

A Message from the Editor-in-Chief

Leila De Floriani

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As 2015 is drawing to a close, I am delighted to report some important news that took place during the year. There have been relevant changes in the composition of the Editorial Board (EB). We have now four associate editors-in-chief, Chuck Hansen and Jeffrey Heer for visualization, Shi-min Hu for computer graphics, and Dieter Schmalstieg for augmented and virtual reality. By the end of November 2015, 20 new associate editors have been appointed, replacing the 13 associate editors who “graduated” in 2015, which represents an increase of 30 percent in the total number of EB members, and in gender and geographical diversity. For the first time, the Proceedings of the IEEE International Symposium on Mixed and Augmented Reality (ISMAR) were published as a *TVCG* special issue in November 2015, marking an increase in presence and attention of *TVCG* in the areas of virtual and augmented reality. Moreover, the VIS 2015 conference issue, that contains the Proceedings of the IEEE Information Visualization, Scientific Visualization, and Visual Analytics Science and Technology 2015 Conferences, has been moved to 2016, being published as the *TVCG* January 2016 issue, which contains a total of 104 VIS papers selected from 460 submissions.

TVCG continues to be in an excellent state. At the end of November 2015, *TVCG* had received more than 300 submissions (counting regular papers as well as special section papers). We observed a healthy number of 94 and 101 submissions to the IEEE Virtual Reality and IEEE ISMAR issues, respectively. The total number of papers published in 2015 was 115 in 12 issues, accounting for a total of 1,448 printed pages, with the VR and ISMAR special issues containing 13 and 12 papers, respectively. All submissions in both special issues went through a rigorous two-round journal-quality review process. In 2015, we published extended versions of best papers from several top venues in computer graphics, visualization, and virtual and augmented reality, namely IEEE ISMAR 2013 and 2014, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2014, ACM/Eurographics Symposium on Computer Animation 2014, and IEEE Pacific Visualization 2014. Up to November 2015, 91 regular papers and 20 special section papers were accepted. *TVCG* continues to offer authors remarkably efficient processing of submitted manuscripts: the average time from submission to first decision is about 80 days and the average time from first submission to publication in IEEE Xplore is about 7 months. The 2014 impact factor of *TVCG* is 2.168, representing an increase with respect to the past two years.

In 2015, the authors of *TVCG* regular papers were invited to give an oral presentation of their recent work at *TVCG*'s partner conferences. We have been successfully continuing the path of collaboration with the conferences for which *TVCG* publishes the proceedings as special issues, in scientific and information visualization, visual analytics, and in virtual and augmented reality. We have also increased the number of partner conferences in computer graphics and geometric modeling that enable authors of accepted *TVCG* papers to present their work. This arrangement continues to provide a unique opportunity for the audience of these conferences to keep abreast of high-quality research featured in *TVCG*, while encouraging more *TVCG* authors to attend them. This partnership has been very well received by conference attendees and *TVCG* authors. More details can be found at: <http://www.computer.org/portal/web/TVCG/Conference-Partners>. In 2015, *TVCG* has been invited to organize two sessions in the areas of visualization and of augmented and virtual reality both at SIGGRAPH 2015 and at SIGGRAPH Asia 2015, where we featured the best papers published in *TVCG* in those areas. In both venues, the sessions were very well attended, with enthusiastic comments from both the authors and the attendees. Some exemplary work of *TVCG* with more general appeal has been and will continue to be featured in IEEE *Computer*, and *Computing Now*.

Looking forward to 2016, I expect *TVCG* to continue this positive trend and attract even more readers, authors, and subscribers to it. Since the basis for any future improvement in the usefulness and reputation of *TVCG* lies in increasing the number of high-quality submissions, I encourage members of the visualization, virtual and augmented reality, and computer graphics communities to submit their best and latest research results to *TVCG*. I am also interested in pursuing a continuing search for new and interesting topics for special sections, thereby further increasing the presence and visibility of *TVCG* in new emerging application and foundational areas. I encourage the submission of high-quality papers that review the state of the art and contribute to establish the foundations of our discipline by providing extensive and in-depth overviews of a subfield, or of a specific topic. I would also like both authors and readers to feel welcome in sharing with me any ideas for how to further improve the services and benefits that *TVCG* offers in order to serve their needs and those of the entire community. I would especially like to thank the subscribers of *TVCG* for their continued interest and support in retaining their personal subscription with the OnlinePlus publication model. Please feel free to share with me your ideas on how *TVCG* can better serve our subscribers and the community in this rapidly evolving digital publishing age.

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Editor-in-Chief