Call for Papers
Special Issue on Immersive Analytics

Final submissions due: 1 October 2018
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In systems that allow people to explore, understand, and present data, the affordances of the display and input devices used have a strong effect on the user experience as well as the degree of engagement and productivity. Rapid advancement in immersive technologies including VR/AR, large displays, and tangible surfaces offers new opportunities for data visualization and analytics. We can leverage these technologies not only to explore data more effectively but also to present insights in more engaging ways.

However, visual analytics systems that go beyond the desktop environment have yet to be systematically investigated. Immersive Analytics is a multidisciplinary initiative to explore the development and application of emerging interaction technologies for creating more engaging experiences and realizing seamless workflows from data exploration to presentation. Recently, a series of successful workshops on immersive analytics have occurred in several venues, including the Shonan Seminar, Dagstuhl Seminar, ACM ISS, IEEE VR, and IEEE VIS.

For this special issue, we are soliciting papers that describe innovative research, design, and viewpoints regarding Immersive Analytics. More specifically, we are looking for contributions on the following topics:

- Real-world Applications
- Data-Driven Storytelling
- Collaboration
- Hybrid 2D/3D
- Affordances for Immersion
- Natural and Multi-modal Interaction
- Multi-sensory, Physical, and Tangible Data Representation
- Evaluation Methods
- Platforms, Libraries, and Toolkits

GUEST EDITORS
Bongshin Lee (bongshin@microsoft.com), Microsoft Research
Benjamin Bach (bbach@inf.ed.ac.uk), University of Edinburgh
Tim Dwyer (tim.dwyer@monash.edu), Monash University
Kim Marriott (kim.marriott@monash.edu), Monash University

SUBMISSION GUIDELINES
Nondepartment articles submitted to IEEE CG&A should not exceed 8,000 words, including the main text, abstract, keywords, bibliography, biographies, and table text, where a page is approximately 800 words. Articles should include no more than 10 figures or images. Each 1/4 page figure, image, and table counts for approx. 200 words. Note that all tables, images, and illustrations must be appropriately scaled and legible; larger elements should be accounted for accordingly with respect to word count. Please limit the number of references to the most relevant and ensure to delineate your work from relevant past articles in CG&A. Furthermore, avoid an excessive number of references to published work that might only be marginally relevant. Visit the CG&A style, length and supplemental guidelines at www.computer.org/web/peer-review/magazines.

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