

Journal of Virtual Reality and Broadcasting JVRB

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Journal of Virtual Reality and Broadcasting

Annual Report 2011

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News

New Software framework for JVRB

The Journal is currently working to update the software framework of its homepage to the newest version of the publication system. The process also includes restructuring and rearranging the content of jvr**b**.org.

Policy for previously released articles

The editorial board has co-operatively designed a policy how to process articles that have been previously presented as conference submissions or in the context of other publications. The policy provides guidelines for authors and referees as well to clarify and speed up the submission and review process for these manuscripts.



Submissions

JVRB received 16 submissions in 2011, of which 4 have been accepted and 4 rejected. No article has been recommended for a resubmission after major revision. Currently, 22 articles are still under review, no articles have been withdrawn.

The article with the longest processing time has been under review for 306 days and needed 16 review enquiries before three appropriate referees were found. The fastest review process took 33 days and required 6 enquiries.

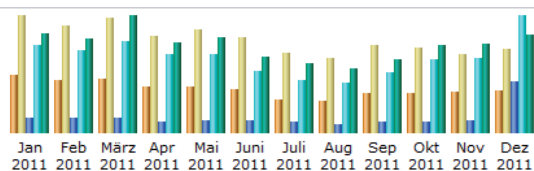


Figure 1: The number of readers that have accessed the JVRB-website in 2011

Year	Subm.	Acc.	Rej.	Rev.	I.Prog.	Withd.	Pub.
2006	40	12	4	1	0	2	13
2007	33	27	11	0	1	3	19
2008	40	8	17	7	8	0	16
2009	33	9	2	1	21	0	6
2010	16	6	2	1	7	0	2
2011	16	4	4	0	22	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 = Withdrawn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, 307 international experts with a broad range of research interests from 36 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 Media Technology, Computer Graphics and Human Factors. The field of Interactive Broadcasting is still not sufficiently covered. JVRB has conducted 28 reviews in 2011 with a term of 21 days per review. 133 review enquiries were made. Only 21% of all review enquiries were successful (compared to last years 26%).

Last year, 27 reviews were submitted in time or earlier. Again, the fastest review took one day. The most protracted review was finished after 77 days. Only 14% of all reviews were submitted overdue.

Approximately 8 enquiries per article were necessary to find the reviewers. The number decreased compared to 2010. The average processing time was 72 days (from submission to notification).

Countries

84 Germany (+1)* / 46 USA (+2) / 40 UK (+3) /
19 France (+2) / 11 Spain (+1) / 10 Japan /
11 Canada (+1) / 9 Italy / 8 Greece (+1) /
8 New Zealand (+1) / 7 Portugal / 6 Austria /
5 The Netherlands / 4 China / 4 Brazil / 3 Denmark /
3 Australia / 2 Taiwan (+1) / 2 Korea / 2 Ireland /
2 Sweden / 2 Poland / 2 Hongkong / 2 Colombia /
2 Mexico (+1) / 2 Turkey (+1) / 1 Belgium / 1 Lebanon /
1 Iceland / 1 Switzerland (+1) / 1 Israel / 1 Singapore /
1 Slovenia / 1 Slovak Republik / 1 South Korea

Topics

134 Computer Graphics / 109 Media Technology /
92 Human Factors / 75 Haptic Interfaces /
66 Image Technology / 54 Virtual Environments /
41 Augmented Reality / 35 Tracking /
29 Pervasive Gaming / 20 Interactive Broadcasting
17 Ubiquitous Computing

* The number in brackets represents the increment of reviewers from one country compared to 2010. A decreasing number occurs in case of a change in the affiliation.

Guest Editors & Conference Partners

JVRB has closed publication agreements with several renowned international conferences and welcomed two guest editors for Special Issues in 2011:

GI 2011

8. GI-Workshop „Virtuelle und Erweiterte Realität“, September, 15th-16th, 2011, Wedel, Germany

Sina Mostafawy studied Electronic Engineering at the University of Siegen. He started his phd in computergraphics in 1993 at the (GMD) German National Center for Information Technologies (today: Fraunhofer) and finished in 1996. He founded the spin off (rmh) for virtual reality installations. rmh conceptualizes and realizes 3D visualizations starting with classic computer animations leading to high-end interactive multiple-display Virtual Reality installations. It serves clients from the industry as well as art and cultural organizations. As a result rmh has developed numerous commercial projects as well as a number of VR installations in museums and exhibitions. Since 2004, Sina Mostafawy has been a full Professor of Computer Graphics and Animation at the University of Applied Sciences in Dusseldorf, Germany. The focus of his work is on teaching and on interdisciplinary projects with students from different departments.

GRAPP 2011

6th International Conference on Computer Graphics Theory and Applications, March 5th-7th, 2011, Algarve, Portugal

Paul Richard is Associate Professor at the Automation and Computer Science Department of ISTIA (Institut des Sciences et Techniques de l'Ingénieur d'Angers, France) where he teaches Human-Computer Interaction and Virtual Reality. He received a PhD in Robotics in 1996 from the University of Pierre et Marie Curie (Paris 6), and a MSc degrees in Electronics and Automation from the University of Nice Sophia-Antipolis in 1991. Paul Richard is the head of the virtual reality team at the Laboratoire d'Ingénierie des Systèmes Automatisés (LISA), University of Angers, France. His research focuses on virtual reality, multi-modal interaction and human performance evaluation in virtual environments. Paul Richard was Co-Chair of VRIC (Virtual Reality International Conference) held in LAVAL in 2001, 2002 and 2003 and member of the Editorial Board of the International Journal of Virtual Reality (IJVR) since 2006.

Additionally, JVRB has closed the following Media partnerships 2011:

JVRC 2011

Joint Virtual Reality conference JVRC including Conference and Exhibition of the European Association of Virtual Reality and Augmented Reality (EuroVR) and Eurographics Symposium on Virtual Environments (EGVE)
September 20th – 21st, 2011, Nottingham, UK

New Members

JVRB has welcomed one new member in the Scientific Committee...

Abdennour El Rhalibi is professor of entertainment computing and head of strategic projects at the school of computing and mathematical sciences, at Liverpool John Moores University in UK. The graduate of Liverpool John Moores University has over 17 years of teaching and research experience in the field of Computing. His current research interests lie in Computer Game Technologies, and in Applied Artificial intelligence.

Indexed by

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- www.oaister.org
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