Message from the Program Chairs

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On behalf of the organizing committee, we are pleased to present the program for the IEEE Virtual Reality Conference 2014 (IEEE VR 2014), held March 29–April 2, 2014 in Minneapolis, Minnesota, USA.

In this year’s program are 18 long paper presentations, 10 short paper presentations, 3 panels, and one invited presentation for a paper appearing in a regular issue of IEEE Transactions on Visualization and Computer Graphics (TVCG). In addition, the conference features a technical tour of the University of Minnesota, a poster session with 31 posters, 13 research demos, 8 conference videos, and an exhibition showcasing the latest technologies and products. Henry Fuchs (UNC Chapel Hill) will give the keynote talk, and Hunter Hoffman (University of Washington) will give the capstone talk. In addition, Steve Feiner (Columbia University) will receive the 2014 VR Career Award, and Doug Bowman (Virginia Polytechnic Institute and State University) will receive the 2014 VR Technical Achievement Award. The two days preceding the main conference are occupied with 3 full-day and 2 half-day workshops, 2 full-day and 1 half-day tutorials, and the IEEE Symposium on 3D User Interfaces (3DUI).

For the main program we received 116 submissions, of which 63.8% were long papers and 36.2% were short papers. Of the 74 long paper submissions, 18 were accepted, for an acceptance rate of 24.3%. Of the 42 short paper submissions, 4 were accepted, an acceptance rate of 9.5%. A further 6 long paper submissions (8.1%) were accepted in short format. Finally, 5 long paper and 4 short paper submissions were accepted in poster abstract format.

Both long and short papers have undergone a two-round review process. In the first-round review, at least four experts reviewed each paper: The program chairs selected a primary and secondary reviewer from the international program committee, and the primary reviewer then recruited at least two additional external experts. After completion of all reviews, the primary reviewer led an online discussion, which resulted in an initial recommendation. Then, the program committee, at a two-day online web-based meeting, came to a consensus of acceptance, conditional acceptance, or rejection, as well as a set of modifications that were deemed necessary for a conditionally accepted paper to be accepted in the second review round. Short papers could be accepted without requiring a second review round, but long papers could only be conditionally accepted, and so always went through the second review round. The set of long papers recommended for conditional acceptance was further approved by the TVCG board. In addition, long papers could be conditionally accepted in short format, and both long and short papers could be conditionally accepted in poster abstract format. For all conditionally accepted papers, in long, short, or poster abstract format, the program chairs assigned a shepherd from the program committee to oversee the refinement process, and the authors were given the opportunity to refine and resubmit their work in the second review round. The shepherd then checked whether the changes made were sufficient to warrant final acceptance. Based on this input, the program chairs made the final acceptance decisions for long papers, short papers, and poster abstracts that were initially submitted as long or short papers. Additional poster abstracts were initially submitted in poster format, and these were separately reviewed by the poster chairs.

All accepted long papers are published in a special issue of IEEE Transactions on Visualization and Computer Graphics (TVCG). The Proceedings of the IEEE Virtual Reality Conference 2014 contains the short papers and the poster abstracts. In addition, it contains research demo abstracts, workshop proceedings, and video abstracts. Many of these items also contain multimedia such as associated videos. Both the special issue of IEEE Transactions on Visualization and Computer Graphics and the Proceedings of the IEEE Virtual Reality Conference 2014 are permanently archived in the IEEE Digital Library.

Many individuals have contributed a great deal of time and energy towards making the IEEE Virtual Reality Conference 2014 a success. We would like to thank the authors of all submitted papers, the 60 members of the program committee, as well as the 165 external reviewers for their many hours of hard work. We also wish to acknowledge James Stewart for his outstanding and timely support of the PCS review system. This year, the program committee meeting was run under the WebEx web conferencing system, to which access was graciously provided by Virginia Polytechnic Institute and State University. We are grateful to Doug Bowman for his help and expertise with WebEx.

The program chairs are indebted to the IEEE Visualization and Graphics Technical Committee (VGTC) publication team, especially the Publications Coordinator, Meghan Haley from Junction Publishing, for collecting materials and producing the conference proceedings. We warmly thank the Virtual Reality Steering Committee for valuable advice at every stage, and Ming Lin, Editor-in-Chief of TVCG, for her continuing active support. We express our gratitude to the IEEE Virtual Reality Conference 2014 General Chairs, Victoria Interrante and Daniel Keefe, and to last years’ chairs, Benjamin Lok and Greg Welch, and to the whole conference committee. Thanks also to Henry Fuchs and Hunter Hoffman for agreeing to give this year’s keynote presentations. Finally, our IEEE Virtual Reality Conference 2014 would not exist without the enormous amount of time and effort volunteered by a large cast of our community members.