# Computer Graphic Education: A Bibliometric Analysis

## Victor Adiluhung Abednego, Satrya Dirgantara, Novida Nur Miftakhul Arif, Donna Carollina

Visual Communication Design Department, School of Design,
Bina Nusantara University,
Jakarta, Indonesia 11480
vabednego@binus.edu, satrya.dirgantara@binus.ac.id, novida.nur@binus.ac.id,
donna.carollina@binus.edu

## Fairuz Iqbal Maulana

Computer Science Department, School of Computer Science, Bina Nusantara University, Jakarta, Indonesia 11480 fairuz.maulana@binus.edu

#### Abstract

The Computer Graphic course is one of the fundamental courses in the field of visual communication design. This course studies the technicalities of organizing visual communication media with the help of a computer. This research was conducted to review research related to computer graphics education during 2011-2021. The contribution of this research is as a basis for a different intellectual framework by identifying the productivity of publications and topics. For this reason, bibliometric techniques were used to analyze 645 documents published from 2011-2021 based on the Scopus database. The results of the Scopus data analysis revealed that from 2011 to 2021 the number of publications related to computer graphic education experienced a dynamic development trend. The last point in 2021 shows that there are 74 publications in the Scopus database. This figure tends to increase from 2011 which only amounted to 48 documents. The publication source with the highest number of documents is Lecture Notes In Computer Sciences Including Subseries Lecture Notes In Artificial Intelligence And Lecture Notes In Bioinformatics a total of 42 documents. Throughout 2011-2021 the United States became the country with the highest number of publications related to computer graphic education with 131 documents. The dominant type of publication is conference paper, which is 387 documents. The affiliate with the most documents is NC State University with 6 documents. Meanwhile, documents in terms of the dominant subject area are in the field of computer science with a total of 398 documents or 34.1% of all existing subject areas.

### **Keywords**

Computer graphic education, research, trends, bibliometric

## **Biographies**

**Victor Adiluhung Abednego** is a faculty member of Bina Nusantara University in the Visual Communication Design Department, School of Design.

Satrya Dirgantara is a faculty member of Bina Nusantara University in the Visual Communication Design Department, School of Design.

**Novida Nur Miftakhul Arif** is a faculty member of Bina Nusantara University in the Visual Communication Design Department, School of Design.

**Donna Carollina** is a faculty member of Bina Nusantara University in the Visual Communication Design Department, School of Design.

Fairuz Iqbal Maulana is a lecturer at the College of Computer Science, Bina Nusantara University, Indonesia. He earned tow master's degrees, the first in the field of Interdisciplinary Program of Information System, Pukyong National University (PKNU), Busan, South Korea. The second in the School of Electrical Engineering and Informatics (STEI), Bandung Institute of Technology (ITB), Indonesia, with specializes in Multimedia and Games. His research fields are Game Programming, Computer Vision, Facial Recognition, Augmented Reality, Virtual Reality for education, Internet of Things. He is the head of the Digital Technopreneur Laboratory Bina Nusantara University in Malang campus.