount on registration fees for SIGMM sponsored events.

Search within SIGMM:  
[About SIGMM](#)
[Award Winners](#)
[Authors](#)
[Affiliations](#)
[Upcoming Conferences](#)
[Publication Archive](#)
**SIGMM subject areas**
[Computer vision problems](#)
[Computer vision tasks](#)
[Computer vision](#)
[Document representation](#)
[Human computer interaction](#)
[Image and video acquisition](#)
[Information retrieval](#)
[Information systems applications](#)
[Multimedia](#)
[information systems](#)
[Retrieval models and ranking](#)
[Scene understanding](#)
[Search engine indexing](#)
[Video segmentation](#)
[Video summarization](#)
[Virtual reality](#)
**Bibliometrics: publication history**

Average citations per article	4.74
Citation Count	64,892
Publication count	13,696
Publication years	1994-2018
Available for download	12,539
Average downloads per article	310.55
Downloads (cumulative)	3,894,028
Downloads (12 Months)	305,872
Downloads (6 Weeks)	46,204

**Top 10 Downloaded Articles (past 6 weeks)** / **Top 10 Most Cited Articles**

1. [Caffe: Convolutional Architecture for Fast Feature Embedding](#) - 2014  
[Yangqing Jia](#), [Evan Shelhamer](#), [Jeff Donahue](#), [Sergey Karavey](#), [Jonathan Long](#), [Ross Girshick](#), [Sergio Guadarrama](#), [Trevor Darrell](#)  
Cited 509 times
2. [VisualSEEK: a fully automated content-based image query system](#) - 1997  
[John R. Smith](#), [Shih-Fu Chang](#)  
Cited 443 times
3. [NUS-WIDE: a real-world web image database from National University of Singapore](#) - 2009  
[Tat-Seng Chua](#), [Jinhui Tang](#), [Richang Hong](#), [Haojie Li](#), [Zhiping Luo](#), [Yantao Zheng](#)  
Cited 436 times
4. [From game design elements to gamefulness: defining "gamification"](#) - 2011  
[Sebastian Deterding](#), [Dan Dixon](#), [Rilla Khaled](#), [Lennart Nacke](#)  
Cited 428 times
5. [Evaluation campaigns and TRECVID](#) - 2006  
[Alan F. Smeaton](#), [Paul Over](#), [Wessel Kraaij](#)  
Cited 400 times
6. [Support vector machine active learning for image retrieval](#) - 2001  
[Simon Tong](#), [Edward Chang](#)  
Cited 379 times
7. [Representing shape with a spatial pyramid kernel](#) - 2007  
[Anna Bosch](#), [Andrew Zisserman](#), [Xavier Munoz](#)  
Cited 248 times
8. [The MIR flickr retrieval evaluation](#) - 2008  
[Mark J. Huiskes](#), [Michael S. Lew](#)  
Cited 230 times
9. [A 3-dimensional sift descriptor and its application to action recognition](#) - 2007  
[Paul Scovanner](#), [Saad Ali](#), [Mubarak Shah](#)  
Cited 227 times
10. [Contrast-based image attention analysis by using fuzzy growing](#) - 2003  
[Yu-Fei Ma](#), [Hong-Jiang Zhang](#)  
Cited 218 times