EIC Editorial

Lynette A. Jones

This past year saw a record number of papers submitted to the *IEEE Transactions on Haptics* with over 160 submissions, reflecting the very healthy state of haptics and haptic technology. This increase can be attributed in part to our two timely special issues, *Active Touch Sensing in Robots, Humans and other Animals* and *Haptics in Neuroscience*. In addition, we have been working on strategies to encourage the authors of outstanding papers presented at haptics conferences to submit an expanded version of their conference paper to the journal. The papers offered this track are selected by the Conference Editorial Board for the World Haptics Conference or Chairs of the Program Committees. The reviews of the conference paper are considered as the first round of reviews and so we offer an expedited review process for the journal submission. This has proven to be successful for the World Haptics Conference in terms of increasing the number of submissions from the conference. As with all submissions based on a published conference paper, these journal submissions must have substantial new intellectual content and make a significant new contribution to the haptics literature. We look forward to exploring this option with other haptics conferences.

One way of ensuring that the broader haptics community keeps abreast of the high-quality research featured in the *IEEE Transactions on Haptics* is by having a special session at haptics conferences devoted to outstanding papers published or in press in the journal. A special session of such papers was held at the Haptics Symposium in Philadelphia in April 2016. Other venues in which research published in the journal has been highlighted recently include articles featured in the popular IEEE magazine *Computer* (“Refreshing Refreshable Braille Displays” Russomanno et al.) and in *The Researcher* (“Displaying Sensed Tactile Cues with a Fingertip Haptic Device” Pacchierotti et al.), a new online publication associated with the IEEE magazine *Computing Now*.

The start of a new year is a time of transition for the journal with several Associate Editors completing their terms of service and other new members joining the Editorial Board. I would like to acknowledge the exceptional service provided to the journal by Gabriel Baud-Bovy, Wouter Bergmann Tiest, and Knut Drewing who have now completed their terms as Associate Editors. I am very grateful for their commitment to the journal and hard work over the years. In their place, we have three new members joining the Editorial Board: Christian Duriez, Vincent Levesque, and Hong Tan. Christian Duriez is a Research Director at INRIA, France, with expertise in haptic rendering, medical training simulation, and soft robotics. Vincent Levesque is a Senior Research Scientist at Immersion Corp. Canada, with expertise in applications of haptics for rehabilitation and embedded contexts, haptic perception and interaction design and evaluation, and characterization of haptic interfaces. Finally, Hong Tan who was an associate editor for the journal from 2008-2011 is rejoining us as an associate editor. Hong is a Professor at Purdue University, USA, with expertise in human perception and psychophysics, tactile and haptic displays, and human computer interaction.

Finally, as is the custom in the first issue of the year, I am delighted to announce the recipients of the meritorious service awards. These citations recognize four individuals whose diligence and dedication have contributed to the success of the journal. This year’s recipients are Wouter Bergmann Tiest for his work as an Associate Editor, and Michael Wiertlewski, Matteo Bianchi, and Claudio Pacchierotti for their work as reviewers. Congratulations and thank you for your service to the journal and broader haptics community. In closing, I would like to thank all the authors, reviewers, associate editors, and IEEE staff who have contributed to the success and excellence of the *IEEE Transactions on Haptics* in 2015.

Lynette A. Jones

Editor-in-Chief

Christian Duriez received the engineering degree from the Institut Catholique d’Arts et Métiers of Lille, France, and the PhD degree in robotics from the University of Evry, France. His thesis work was realized at CEA/Robotics and Interactive Systems Technologies followed by a postdoctoral position at the CIMIT SimGroup in Boston. He arrived at INRIA in 2006 and worked on interactive simulation of deformable objects and haptic rendering for surgical simulation. He co-created the open source framework SOFA (www.sofa-framework.org) and he is one of the founders of inSimo (www.insimo.fr) a start-up company working on surgical simulation. He is now research director (equivalent to full professor) and head in the DEFROST team at INRIA. His research topics are soft robot modeling and control, new algorithms for haptics, fast finite element methods, simulation of contact response, and other complex mechanical interactions.

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Vincent Levesque received the BEng degree in computer engineering (2000), the MEng degree (2003), and the PhD degree (2009) in electrical engineering from McGill University. He is a senior research scientist at Immersion Canada. He was a post-doctoral fellow in the Computer Science Department at the University of British Columbia from 2009 to 2011. His research interests include interaction design with novel haptic interfaces, tactile displays and rendering, and applications of haptics for persons with visual impairments. He is the recipient of several awards including Best Paper Awards at the 2012 Haptics Symposium and the 2011 ACM CHI conference for his work on touch interaction with programmable friction, the Best Reviewer Award at the 2010 Haptics Symposium, the Best Demonstration Award at the 2008 Haptics Symposium for his work on dynamic tactile graphics, and a Best Paper Award at the 2007 World Haptics Conference for his work on refreshable Braille.

Hong Z. Tan received the bachelor's degree in biomedical engineering from Shanghai Jiao Tong University in China, and the master's and doctorate degrees, both in electrical engineering and computer science, from Massachusetts Institute of Technology (MIT). She is a professor of electrical and computer engineering with courtesy appointments in mechanical engineering and psychological sciences at Purdue University. Her research focuses on haptic human-machine interfaces and haptic perception. She has published broadly on haptics psychophysics, taking a perception-based approach to solving engineering problems. She was a research scientist at the MIT Media Lab before joining the faculty at Purdue’s School of Electrical and Computer Engineering in 1998. She has since held a McDonnell Visiting Fellowship at the University of Oxford, a visiting associate professorship in the Department of Computer Science at Stanford University, and a guest researcher position in the Institute of Life Science and Technology at Shanghai Jiao Tong University. From 2011 to 2015, she was first a visiting researcher, then a senior researcher and research manager at Microsoft Research Asia in Beijing, China. She served as an associate editor of the IEEE Transactions on Haptics from 2007 to 2012, and received a Meritorious Service Award in 2012. She was editor-in-chief of the IEEE World Haptics Conference Editorial Board from 2012 to 2015. In addition to serving on numerous program committees, she was a co-organizer (with Blake Hannaford) of the IEEE Haptics Symposium from 2003 to 2005, and a co-chair (with Ed Colgate) of the IEEE World Haptics Conference in 2015.