

Journal of Virtual Reality and Broadcasting JVRB

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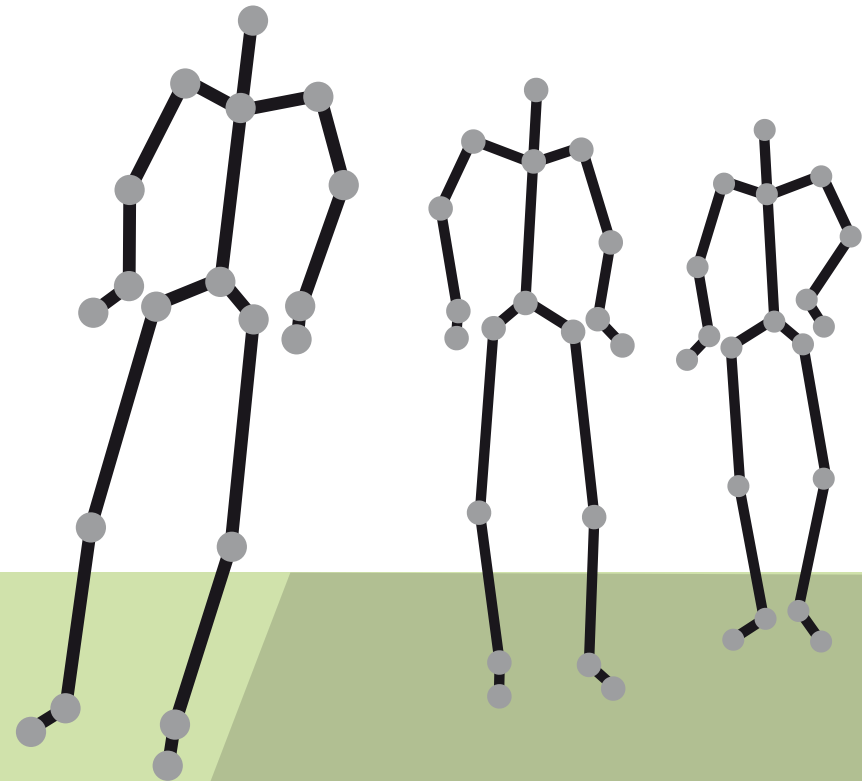
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Journal of Virtual Reality and Broadcasting

Annual Report 2014

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News

Improvement for authors to get credit for their work: ORCID Identifier now available in our article metadata

The JVRB publication system DiPP now supports two different persistent digital identifiers to distinguish authors: Besides the PND identification number lookup from the German GND-Database, the ORCID identifier has been added. As author, you can register at orcid.org and receive an ID that ensures that your work can be easily identified and is correctly attributed to your reputation. The registration is free of charge. ORCID also allows you to link your ID with other services (e.g. Scopus, ResearcherID).

Free to distribute: SHERPA/RoMEO now listing JVRB's copyright policy

The Journal of Virtual Reality and Broadcasting is now listed as 'green' publication in the RoMEO database of the SHERPA Services based at the University of Nottingham. The database summarizes publishers' conditions with a colour-coded category system that indicates the authors' rights.

'Green' in this context means that JVRB allows the archiving of pre-print, post-print and publisher's versions of its articles. This implies that authors are allowed to upload and distribute their articles freely over the internet for instance by publicly uploading it to social networks for researchers such as Researchgate, CiteULike or Mendeley.

Submissions

JVRB received nine new submissions in 2014. Nine articles have been accepted for publication, four were rejected. one article has been recommended for a resubmission after major revision. Currently, two articles are still under review, no articles have been withdrawn.

In total, 41 reviews have been conducted in 2014 by 39 external reviewers. In total, 27 authors of submitted articles come from Germany, 14 from France, 7 authors from the United States of America and 3 from Portugal, United Kingdom and Pakistan. Most articles belonged to the topic "Human Factors".

month	visitors	visits	pages	accesses	bytes
Jan-14	5,084	12,505	39,069	308,853	9.48 GB
Feb-14	4,355	10,109	73,857	323,288	11.08 GB
Mar-14	5,456	12,146	51,718	384,120	14.15 GB
Apr-14	5,574	12,419	33,260	320,960	10.70 GB
May-14	7,688	22,860	43,104	319,206	12.27 GB
Jun-14	9,813	29,105	48,309	267,059	12.19 GB
Jul-14	10,031	28,331	54,296	219,324	10.30 GB
Aug-14	7,499	20,422	40,158	205,196	8.93 GB
Sep-14	8,040	20,544	36,410	296,917	10.75 GB
Oct-14	8,116	21,364	40,273	340,241	12.37 GB
Nov-14	7,267	17,413	35,741	297,645	11.09 GB
Dec-14	6,572	15,229	30,380	307,857	9.86 GB
total	85,495	222,447	526,575	3,590,666	133.17 GB

Figure 1: The number of readers that have accessed the JVRB-website in 2014

Year	Subm.	Acc.	Rej.	Rev.	I.Prog.	Withd.	Pub.
2009	33	9	2	1	21	0	6
2010	16	6	2	1	7	0	2
2011	16	4	4	0	22	0	3
2012	8	2	1	0	18	0	9
2013	7	9	3	1	7	0	7
2014	9	9	4	1	2	0	10

Table 1: Submission statistics for the Journal of Virtual Reality and Broadcasting

Subm. = Submissions
Acc. = Accepted
Rej. = Rejected
Rev. = Revise and Resubmit
I. Prog. = In Progress
Withd. = Withdrawn
Pub. = Published

Reviewers

Currently, 390 international experts with a broad range of research interests from 38 different countries are voluntarily reviewing submissions for JVRB and help to guarantee a high quality standard for the Journal's publications.

The main focus of expertise is on Computer Graphics, Media Technology and Human Factors. The number of experts in the field of Interactive Broadcasting has only slightly increased. Also the number of researchers dedicated to Virtual Environments and Haptic Interfaces has increased.

JVRB has conducted 39 reviews in 2014 with a term of 21 days per review. In total, 205 review enquiries were made. About 19,2 % of all review enquiries were successful (compared to last years 24,8 %).

Approximately 13 enquiries per article were necessary to find appropriate reviewers. The number decreased slightly compared to 2013 (14 enquiries). The average processing time for articles submitted in 2014 was 114 days (from submission to notification).

Achievements 2014:

Reviewers: +22

Processing time: 73 % faster

Enquiries per Submission necessary: -1

Experts in Interactive Broadcasting: +1

Countries

112 Germany (+16)* / 56 USA (+4) / 49 UK (+5) / 32 France (+3) / 16 Spain (+1) / 14 Canada (+1) / 13 Italy (+3) / 12 Japan (+3) / 9 Greece (-1) / 9 China (+2) / 7 New Zealand / 7 Portugal / 7 Austria / 6 Australia (+1) / 5 Brazil (+1) / 4 Denmark / 4 Sweden / 4 Switzerland / 4 The Netherlands / 2 Colombia / 2 Hongkong / 2 Ireland / 2 Israel / 2 Mexico / 2 Poland / 2 South Korea / 2 Turkey / 1 Belgium / 1 Iceland / 1 Lebanon / 1 Pakistan (+1) / 1 Singapore / 1 Slovak Republic / 1 Slovenia / Taiwan R.O.C. (+1)

Topics

176 Computer Graphics / 123 Media Technology / 126 Human Factors / 96 Image Technology / 82 Virtual Environments / 78 Haptic Interfaces / 50 Augmented Reality / 37 Tracking / 31 Pervasive Gaming / 29 Interactive Broadcasting / 18 Ubiquitous Computing

* The number in brackets represents the increment of reviewers from one country compared to 2013. A decreasing number occurs in case of a change in the affiliation.

Guest Editors

We welcomed the following guest editors for the GI VR/AR Workshop 2014 Special Issue:

André Hinkenjann

Dr. André Hinkenjann is a research professor for computer graphics and interactive environments at the Department of Computer Science at the Bonn-Rhein-Sieg University of Applied Sciences (BRS-U). He is the founding director of the Institute of Visual Computing (IVC) at BRS-U and adjunct professor at the Dept. of Computer Science of the University of New Brunswick in Fredericton, Canada. The main research areas at IVC are: rendering & visualization, human-computer interaction, simulation & modeling and computer vision. His research interests include interactive physically based rendering, visualization of large data and ultra-high resolution displays. Prof. Hinkenjann is a member of IEEE, ACM SIGGRAPH and the German Informatics Society. He is a regular reviewer for national and international conferences and workshops.

René Weller

René Weller studied computer science at the University of Bonn. In 2012, he received his PhD from the University of Bremen where he is also currently employed at the Computer Graphics and Virtual Reality Group. He worked in several research projects, including AVILUS and SFB/TR 8 Spatial Cognition and he gave lectures at Nordhausen University of Applied Sciences and University of Paris-Sud. His research interests are collision detection, haptics, natural interaction in VR and sphere packings.

Gabriel Zachmann

Dr. Gabriel Zachmann is professor for computer graphics, visual computing, and virtual reality at University of Bremen, Germany, since 2012. Before that, he established and headed the computer graphics group at Clausthal University, Germany, where he was a professor with the computer science department since 2005. Prior to that, he was assistant professor with Prof. Reinhard Klein's computer graphics group at Bonn University, Germany, and head of the research group (Nachwuchsgruppe) for novel interaction methods in virtual prototyping, which was funded by the DFG within the Emmy-Noether programme ("Aktionsplan Informatik"). In 2000, Dr. Zachmann received a PhD in computer science, and in 1994 a Dipl.-Inform. (MSc), both from Darmstadt University. He worked on his Diploma thesis during a half-year visit to the National Center for Supercomputing Applications (NCSA) in Urbana-Champaign, Illinois. He began his studies of computer science at Karlsruhe University. From 1994 until 2001, he was with the Virtual Reality group at the Fraunhofer Institute for Computer Graphics in Darmstadt, where he carried out many industrial projects in the area of virtual prototyping. In 2010, Prof. Zachmann became a Visiting Professor with the Nanyang Technological University, Singapore. From 2009 through 2014, he also served on the board of experts of the "Innovationsallianz Virtuelle Techniken (IA VT)", which was established by the German Ministry for Education and Research (BMBF) within its IKT 2020 framework. Each year, Prof. Zachmann serves on many international program committees and contributes actively to the organization of conferences such as IEEE VR and VisWeek.

New Members

Nick Holliman

We are happy to welcome a new member of the Scientific Committee, Prof. Nick Holliman from the department of Theatre, Film and Television at the University of York, UK.

Nick Holliman is best known internationally for his work over the last twenty years investigating the fundamental challenges of interactive stereoscopic 3D imaging. This has included working with psychologists to understand how the human visual system processes binocular information, geometrically modeling binocular vision to capture empirical comfort limits, developing new computational algorithms for the control of binocular image quality and demonstrating how these algorithms work in practice in software tools and 3D visualizations. A full list of his publications is available here: <http://scholar.google.co.uk/citations?user=FlvdEbYAAAAJ&hl=en&authuser=1>

Nick is currently the Head of Interactive Media overseeing related courses and modules in the department and is the founding Program Director of the BSc in Interactive Media #IMatYork. Previously Nick was at Durham University from 2001-2013, where he led the Innovative Computing group in the School of Engineering and Computing Sciences and was Deputy Director of the University Research Institute in Advanced Computing.

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