Welcome to IEEE Virtual Reality 2010! We have a very exciting program this year. Similar to previous years, it is mostly made up of single track presentations, with the exception of parallel exhibits and the game room. There are 20 long paper presentations, 21 short presentations, two panels, and a keynote presentation by Howard Look. In addition, there is an Open House at the Worcester Polytechnic Institute (WPI), and a poster session with 33 posters on display. As in previous years, the two days preceding the main conference are occupied with four workshops, five tutorials and the IEEE Symposium on 3D User Interfaces (3DUI).

For the main program we received 161 submissions, up by 56% from the previous year and back to typical numbers from the years before. Of the 105 long-paper submissions, 20 were accepted, an acceptance rate of 19%. Of the 56 short submissions, 8 were accepted, an acceptance rate of 14%. A further 13 long paper submissions (12%) were accepted in short format. The review process was essentially the same as in previous years. For each submission, one member of the program committee was assigned to act as the primary reviewer. In addition, another member of the program committee was assigned to act as secondary reviewer. The primary reviewer was responsible for writing a review, as well as for overseeing the review process of the paper. To this end, they had to solicit at least two external expert or further secondary reviewers. Once the secondary and external reviews were received, the primary led an online discussion to moderate the scores and reach an initial recommendation. They went on to write a summary of the reviews to present to the program committee. Continuing with the successful experiment from 2009, we did not hold a face-to-face program committee meeting. Rather, the program committee was conducted online in Second Life. This way, nearly all members of the program committee were able to attend the meeting for critical periods.

We are very pleased that IEEE Virtual Reality continues to represent the full breadth of technical, experimental and application work that characterizes the virtual reality field. Thus, our program ranges from sessions on graphics, VR and its applications, interaction and multi-modal interfaces to sessions which cover studies of presence and perception within immersive displays to sessions on AR applications and studies. We also have papers on VR collaboration and distributed VR systems. Through the review process, we have tried to select work that is interesting and will have high impact on research or practice. We hope that IEEE VR continues to be the primary destination for state-of-the-art research in the field.

We wish to thank the program committee and external reviewers. They performed their roles under considerable time pressure, whilst maintaining high standards of reviewing. We wish to thank Meghan Haley and the IEEE publication staff who put together the proceedings and USB media. The preparation of the proceedings is done on a very short schedule, so we additionally thank the authors for getting their materials in on time. We also wish to thank James Stewart for his excellent support with the Precision Conference System which was used in the review process.