jvrb

jvrb

Journal of Virtual Reality and Broadcasting

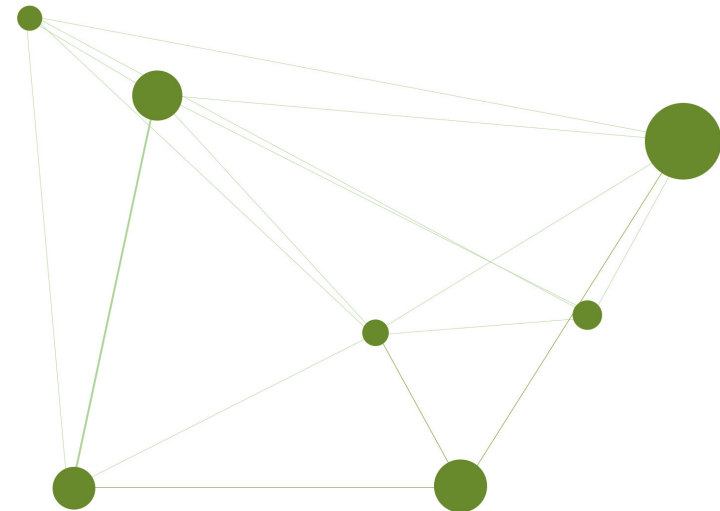# Annual Report 2017 / 2018

Content

Co-operations

HUCAPP 2018

2nd International Conference on Human Computer Interaction Theory and Applications, Funchal, Portugal

January 27th - 29th, 2018

Publication Agreement

GRAPP 2018

13th International Conference on Computer Graphics Theory and Applications, Funchal, Portugal

January 27th - 29th, 2018

Publication Agreement

GI VR/AR Workshop 2018

15th Workshop Virtual and Augmented Reality of the Experts Group VR/AR of "Gesellschaft für Informatik GI", Düsseldorf, Germany

October 10th - 11th, 2018

Publication Agreement

Submissions

Year	Subm.	Acc.	Rej.	Rev.	I.Prog.	Withd.	Pub.
2013	**7**	9	3	1	7	0	**7**
2014	**9**	9	4	1	2	0	**10**
2015	**6**	1	2	0	3	0	**3**
2016	**7**	3	1	1	2	0	**2**
2017	**14**	3	4	1	3	0	**6**
2018	**10**	6	1	0	3	1	**6**

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 = Withdrawn, Pub.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**

JVRB received 10 new submissions in 2018. Six articles have been accepted for publication, one was rejected. Currently, three articles are still under review, one articles has been withdrawn.

In total, 22 reviews have been conducted in 2018 by 20 external reviewers. The authors come from the following countries: Germany (2), Denmark (2), Spain (6).

month	visitors	visits	pages	accesses	bytes
Jan-17	7.773	13.773	41.357	361.866	9.66 GB
Feb-17	7.208	11.872	39.722	353.360	9.20 GB
Mar-17	7.624	12.938	43.179	372.659	10.45 GB
Apr-17	7.087	12.417	41.590	314.994	10.51 GB
May-17	6.591	12.216	38.279	296.321	8.91 GB
Jun-17	6.406	11.456	37.262	265.827	8.71 GB
Jul-17	6.963	11.244	31.593	244.134	7.81 GB
Aug-17	9.377	14.128	36.779	266.706	8.46 GB
Sep-17	10.202	14.507	37.474	240.436	7.14 GB
Oct-17	8.117	12.237	33.869	235.581	6.35 GB
Nov-17	9.525	14.797	35.905	261.745	7.76 GB
Dec-17	9.163	14.055	34.279	205.814	6.70 GB
Total	96.036	155.640	451.288	3.419.443	101.65 GB

Figure 1:   Number of readers that have
                accessed the JVRB-website in 2017

month	visitors	visits	pages	accesses	bytes
Jan-18	9.022	13.985	34.786	232.820	7.63 GB
Feb-18	4.678	9.673	25.536	263.408	9.25 GB
Mar-18	3.987	7.837	21.227	202.160	5.92 GB
Apr-18	3.720	8.371	28.537	239.964	7.34 GB
May-18	4.284	9.512	42.836	303.357	12.27 GB
Jun-18	4.274	9.436	33.844	270.132	8.63 GB
Jul-18	3.944	7.529	23.923	214.330	6.88 GB
Aug-18	2.883	4.347	21.140	193.959	7.75 GB
Sep-18	3.417	5.914	14.633	188.708	5.98 GB
Oct-18	5.468	10.736	32.574	243.182	7.65 GB
Nov-18	4.896	8.680	25.301	208.670	6.68 GB
Dec-18	3.701	6.545	21.543	199.333	5.85 GB
Total	54.274	102.565	325.880	2.760.023	91.82 GB

Figure 2:   Number of readers that have
                accessed the JVRB-website in 2018

Reviewers

Currently, 445 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, human factors and media technology. The number of researchers dedicated to virtual environments, augmented reality and image technology has significantly increased.

JVRB has conducted 22 reviews in 2018 with a given deadline of 21 days per review. In total, 102 review enquiries were made. About 19,6 % of all review enquiries were successful (compared to last years 9,5%).

Approximately 4 enquiries per article were necessary to find appropriate reviewers. The number significantly decreased compared to 2017 (10 enquiries). The average review time for articles submitted in 2018 was 96 days.

Countries
120 Germany (+4) / 60 USA (+2) / 53 UK (+1) / 36 France (+3) / 18 Japan (+4) / 18 Spain (+1) / 16 Italy (+2) / 14 Canada / 10 Greece (+1) / 9 Austria (+1) / 9 China / 9 Portugal (+1) / 8 Australia (+2) / 7 New Zealand (+1) / 6 The Netherlands / 5 Brazil / 5 Sweden / 4 Denmark / 4 South Korea / 4 Switzerland / 3 Ireland / 2 Colombia / 2 Czech Republic / 2 Hongkong / 2 India / 2 Isreal / 2 Mexico / 2 Poland / 2 Singapore (+1) / 2 Turkey / 1 Belgium / 1 Cyprus / 1 Iceland / 1 Lebanon / 1 Pakistan / 1 Slovak Republic / 1 Slovenia / 1 Taiwan R.O.C.

Topics
196 Computer Graphics (+12) / 143 Human Factors (+9) / 129 Media Technology (+6) / 106 Image Technology (+5) / 96 Virtual Environments (+9) / 81 Haptic Interfaces (+2) / 64 Augmented Reality (+13) / 39 Tracking (+2) / 33 Pervasive Gaming (+2) / 31 Interactive Broadcasting / 21 Ubiquitous Computing (+3)

* The number in brackets represents the increment of reviewers from one country compared to 2016.

Guest Editors

Dominique Bechmann

Dominique Bechmann is a professor of computer science at the Strasbourg University where she is leading the Computer Graphics and Geometry team, at the ICube CNRS Lab since 1997. From 1986 to 1989, she did her Ph.D. at the IBM scientific centre (Paris, France) on geometric modeling of anatomic organs. In 1990, she did a postdoc at the T.J. Watson research centre (Yorktown Heigths, New York, USA) on deformation models. In 1991, she became an assistant professor. She is personally involved on research activities in geometric modeling (deformations, topological modeling) and in virtual reality (interaction tasks). Since 2014, she is head of the French National Research Group (GdR IG-RV) in Computer Graphics and Virtual Reality that regroups almost 700 researchers.

Paul Richard

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 activities focus 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, program chair of GRAPP'09,11,12,15,16 and program co-chair of HUCAPP 2017. He also served as PCM of many conferences in the field of virtual reality. He was guest editor of the 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).

Ana Paula Cláudio

Ana Paula Cláudio is an Assistant Professor at the Informatics Department of the Faculty of Sciences of the University of Lisbon (FCUL), and a researcher in BioISI- Biosystems & Integrative Sciences Institute (BioISI). She holds a Mathematics degree from FCUL and a PhD in Informatics from the same University. Her main research interests are on Computer Graphics in general, 3D modeling, Virtual and Augmented Reality, Serious Games, Digital Heritage, and she teaches undergraduate and graduate courses covering these topics.

Manuela Chessa

Manuela Chessa is Assistant Professor at University of Genoa, Italy, Dept. of Informatics, Bioengineering, Robotics, and Systems Engineering. She received her MSc in from the University of Genoa, Italy, in 2005, and the Ph.D. in Bioengineering from University of Genoa in 2009. She has been working in the PSPC Lab since 2005, and from 2015, she is with the SLIPGURU Research Group (www.slipguru.unige.it). Her research interests are focused on the study of biological and artificial vision systems and on the development of natural human-machine interfaces based on virtual, augmented and mixed reality. She studies the use of novel sensing technologies (e.g. Microsoft Kinect, Leap Motion, Intel Real Sense) and of visualization devices (e.g. 3D monitors, head-mounted-displays, tablets) to develop natural interaction systems, always having in mind the human perception. In particular, she is active in studying misperception issues, visual stress and fatigue that arise by using such systems. She has been involved in several national and international research projects. She is author and co-author of 46 peer reviewed scientific papers, both on ISI journals and on International Conferences, of 5 book chapters, and of 2 edited books.

News

JVRB switches from hybrid HTML/PDF to PDF-only publication

The editorial team of JVRB has discussed the publication workflow and duration of the publication process. We came to the conclusion that after the review process and submission of the final article version, the preparation of the articles is a lengthy process. The most time-consuming part is the conversion of the articles into a Docbook-XML-version. We therefore decided to stop converting future articles into that format and use the PDF/A archiving standard instead.

This XML-file format was chosen in the first place to make the adaption to future file formats and article representations possible. During the last 15 years, no other file formats or representations have been requested and the PDF/A-standard has risen to an accepted and wide spread data format for long term archiving. The publication process for articles after the acceptance and the final article submission will be significantly sped up and authors will profit from a faster publication of their work. JVRB might be able to apply for the addition into Scopus or the Web of Science with higher publication rates per year. The metadata that is assigned to new articles will be unaffected and will keep the same high quality as for the XML-and-PDF-articles. The amount of work that is saved by a PDF-only publication model will create resources that JVRB will use to acquire more articles, to speed up the review process, and to improve the visibility of its publications.

The publication model will be changed with the opening of volume 15(2018).

Documentation of Article Citations 2018

The Journal of Virtual Reality and Broadcasting has evaluated the number of citations for the articles that have been published since 2004. As data source we used Google Scholar and searched for the article titles. In case, the source was clearly identifiable as JVRB, we noted the number of citations. If that was not the case (e.g. the entry was ambiguos due to a former conference publication with the same title) we counted 0 citations for the article.

We examined 110 articles that were published in the JVRB-Volumes from 2004 to 2017. We reached 1255 citations in total. A summary of all articles and their citation count can be found on our website.

We derived the following bibliometric indices for JVRB:

h-index: 20

A publication with an index of h has published h papers each of which has been cited in other papers at least h times.

Impact factor: 0,6

IF = citations(year-1)+citations(year-2)
divided by publications(year-1)+publications(year-2)
year = JVRB-Volume

We clearly point out that JVRB is not indexed in Clarivate Analytics' Web of Science. The bibliometric indices have been calculated by the editorial team based on the data from Google Scholar.

For more information visit:
www.jvrb.org/downloads/documentation-of-citations-2018