

Journal of Virtual Reality and Broadcasting JVRB

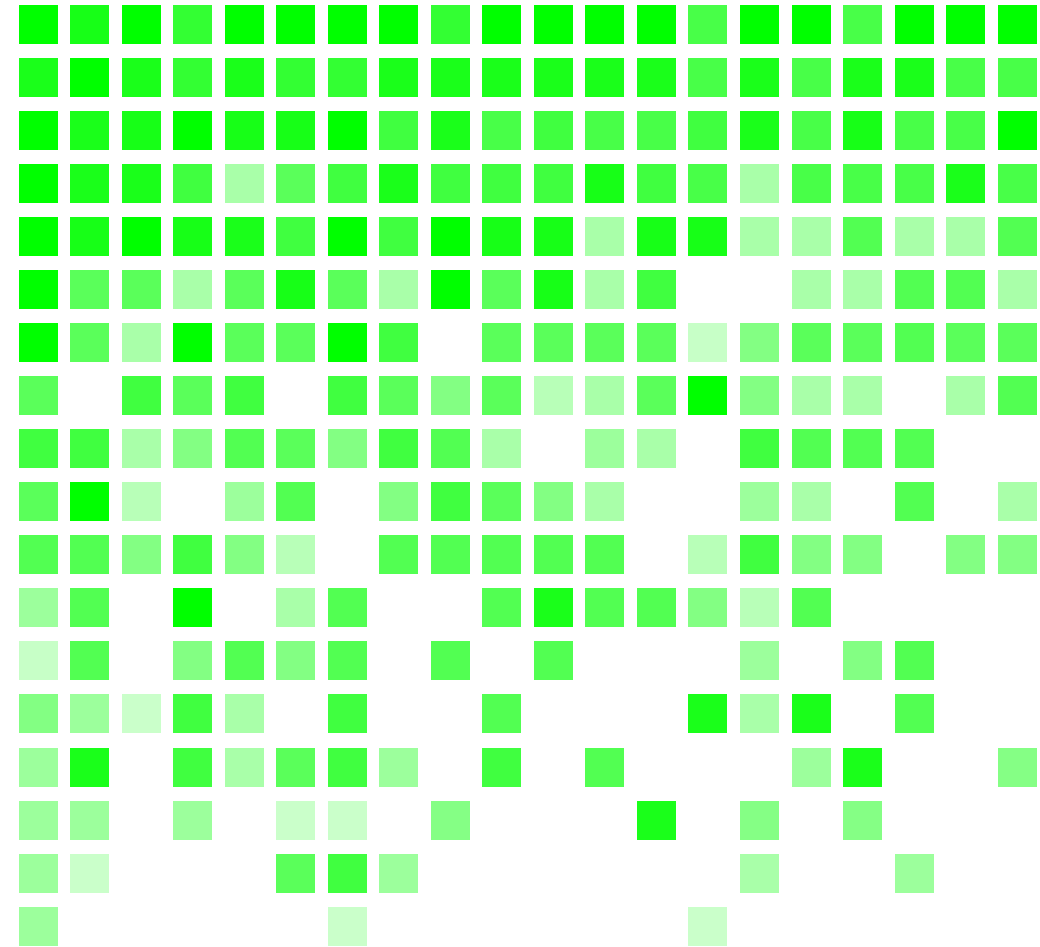
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Journal of Virtual Reality and Broadcasting
Annual Report 2015

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News

New Affiliation and E-Mail-Address-Domain

First of all: JVRB did not migrate. The journal is still hosted by the same institution as before. But our team members affiliation has been renamed from 'Fachhochschule Düsseldorf' to 'Hochschule Düsseldorf, University of Applied Sciences'.

This resulted in a slight change in our e-mail-addresses now ending in 'hs-duesseldorf.de' instead. You find all new relevant contact addresses on our homepage. Please, keep in mind to update entries in your address book.

Upcoming Co-operations

ACE 2015

12th International Conference on Advances in Computer Entertainment Technology, Iskandar, Malaysia, November 16 - 19th, 2015: Publication Agreement

GI VR/AR 2015

12th GI-Workshop „Virtuelle und Erweiterte Realität“, Sankt Augustin, Germany, September, 10th - 11th 2015: Publication Agreement

VISIGRAPP 2015

10th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications, Berlin, Germany, March 11 - 14th, 2015: Publication Agreement

VISIGRAPP 2016

11th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications, Rome, Italy, February 14 - 17th, 2016: Publication Agreement

VRIC 2015 (Laval Virtual)

17th International Conferences and Exhibition of Virtual Technologies and Uses, Laval, France, April 8 - 12th, 2015: Publication Agreement

Submissions

JVRB received six new submissions in 2015. One article has been accepted for publication, two were rejected. Currently, three articles are still under review, no articles have been withdrawn.

In total, 13 reviews have been conducted in 2015 by 12 external reviewers. The authors come from the following countries: 5 from Finland, 4 from Portugal, 2 from Canada, 2 from India, 1 from Australia and 1 from Germany.

month	visitors	visits	pages	accesses	GB
Jan-15	5.759	13.902	39.050	327.380	11.23 GB
Feb-15	5.527	11.564	23.967	318.674	9.45 GB
Mar-15	5.684	11.526	22.216	336.309	10.59 GB
Apr-15	4.694	9.066	18.911	285.707	8.58 GB
May-15	1.779	2.963	5.938	91.312	2.83 GB
Jun-15	4.576	9.329	17.249	285.842	8.67 GB
Jul-15	4.309	7.966	15.100	259.833	7.82 GB
Aug-15	4.424	8.372	17.797	278.484	8.23 GB
Sep-15	5.319	9.248	19.343	317.839	8.62 GB
Oct-15	4.915	9.534	50.182	402.273	12.59 GB
Nov-15	4.660	9.634	61.459	377.204	130.02 GB
Dec-15	3.838	7.590	38.520	281.463	8.90 GB

Figure 1: The number of readers that have accessed the JVRB-website in 2015

Year	Subm.	Acc.	Rej.	Rev.	I.Prog.	Withd.	Pub.
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
2015	6	1	2	0	3	0	3

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, 407 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 slightly increased. Also the number of researchers dedicated to Image Technology and to Virtual Environments has increased.

JVRB has conducted 13 reviews in 2015 with a term of 21 days per review. In total, 58 review enquiries were made. About 22,4 % of all review enquiries were successful (compared to last years 19,2 %).

Approximately 10 enquiries per article were necessary to find appropriate reviewers. The number decreased compared to 2014 (13 enquiries). The average processing time for articles submitted in 2015 was 127 days (from submission to notification).

Countries

115 Germany (+3) / 56 USA / 50 UK (+1) / 32 France / 16 Spain / 14 Canada / 13 Italy / 13 Japan (+1) / 9 China / 9 Greece / 8 Austria (+1) / 7 New Zealand / 7 Portugal / 6 Australia / 5 Brazil / 5 The Netherlands (+1) / 4 Denmark / 4 South Korea / 4 Sweden / 4 Switzerland / 2 Colombia / 2 Hongkong / 2 India (+2) / 2 Ireland / 2 Israel / 2 Mexico / 2 Poland / 2 Turkey (+2) / 1 Belgium (+1) / 1 Cyprus (+1) / 1 Czech Republic (+1) / 1 Iceland / 1 Lebanon / 1 Pakistan / 1 Singapore / 1 Slovak Republic / 1 Slovenia / 1 Taiwan, R.O.C.

Topics

184 Computer Graphics (+8) / 131 Human Factors (+5) / 123 Media Technology / 101 Image Technology (+5) / 85 Virtual Environments (+3) / 78 Haptic Interfaces / 50 Augmented Reality / 37 Tracking / 31 Pervasive Gaming / 30 Interactive Broadcasting (+1) / 18 Ubiquitous Computing

*** The number in brackets represents the increment of reviewers from one country compared to 2015. A decreasing number occurs in case of a change in the affiliation.**

Guest Editors

Sebastiano Battiato (VISIGRAPP 2015)

Sebastiano Battiato received his degree in computer science (summa cum laude) in 1995 from University of Catania and his Ph.D. in computer science and applied mathematics from University of Naples in 1999. From 1999 to 2003 he was the leader of the “Imaging” team at STMicroelectronics in Catania. He joined the Department of Mathematics and Computer Science at the University of Catania as assistant professor in 2004 and became associate professor in the same department in 2011. His research interests include image enhancement and processing, image coding, camera imaging technology and multimedia forensics. He has edited 6 books and co-authored more than 150 papers in international journals, conference proceedings and book chapters. He is a co-inventor of about 20 international patents, reviewer for several international journals, and he has been regularly a member of numerous international conference committees. Prof. Battiato has participated in many international and national research projects. He was chair of several international events (ACIVS 2015, VAAM 2014-2015, VISAPP 2012-2013-2014-2015, ICIAP 2011, ACM MiFor 2010-2011, SPIE EI Digital Photography 2011-2012-2013, etc.). He is an associate editor of the SPIE Journal of Electronic Imaging. Guest editor of several special issues on various topics related to imaging applications: EURASIP Journal on Image and Video Processing (2010), IEEE Multimedia Magazine (2012), Pattern Recognition Letters (2015). He is the recipient of the 2011 Best Associate Editor Award of the IEEE Transactions on Circuits and Systems for Video Technology. He is director (and co-founder) of the International Computer Vision Summer School (ICVSS), Sicily, Italy. He is a senior member of the IEEE.

Yoram Chisik (ACE 2015)

Yoram Chisik is an Invited Assistant Professor at the University of Madeira and a Researcher at the Madeira Interactive Technologies Institute (M-ITI). His research explores the ways in which people interact with and through technology. His most recent projects examine people's perceptions of electricity, investigate how people present themselves and evaluate others on social network systems such as Facebook, and use participatory design methods with children to develop sociable reading environments and games that merge the physical and the digital to create engaging game experiences with and without electrical power. Yoram Chisik served as conference general chair of ACE 2014 and program chair of ACE 2015. He is Associate Editor of Human-Media Interaction for Frontiers and is a regular reviewer for international conferences and academic journals. Prior to joining academia he has served as a Geographic Information Systems consultant advising corporations and government agencies around the world.

Paul Richard (VISIGRAPP 2015)

Paul Richard is Associate Professor at the University of Angers and researcher at the Laboratoire Angevin de Recherche en Ingénierie des Systèmes (LARIS). He received a Ph.D. in Robotics in 1996 from the University of Pierre et Marie Curie. His research focuses on virtual reality, multi-modal interaction and human performance in virtual environments. Paul Richard was co-chair of the Virtual Reality International Conference (VRIC) held in Laval in 2001, 2002 and 2003. He was also member of the Editorial Board of the International Journal of Virtual Reality from 2006 to 2010. Paul Richard served as conference chair of VISIGRAPP'10 and program chair of GRAPP'09,11,12 and 15. He also served as PCM of many conferences in the field of virtual reality. He was guest editor of the

New Members

International Journal of Human-Computer Interaction in 2014 (Special Issue "Does Touch Matter?: The Effects of Haptic Visualization on Human Performance, Behavior and Perception"). Paul Richard is member of the Institute for Systems and Technologies of Information, Control and Communication (INSTICC).

Simon Richir (Laval Virtual 2015)

Simon Richir, M.Eng, Ph.D., one of the pioneers and the most recognized leaders in French VR research and its practical application. Professor at ENSAM (Arts & Metiers ParisTech), the renowned French School of Engineering, He is also the head of "Presence & innovation" research team (LAMP Lab, EA1427). His research and teaching activities concentrate on technological innovation, engineering design process, innovative projects, and innovative uses of new advanced technologies such as Virtual Reality or Augmented Reality. Simon Richir also served as the essential collaborator in the development of augmented virtual reality environments in medical training and practical operations – an approach that ultimately gained the status of a "routine approach" in medical education. In addition to these activities, he is also the co-founder and the present scientific chair of one of the world's most prestigious international events in Virtual Reality – the annual Laval Virtual International Conference.

Wendy van den Broeck

We are happy to welcome a new member of the Scientific Committee, Prof. Dr. Wendy van den Broeck from iMinds-SMIT.

The research center SMIT (Studies on Media, Information and Telecommunication) is part of the iMinds (Interdisciplinary Institute for Broadband Technology) at the Vrije Universiteit Brussel, Belgium.

Prof. Dr. Wendy van den Broeck is senior researcher. She is head of the user empowerment research unit and conducted research in different projects concerning the domestication of new media technologies in a home context. Her recent research projects are related to multi-screen user practices, the use and quality of experience of video streaming and research related to interactive digital television, digital broadcasting, 3D-TV, second screen applications, HDTV, and UHDTV.

Her academic background is a master in communication sciences (VUB-2002), a postgraduate diploma in management and economics (VUB-Solvay-2003), a teaching degree (VUB-2003) and a Ph.D. in communication sciences (VUB-December 2010). Her Ph.D. research is entitled "From analogue to digital: the silent (r)evolution? A qualitative study on the domestication of interactive digital television in Flanders."

Currently she teaches the following courses at the Vrije Universiteit Brussel, Belgium: Advanced Methods for Communication Studies (international master program); Development, User and Policy aspects of New Media (3rd bachelor in communication studies). She is also promoter of several bachelor- and master theses.