Welcome to ISMAR 2006, the Fifth IEEE and ACM International Symposium on Mixed and Augmented Reality! This program is comprised of thirty papers, fifteen posters, two keynote speeches and two demonstration sessions. In addition to this core program, the conference is offering two tutorials and two workshops.

This year, the conference received 117 paper and poster submissions combined. Of the 105 paper submissions, we accepted only 30 papers. 15 papers were from Europe, 7 papers from the Americas and 8 papers from Asia and the Pacific. The accepted papers and posters came from a total of 13 countries. This fact means that Mixed and Augmented Reality research is now studied in a wide variety of countries at equally high level. The acceptance ratio of papers was 29%. Ten percent of the paper submissions and 42% of the poster submissions were accepted as posters. These acceptance percentages are the result of the stringent review process that all submissions go through, and they reflect the high quality of the final program.

ISMAR has been using a two-tiered reviewing system for three years now. We formed a group of 12 Area Chairs, who are known experts in many different areas of AR and MR research. They were equally selected from different regions in the world. The Program Chairs assigned each submission to one of the Area Chairs. That Area Chair, in turn, assigned 3-4 (or more) reviewers to each submission and was responsible for interpreting the results of these reviews. The reviewers were drawn from the International Program Committee, complemented by external expert reviewers at the discretion of the Area Chair. Then the Program Chairs and the Area Chairs physically gathered in Los Angeles for a face-to-face meeting on June 17-18, where we made final decisions. Through this meeting, we were able to thoroughly evaluate each submission. Rather than simply weighing the average scores, we examined each submission and its reviews carefully and debated whether the submission had sufficient contribution to merit acceptance. Almost half of the selected submissions were given some acceptance conditions, of which we believed that they would increase their reliability and substantially improve the quality of the program. The Area Chairs took the responsibility for confirming whether these papers were successfully revised. Fortunately, all of the conditionally accepted papers were cleared this process, even though it had to be done in a fairly short time frame at the additional effort of both authors and the Area Chairs.

Single blind reviewing anonymity was strictly observed during every step of this process. We used the Precision Conference System to manage the review process and prevent Program and Area Chairs from seeing reviewer identities for submissions where they had a conflict of interest. Program and Area chairs with a conflict of interest on a particular submission left the room while that paper was under discussion.
We gratefully acknowledge the large amount of time and effort that the Area Chairs invested into this process. We also thank the International Program Committee and the additional reviewers for all of their work. It is due to the volunteered efforts of all these people that ISMAR 2006 stands as the world’s premier symposium for Mixed and Augmented Reality research.

This conference is for you: the participants and the readers, who share our desire to advance research in Mixed and Augmented Reality. Through this forum, we may share ideas, disseminate results, and help each other to progress more rapidly toward our common goals.

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Ulrich Neumann, University of Southern California, USA
Dieter Schmalstieg, Technische Universität Graz, Austria

IEEE and ACM ISMAR 2006 Program Co-Chairs