

Graphical Technology Information Dissemination

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INTRODUCTION

Graphical technologies cover a wide range of topics from the modeling software used by animators, to algorithms used in scientific simulations of natural phenomena, to the growing 3D printing industry. While graphical technologies are still relatively new, information regarding these subjects have many outlets in the form of Internet blogs, online magazines, and websites devoted to the changes and advances of these technologies. Example topics include the latest tools in Adobe Photoshop, the algorithms used in a recently released Disney movie, or the newest video card to hit the market.

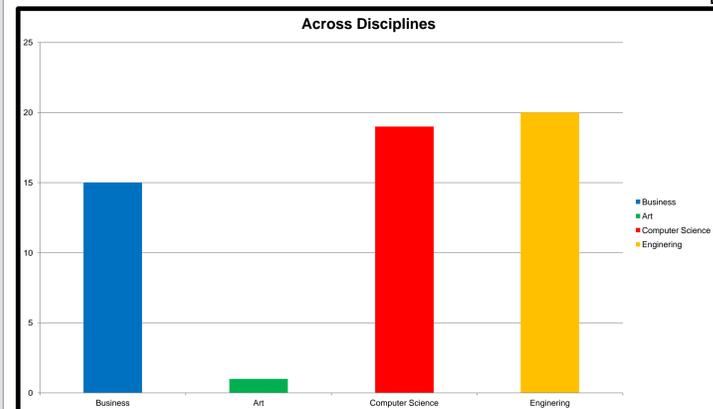
This poster will present what aspects of graphical technology are of interest to different disciplines, namely programming, business, art, and engineering. These results will show which, if any, aspects of graphical technologies impact these fields, and how this technology will grow to be used in the future.

METHODS

Definition of an article on graphical technology:

An article that focuses on technology that has or uses graphical technology as greater or in equal part to the functionality. Examples would be video games, augmented reality, 3D scanning/printing, and data visualization.

Data was collected by visiting five top news outlets targeted at one of the disciplines: programming, business, art, and engineering. Thirty of the most recent articles were chosen from each website, then a count was taken of how many of the articles were about some aspect of graphical technology. These articles were purposely chosen from technology sections, as they were more likely to have new technologies as their subject. In addition to the count of the articles, notes were taken regarding what kinds of graphical technology were being reported on and by which industries.

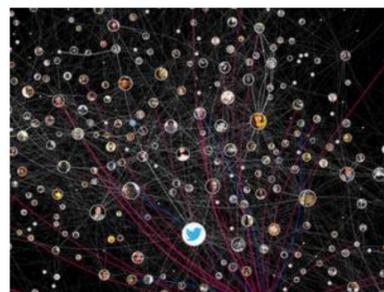


News outlets and their number of articles with graphical technology as the subject. Data was collected between April 20th to April 21st, 2014.

Examples of graphical technology:



Marshmallow from Disney's Frozen.
http://disney.wikia.com/wiki/File:Frozen_Marshmallow_bonus_1.png



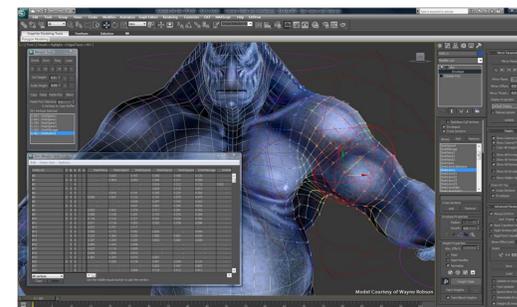
A Graphical Look at Twitter's Employees' Interactions on Twitter.
http://www.mediabistro.com/alltwitter/twitter-employees_b37700



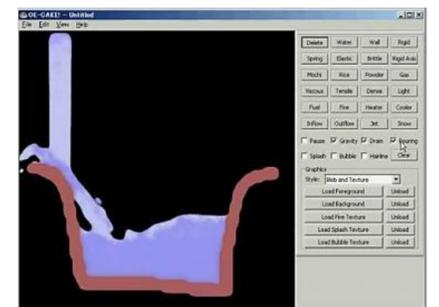
Nintendo's Super Mario Bros.
http://en.wikipedia.org/wiki/Super_Mario_%28series%29



The Oculus Rift, Virtual Reality Goggles.
<http://www.oculusvr.com/>



Autodesk's 3Ds Max Software.
<http://www.autodesk.com/products/autodesk-3ds-max/features/all/gallery-view>



Scuzz Stuff's Fluids Simulation Game.
<http://www.scuzzstuff.org/>

RESULTS

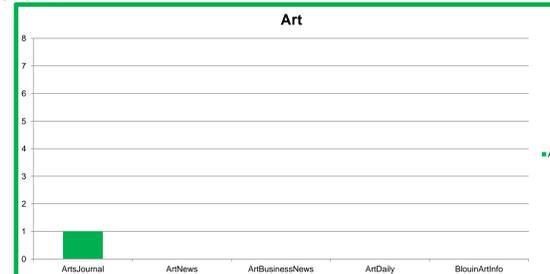
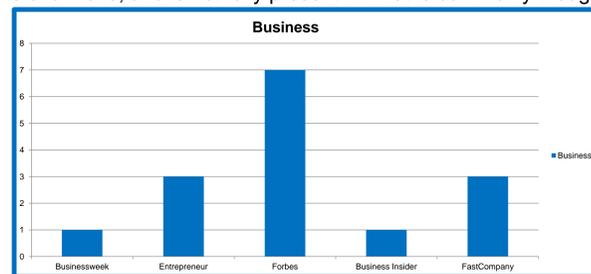
My initial hypothesis was that graphical technology is still a fairly new subject, and is thus not actively researched by most responders outside fields involving the creation of computer graphics, such as the digital arts and computer science disciplines, and articles focusing on this technology will be rare. The actual results were surprising, with all industries, aside from art, having numerous articles about some aspect of graphical technology. The graphs below show the news outlets for each discipline, and the height of the bars show how many articles each had in the thirty articles that were checked for having a graphical technology or a business involved in graphical technology as their subject. This data was collected between April 20th to April 21st.

Business:

The business news sites each had at least one article that focused on graphical technology. These articles were largely about how a latest product would affect a company, like Google's new Google Glasses product and the latest console releases from the big three of video games, Microsoft, Sony, and Nintendo.

Art:

The art news sites focused almost entirely on traditional fine art, and had very little about newer technologies. It was difficult to say whether or not the articles from these news websites were a fair assessment, as there are plenty of news sites targeting the digital artist specifically, which are full of news regarding the latest graphical tools, hardware, and even topics such as virtual reality. It hypothesized that the digital arts may be seen as more of a niche, and is not fully present in what is commonly thought of as "art".

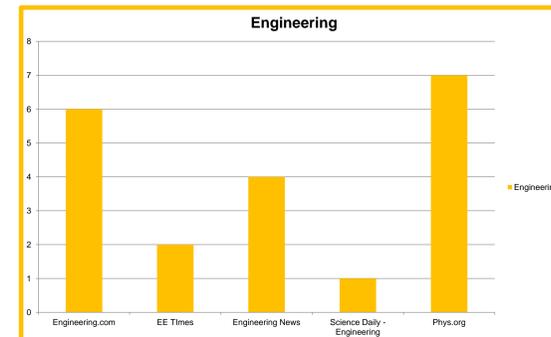
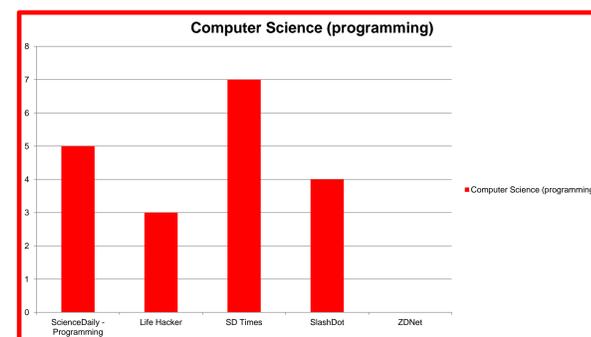


Programming:

Computer science (software development) news sites had around three articles each that focuses on some aspect of graphical technology. One website didn't have any articles about graphical technology, but did have a modern looking website.. The articles on the other news sites largely mentioned graphical technologies with showing how to create programs for graphical interfaces, or how to use a graphical interface to learn how to write programs.

Engineering:

Engineering focused largely on manufacturing items and visualizations using 3D models. In construction, this is due to the need for visualizing what a building is going to look like before groundwork actually begins, and for detecting errors between the work different groups will be doing. In other engineering industries, there is the need for modeling products so they can be made in a 3D printer for both display and rapid prototyping.



CONCLUSION

This poster is meant to show how information about graphical technology is disseminated across multiple disciplines, and which aspects of this technological field is considered the most important or interesting. The high number of articles focusing on graphical technology, amongst the many topics of interest to these audiences, shows that this technology is young, but of great importance and use across a wide variety of disciplines.

Because of this, I anticipate that just as computers have been integrated into all modern industries, and most non-modern ones as well, graphics technology will continue to see more and more use and growth into the future, and that what we are seeing is just the beginning of what it can do.

REFERENCES

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