Message from the General Chairs

It is our great pleasure to welcome you to IEEE Virtual Reality (VR) 2017, the 19th annual meeting of the premiere international conference focused on research in virtual reality! It is a tremendous honor to host the conference on its first return to Los Angeles since 2003. For this year, we selected a location in Manhattan Beach, taking advantage of its proximity to the emerging “Silicon Beach” technology hub in the Los Angeles Westside region.

Reflecting the increasing interest in virtual reality and the significance of research in our field, the conference once again received a record number of submissions this year. After reviewing a total of 174 submissions, the International Program Committee accepted 16 papers for publication in IEEE Transactions on Visualization and Computer Graphics (TVCG) and 23 for the VR conference proceedings, resulting in a global acceptance rate of 22.4%. Additionally, continuing the partnership with TVCG, five journal papers that have been published over the past year will also be presented in the conference paper sessions.

In addition to the papers, the conference will feature thought-provoking presentations, demonstrations, and technical content. A total of 100 posters and 19 research demos will be on display at various times throughout the week and will be highlighted during two fast forward sessions on Monday and Tuesday. The conference will feature five panels on engaging topics including social interaction, perception, 360 storytelling, neuroscience, and beaming to distant places. We are also happy to announce that the video showcase has expanded this year to include a creative VR track in addition to the technical video track. A total of seven submitted videos, along with the supplemental content from the technical papers, will be on display throughout the conference. We are extremely pleased to welcome two distinguished speakers for the opening and closing keynote talks: Tobias Höllerer, Professor at the University of California Santa Barbara, and David Alan Smith, CEO at Wearality Corporation.

The 12th IEEE Symposium on 3D User Interfaces (3DUI) will once again be co-located with IEEE VR on Saturday, March 18 and Sunday, March 19. Many thanks to the 3DUI 2017 Chairs, Maud Marchal, Rob Teather, and Bruce Thomas, as well as the rest of the 3DUI Conference Committee, for organizing a high-quality symposium program that includes papers, technotes, posters, and the 8th annual 3DUI contest. The weekend VR program will also include many other events and activities, including five tutorials, six workshops, and the doctoral consortium.

For many of us, IEEE VR is an annual social gathering among colleagues and friends in this research community. As in the past, we have organized events on each night of the conference to facilitate these connections. During the Saturday evening social event, the contestants from the 3DUI contest will demonstrate their innovative user interfaces for augmented reality art exhibits. On Sunday, we will be hosting the exhibitor’s reception to celebrate our industrial exhibitors and welcome attendees to the conference. On Monday evening, attendees will be transported to the nearby USC Institute for Creative Technologies and the Army Research Lab/West for lab tours, research demonstrations, and a light reception. Finally, we continue the tradition of a conference banquet on Tuesday evening with acceptance talks from this year’s IEEE Visualization and Graphics Technical Committee (VGTC) awardees.
This conference was made possible through the tireless efforts of numerous volunteers. We would like to express our sincere gratitude to all who served on the VR 2017 conference committee, steering committee, and program committee, as well as to all reviewers of the technical program content. In particular, we would like to recognize Betty Mohler, Sabarish Babu, Frank Steinicke, and Victoria Interrante, who served as Program Chairs. The smooth operation of the conference is made possible with the assistance of over 30 student volunteers; we commend them for their efforts. Thanks to Dirk and Simone Beyer for their thoroughness in coordinating the paper publishing process. Additionally, we would like to express a very special thank you to Meghan Haley for her advice and assistance as we transitioned to a new publishing process this year. We would also like to acknowledge the support from IEEE, the IEEE Computer Society, the USC Institute for Creative Technologies, and our industrial sponsors. Finally, we are grateful to everyone that is attending and participating in the conference. We hope that you will find VR 2017 to be engaging, insightful, informative, and, last but not least, fun!

IEEE VR 2017 General Chairs

Evan Suma Rosenberg, University of Southern California, USA
David M. Krum, University of Southern California, USA
Zachary Wartell, University of North Carolina at Charlotte, USA