**TECHNICAL COMMITTEE ON Visualization and Computer Graphics**

**REPORT SUBMITTED BY:** Klaus Mueller

**KEY VOLUNTEERS (PLEASE LIST YOUR TC’S ExCom AND ANY OTHERS)**

<table>
<thead>
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<th>Name, Email</th>
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</table>
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| Chair Technical Awards      | Arie Kaufman  
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<p>| Committee for Virtual Reality |                                                                 |</p>
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<tr>
<th>Position</th>
<th>Name</th>
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<th>Email</th>
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<tbody>
<tr>
<td>Liaison for National Initiatives; Chair Technical Awards Committee for Visualization; IEEE Service Awards Chair</td>
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### ACTIVITY AREA

**Highlights:** Highlights of the past year, and special plans underway for the coming year. Indicate if you’d be interested in formally sharing your success stories with other TC Chairs at an upcoming CS TAC meeting.

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<th>2014 ACCOMPLISHMENTS</th>
<th>2015 PLANS</th>
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<td>1. Successfully sponsored and co-sponsored 13 IEEE international conferences, symposia, and workshops.</td>
<td>1. Evaluate other VGTC conferences for the possibility of special issues.</td>
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<td>2. Established an annual special issue in IEEE Transactions on Visualization and Computer Graphics (TVCG) for ISMAR 2015 (VR, VAST, InfoVis, and SciVis are already special issues)</td>
<td>2. Complete long overdue comprehensive update of the VGTC charter.</td>
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<td>3. Had special sections in IEEE TVCG for the best papers of various other VGTC conferences and symposia, such as Pacific Vis.</td>
<td>3. Continue to videotape all talks and presentations at the VGTC-sponsored conferences and symposia and making the videos available on a special Vimeo site – VGTCCommunity.</td>
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<td>4. Sponsored a special session on visualization at ACM SIGGRAPH ASIA 2014</td>
<td>4. Expand the award for best dissertation to VR and ISMAR.</td>
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<td>5. Widened the expanded TVCG track sessions at major VGTC conferences where TVCG authors can present their journal papers to a live audience of best fit.</td>
<td>5. Establish the VGTC Scholars – a group of young leaders from across our community to mentor new talent and serve as role models, mainly via blogs.</td>
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<td>6. Videotaped all talks and presentations at the VGTC-sponsored conferences and symposia and making the videos available on a special Vimeo site – VGTCCommunity.</td>
<td>6. Expand the special sessions on visualization to other ACM venues, such as SIGGRAPH.</td>
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<td>7. Continued with the best dissertation award at VIS co-sponsored by the Visualization Pioneers Group (VPG) and added the VGTC Visualization Contest and the Software System Award to the VGTC-VPG co-sponsored awards</td>
<td><strong>Opportunities for Volunteer Involvement:</strong></td>
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<td>8. Completed the major update and redesign of VGTC website, including blogs, abstracts and links to VGTC conference papers and videos of talks linked from the Vimeo site</td>
<td>7. Establish new Industry contacts.</td>
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<td>9. Developed a plan for rejuvenating the VGTC</td>
<td>8. Foster interactions and collaborations among TC members.</td>
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<td>9. Recruit new TC members, in particular from under-represented groups.</td>
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<td>10. Get involved in TC conference operations.</td>
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<td>11. Extend the iOS conference manager to other VGTC conferences, and design an Android version.</td>
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| Conferences: Describe TC’s sponsorship, co-sponsorship, or co-operation of conferences. Include any planned launches or discontinuations. Did the TC actively participate on any program committees, technical committees, or steering committees of these conferences? | Executive Committee and enforcing term limits.  
10. Strengthened the VGTC Executive Committee by adding a Publication Chair and an Industrial Relations Chair.  
11. Fostered better integration of the VR, ISMAR, and EuroVis communities by adding representatives of each to the VGTC Executive Committee to serve as liaisons  
12. Spearheaded a comprehensive update of the VGTC charter, to be posted soon on vgtc.org  
13. Was named one of Computer Society’s top 18 Technical Committees in December 2013, receiving an ‘Excellent’ rating in the society’s TC vitality review – showing a clear commitment to the service of their technical community and members. | Sponsored conferences and symposia in 2014 include:  
1. IEEE VIS 2014 in Paris, France (November 9-14) – SciVis, InfoVis, and VAST as well as LDAV and VizSec.  
2. IEEE VR 2014 in Minneapolis, MN, along with the 3DUI Symposium (March 29- April 2, 2014)  
3. IEEE ISMAR 2014 in Munich, Germany (September 10-12, 2014)  
4. IEEE PacificVis 2014 in Tokyo, Japan (March 4-7, 2014)  
Co-sponsored conferences and symposia in 2013 include:  
1. Eurographics Conference on Visualization (Eurovis 2014, June 9-13, Swansea, Wales)  
2. International Conference on Artificial Reality and Telexistence (ICAT 2014, December 8-10, | Opportunities for Volunteer Involvement:  
1. Bring established conferences or symposia to the VGTC family in form of co-sponsorships.  
2. Introduce new workshops in up and coming related fields and possibly grow them into more established venues over time. |
| Communication: Describe your TC’s communications strategy (including frequency) with your membership (eg, newsletters, listservs, blogs, Twitter, Facebook, letter from the Chair, Web portal, etc.) Include info on how to subscribe. Any updates or changes completed or planned for the coming year? | http://www.vgtc.org/ is our webpage. It is continuously updated (and being currently completely redesigned).
The VGTC webmaster is Daniel Acevedo-Feliz (King Abdullah University of Science and Technology – KAUST) with email daniel.acevedo@kaust.edu.sa

We also have quite active twitter feeds for several conferences. | Opportunities for Volunteer Involvement:
1. Establish an embedding of VGTC in social media, such as Facebook and twitter.
2. Run and contribute to blogs on the VGTC website (soon to come). |

| Meetings: Any TC meetings held/ planned? At what venue (at conferences, teleconferences, videoconferences?)? | TC Directors meeting at IEEE VIS 2014 on November 11, 2014.
Regular contact among executive members via email, Skype, and teleconferencing. | TC Directors meeting at IEEE VIS 2015 in Chicago, IL October 27, 2015.
A visit by a VGTC officer to either VR or ISMAR is also planned. | Opportunities for Volunteer Involvement: |

| Publications: Sponsored publications or hosted special issues of a Computer Society magazine? Plans for one? | 1. Published all VAST, InfoVis, SciVis papers in a special issue of IEEE Transactions on Visualization and Computer Graphics (TVCG)
2. Published all VR long papers in a special issue of IEEE Transactions on Visualization and Computer Graphics (TVCG).
3. Had special sections in IEEE TVCG for the best | 1. Add the ISMAR conference to the list of conferences that receive a special issue in IEEE TVCG.
2. Evaluate other conferences for the possibility of special issues. |
| Papers of various other VGTC conferences. | Opportunities for Volunteer Involvement:  
1. Become a reviewer or guest editor for papers submitted to these venues.  
2. Volunteer as a reviewer by registering at the corresponding paper submission websites and mark your expertise. |
|---|---|
| **Standards Committee Activities:** Describe TC’s support or participation in Standards-related activities. | None currently. | Possibly establish a working or standards group to establish standards in visual computing and computer graphics.  
**Opportunities for Volunteer Involvement:** Creative ideas are always welcome. |
| **Collaborative Efforts:** Collaboration with other TCs, IEEE, or other groups or committees? | Opportunities for Volunteer Involvement:  
We welcome co-sponsorships, colocations, and collaborations with working groups both in the US and overseas. |
| **Awards and Recognition:** Describe your TC’s awards activities – given and planned. | Sponsored awards are:  
1. Visualization Career Award  
2. Visualization Technical Achievement Award  
3. Virtual Reality Career Award  
4. Virtual Reality Technical Achievement Award  
5. Best Dissertation Award (so far has been awarded in VIS only, co-sponsored by the VPG)  
6. Visualization Contest (co-sponsored by the VPG)  
7. Software System Award (co-sponsored by the VPG, at irregular intervals) | 1. Expand Best Dissertation Award to VR and ISMAR |
| **Concerns:** Share your TC-related concerns with your members. | It is vital to embrace new emerging areas relevant to our field and community and make them our own. Recent examples are data science, | Opportunities for Volunteer Involvement:  
1. Build and contribute to VGTC-centric social networks and our website. |
| big data, electronic medical records, social networks, smart grid, security, wearable displays, crowd-sourcing, purpose-driven games, haptics, art, and many others. To get familiar with new topics, introduce them to the community, and invite new members, we have routinely organized workshops, symposia, tutorials, and the like. An impressive success story in this regard is Visual Analytics. We have to keep doing this and encourage vivid participation on both the organizational and the attendance level. |
| We also need to create symbiotic partnerships with industry and researchers from other fields to recognize research needs, spawn new ideas, and educate the community about the research methods employed in other fields. Good ways to do this are panels, keynotes, and capstones. One excellent resource is the diversity that lies within our own VGTC community, which we need to better unify by possibly co-locating them or exchange guest sessions at conferences. Expanding our VGTC website into a lively portal for information exchange within all our sub-communities and beyond will also help accomplish this. |

2. Propose tutorials, workshops, panels, BOFs, etc. that widen the scope of VGTC in meaningful ways.

3. Community members with good industry connections or affiliations are invited to contribute research problems, needs, and challenges to the community. Apart from panels and the like, this could also be achieved by providing internships for students in the VGTC community.

4. Build awareness for the VGTC community by giving seminars to colleagues at home institutions and within other communities.

5. Build public awareness by creating online tutorials and smart phone apps that advertise the capabilities of the research dome with VGTC and build excitement.

6. Help seed interest at the high-school level by creating educational material (possibly derived from video submitted with papers) that can be used by high school teachers in their classes.

Reports will be posted on the TC’s Computer.org “Scope Page”.