

State of the Journal

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As 2016 is drawing to a close, I am delighted to report some important events that took place during the year. The IEEE VIS 2015 conference issue, containing the Proceedings of the IEEE Information Visualization, IEEE Scientific Visualization, and IEEE Visual Analytics Science and Technology 2015 Conferences, has been published as the *TVCG* January 2016 issue. Similarly, the VIS 2016 conference issue already appeared as the *TVCG* January 2017 issue, and this will continue in the future years. In 2016, for the first time, the six best papers from IEEE Pacific Visualization Symposium (IEEE PacificVis 2016), which account for the 20% of the total number of accepted papers in the symposium, have been directly published as a special section in the *TVCG* June 2016 issue. All submissions to IEEE PacificVis 2016 went through a rigorous two-round journal-quality review process directly overseen by *TVCG*. We have continued expanding the *TVCG* editorial board with the appointment of eight new associate editors in 2016 replacing the four associate editors who “graduated” in the same year. The number of editorial board members in the last two years has increased by more than 30%, promoting gender diversity and maintaining a balanced geographical distribution.

By the end of November 2016, *TVCG* had received 354 new submissions, not including the submissions to the *TVCG* special issues/sections, and we expect, by the end of 2016, to hit the largest number of submissions in a single year. Up to November 2016, 84 papers have been accepted out of 297 decided papers. We observed a healthy number of 460, 135, and 84 submissions to IEEE VIS 2015, IEEE Virtual Reality (VR) and IEEE International Symposium on Mixed and Augmented Reality (ISMAR), respectively. The total number of papers published in 2016 has been 233, distributed among twelve issues, accounting for a total of 2,651 printed pages. The IEEE VIS special issue contains 104 papers, which account for 47% of the journal content in 2016, while the IEEE VR and ISMAR special issues/sections contain 17 papers and 7 papers, respectively. All submissions in all special issues went through a rigorous two-round journal-quality review process. In 2016, we published extended versions of best papers from ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D) 2015, and from IEEE PacificVis 2015, besides the special section of PacificVis 2016 mentioned above. *TVCG* continues to offer authors remarkably efficient processing of submitted manuscripts: the average time from submission to first decision is about to 75 days. With some fluctuation from year to year, the impact factors of *TVCG* have been generally trending upward in the last few years. The temporary decrease that we observe in the 2015 impact factors is somehow due to the shift of IEEE VIS special issue from December 2015 to January 2016. Once this change took place on a permanent basis starting in 2016, we expect that *TVCG*'s impact factor will continue trending upward with the expanding contents, and especially the new exciting developments and recent industrial interest in virtual and augmented reality.

In 2016, as in the last few years, the authors of *TVCG* regular papers have been invited to give an oral presentation of their papers 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, in visual analytics, and in virtual and augmented reality. We have also a number of partner conferences in computer graphics, animation and geometric modeling, that enable authors of accepted *TVCG* graphics papers to present their work. This arrangement continues to provide a unique opportunity for the audience of all these conferences to keep abreast of high-quality research featured in *TVCG*, while encouraging more *TVCG* authors to attend these conferences. This partnership has been very well received by conference attendees and by *TVCG* authors.

TVCG has been invited to organize very well attended sessions in the areas of visualization, and of augmented and virtual reality, both at SIGGRAPH 2016 and at SIGGRAPH Asia 2016, where we featured the best papers published in *TVCG* in those areas. The collaboration between ACM SIGGRAPH and *TVCG* has been going on since SIGGRAPH Asia 2014, and its wide success has led in 2016 to an extended collaboration agreement between the IEEE Technical Committee on Visualization and Computer Graphics and ACM SIGGRAPH. Also some exemplary work of *TVCG* with more general appeal has been and will continue to be featured in IEEE *Computer*, and in *Computing Now*.

Looking forward to 2017, I expect *TVCG* to continue this very positive trend in submissions and to attract even more readers, authors, and subscribers. 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, computer graphics, and virtual and augmented reality communities to submit their best and latest research results to *TVCG*. We are 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 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. We are also planning to promote the submission of such papers through specific calls,

and we intend to work closely with our partner conferences in order to give the possibility to the authors to present their survey papers published in *TVCG* at such conferences.

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 to the journal. 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.

Leila De Floriani,
Editor-in-Chief

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