

Journal of Virtual Reality and Broadcasting JVRB

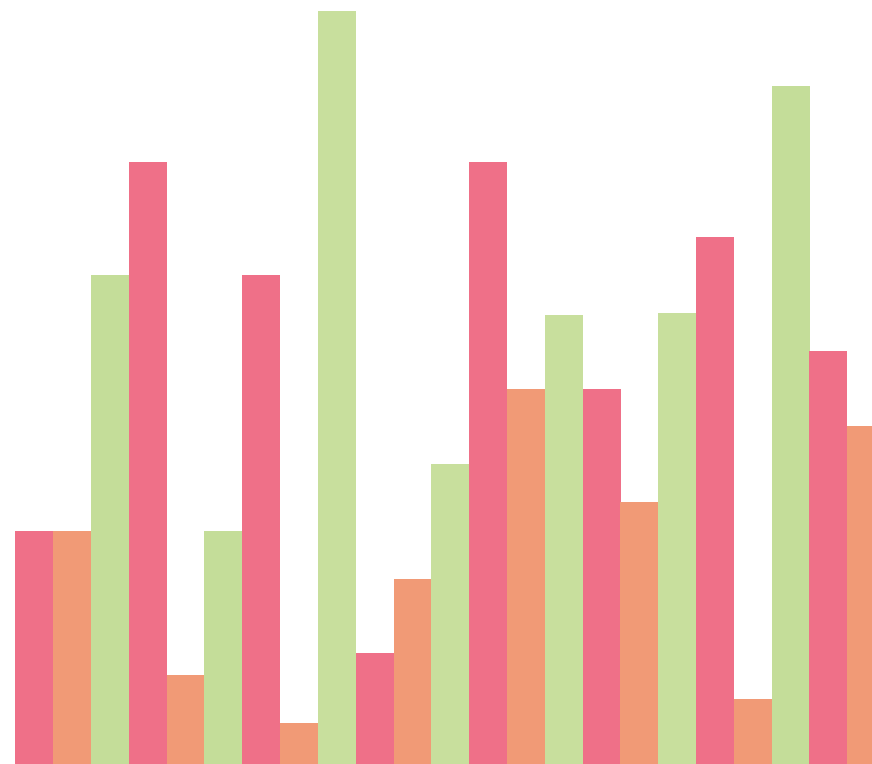
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Co-operations

GI VR/AR Workshop 2019

16th Workshop Virtual and Augmented Reality of the Experts Group VR/AR of "Gesellschaft für Informatik GI", Fulda, Germany
September 17th - 18th, 2019
Publication Agreement

GI VR/AR Workshop 2020

17th Workshop Virtual and Augmented Reality of the Experts Group VR/AR of "Gesellschaft für Informatik GI", Trier, Germany
September 24th - 25th, 2020
Publication Agreement

Citations

Documentation of Article Citations 2019/2020

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 ambiguous due to a former conference publication with the same title) we counted 0 citations for the article.

We examined 115 articles that were published in the JVRB Volumes from 2004 to 2020. We reached 1685 citations in total. A summary of all articles and their citation count is attached to this document.

We derived the following bibliometric indices for JVRB:

h-index: 23

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

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.jvr.org/downloads/documentation-of-citations-2020

Submissions

Year	Subm.	Acc.	Rej.	Rev.	I.Prog.	Withd.	Pub.
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
2019	9	2	2	0	5	2	3
2020	1	2	2	0	4	1	0

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 = Withdrawn, Pub.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 2019/2020. In total, 4 articles have been accepted for publication, 4 were rejected. Currently, 4 articles were still under review, 3 articles have been withdrawn.

In total, 17 reviews have been conducted in 2019/2020 by 17 external reviewers. The authors come from the following countries: India, UK, Canada, France, Ireland, Netherlands.

month	visitors	visits	pages	accesses	bytes
Jan-19	3.721	7.114	20.117	219.420	6.53 GB
Feb-19	4.942	8.408	20.812	227.173	6.83 GB
Mar-19	4.282	7.279	21.551	231.083	9.53 GB
Apr-19	3.661	7.088	18.000	210.537	5.30 GB
May-19	3.274	7.158	23.536	229.526	6.80 GB
Jun-19	3.224	6.313	14.517	175.825	5.09 GB
Jul-19	3.804	7.360	19.490	220.676	5.34 GB
Aug-19	2.317	4.340	10.111	92.694	3.11 GB
Sep-19	3.012	6.642	16.991	168.457	5.49 GB
Oct-19	3.338	6.182	14.300	246.002	7.02 GB
Nov-19	3.969	7.641	17.912	210.453	7.01 GB
Dec-19	3.208	6.967	13.925	191.491	6.57 GB
Total	42.752	82.492	211.262	2.423.337	74.63 GB

Figure 1: Number of readers that have accessed the JVRB-website in 2019

month	visitors	visits	pages	accesses	bytes
Jan-20	6.795	10.504	19.671	235.750	6.68 GB
Feb-20	9.847	14.587	22.759	215.874	6.61 GB
Mar-20	3.941	9.767	26.777	227.903	8.91 GB
Apr-20	3.218	12.591	38.990	217.335	8.50 GB
May-20	2.445	6.935	22.251	146.682	5.92 GB
Jun-20	1.793	4.958	30.445	130.979	5.58 GB
Jul-20	1.728	5.105	34.835	131.832	5.22 GB
Aug-20	1.381	3.670	23.962	128.897	4.24 GB
Sep-20	1.862	4.940	25.348	191.258	6.51 GB
Oct-20	2.438	7.123	37.974	198.750	7.08 GB
Nov-20	2.254	6.699	26.751	165.528	7.41 GB
Dec-20	2.321	6.215	27.615	146.766	7.63 GB
Total	40.023	93.094	337.378	2.137.554	80.30 GB

Figure 2: Number of readers that have accessed the JVRB-website in 2020

Reviewers

Currently, 468 international experts with a broad range of research interests from 41 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.

JVRB has conducted 17 reviews in 2019/2020 with a given deadline of 21 days per review. In total, 121 review enquiries were made. About 14 % of all review enquiries were successful.

Approximately 12 enquiries per article were necessary to find appropriate reviewers. The number increased compared to 2018 (4 enquiries). The average review time for articles submitted in 2019/2020 was 185 days. Review statistics for withdrawn articles are not included in the calculation.

Countries

129 Germany (+8) / 61 USA (+1) / 57 UK (+1) / 37 France (+1) / 18 Japan / 18 Spain / 17 Italy / 15 Canada (+1) / 10 Greece / 9 Austria / 9 China / 9 Portugal / 9 Australia (+1) / 7 New Zealand / 7 The Netherlands / 6 Brazil (+1) / 5 Sweden / 4 Denmark / 4 South Korea / 4 Switzerland / 3 Ireland / 2 Colombia / 2 Czech Republic / 2 Hongkong / 2 India / 2 Israel / 2 Mexico / 2 Poland / 2 Singapore / 2 Turkey / 2 Belgium (+1) / 1 Cyprus / 1 Iceland / 1 Lebanon / 1 Pakistan / 1 Slovak Republic / 1 Slovenia / 1 Taiwan R.O.C. / 1 Serbia / 1 Hungary / 1 Malaysia (+1)

Topics

203 Computer Graphics / 146 Human Factors / 129 Media Technology / 106 Image Technology / 101 Virtual Environments / 82 Haptic Interfaces / 69 Augmented Reality / 41 Tracking / 34 Pervasive Gaming / 32 Interactive Broadcasting / 21 Ubiquitous Computing

*** The number in brackets represents the increment of reviewers from one country compared to 2018.**

Guest Editors

Kadi Bouatouch

Professor Kadi Bouatouch is an electronics and automatic systems engineer (ENSEM 1974). He was awarded a PhD in 1977 (University of Nancy 1) and a higher doctorate on computer science in the field of computer graphics in 1989 (University of Rennes 1). He is working on global illumination, lighting simulation for complex environments, GPU based rendering and computer vision. He is currently Emeritus Professor at the university of Rennes 1 (France) and researcher at IRISA Rennes (Institut de Recherche en Informatique et Systèmes Aléatoires). He was the head of the FRVSense team within IRISA. He was/is member of the program committee of several conferences and workshops and referee for several Computer Graphics journals such as: The Visual Computer, ACM Trans. On Graphics, IEEE Computer Graphics and Applications, IEEE Trans. On Visualization and Computer Graphics, IEEE Trans. On image processing, etc. He also acted as a referee for many conferences and workshops. He has reported for several PhD theses or higher doctorates in France and abroad (USA, UK, Belgium, Cyprus, The Netherlands, Spain, etc.). He was an associate editor for the Visual Computer Journal.

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.

José Braz

José Braz was born in Lisbon in 1963. In 1987 concluded a MsC degree in Radiotechnical Engineering from the Одесский политехнический институт, in Odessa, former USSR, and in 2004, when coming back from industry to research, finished one other Master Thesis in Computer Graphics from the IST/UTL, Lisbon. In the present he is working on its PhD thesis around the insertion of animated humanoids in augmented reality scenarios.

He is currently Adjunct Professor at the Department of Systems and informatics of the High School of Technology at the Politechnic Institute of Setúbal while does its research work at the VIMMI group in the INESC-ID. As editor he has some books published on Kluwer – Enterprise Information Systems IV (Dordrecht, The Netherlands, Kluwer Academics Publishers, 2003) and Springer – Informatics on Control, Automation and Robotics I (Dordrecht, The Netherlands, Springer, 2006) and “Advances in Computer Graphics and Computer Vision” (Berlin, Germany, Springer, 2007).

Professor Braz is member of the Eurographics Association and President of the General Assembly of INSTICC – Institute for Systems and Technologies of Information, Control and Communication. In the past three years he was the Conference Chair of GRAPP – International Conference on Computer Graphics Theory and Applications

News

Prof. Mark Billinghurst joined JVRB's Advisory Board

He is Professor of Human Computer Interaction at the University of South Australia in Adelaide, Australia, and Professor in the Bio-Engineering Institute at the University of Auckland in New Zealand. He is the Director of the Empathic Computing Laboratory, which is situated at both universities. At the HIT Lab at the University of Washington, he completed his PhD in electrical engineering in 2002 under the supervision of Professor Thomas Furness III and Professor Linda Shapiro. The result of his thesis "Common Space: Exploring Collaborative Augmented Reality" was the magic book - an animated children's book that is brought to life through a lightweight head-mounted display (HMD). Over the past few years, Prof. Billinghurst has received several awards for his contribution to research in the field of Human Interface Technology. In 2001, he received the Discover Magazine Award for Entertainment for developing Magic Book technology. He was selected as one of eight leading New Zealand innovators and entrepreneurs to exhibit in the New Zealand Innovation Pavilion from November 2002 to March 2003. In 2005 he was appointed to the New Zealand Government's Advisory Board for Growth and Innovation. In 2019 he received the VGTC Virtual Reality Career Award for his research and contribution to the scientific community. Originally educated in New Zealand, he is a two-time graduate from Waikato University, where he completed a BCMS (Bachelor of Computing and Mathematical Science) in 1990 and a Master of Philosophy (Applied Mathematics and Physics) in 1992.

As an absolute expert in augmented reality, which becomes a standard design element and technology in the broadcast industry, his knowledge ideally enriches and expands the spectrum of expertise of the Journal of Virtual Reality and Broadcasting. We are very pleased to welcome Prof. Mark Billinghurst to our Advisory Board!

Obituary for Prof. Tosiyasu Lawrence Kunii - member of our advisory board, friend and mentor

On November 3, 2020, Tosiyasu Lawrence Kunii, mentor to several editors associated with JVRB, passed away at the age of 82, after a long illness. He made many contributions to science and education. Born in 1938, he graduated from the Dept. of Chemistry, Faculty of Science, University of Tokyo in 1962, and received a D.Sc. from the same school in 1967. Having joined the Faculty of Science of the University of Tokyo in 1969 as an Asst. Prof., he proposed establishment of the Dept. of Information Science. He was also on the faculty of the U. of Texas in Austin and Visiting Professor at the University of Bradford in England, which experience contributed to his vision of international education. He was later appointed Professor Emeritus of the University of Tokyo.

With his vision and persistence, he founded the U. of Aizu “ex vacuo” (“from a vacuum,” i.e. out of nothing) in Aizu-Wakamatsu, Fukushima Prefecture in Japan (which privilege of establishing a major university had been vindictively denied the region since the Aizu clan lost the Boshin Civil War in 1869), and served as its first President from 1993, and later Professor Emeritus. He was the founding chairman of CGS (International Computer Graphics Society), and founder and Editor-in-Chief of “The Visual Computer” (published by Springer-Verlag in Germany, 1984-1999) and the International Journal of Shape Modeling (World Scientific) (1994-1995), and was Associate Editor of IEEE Computer Graphics and Applications (1982-2002). He was Associate Editor-in-Chief of the Journal of Visualization and Computer Animation (John Wiley & Sons) (1990-) and on the Editorial Board of Information Systems Journal (1976-2008). Late in his career, he was on the faculty of Kanazawa Institute of Technology and Chief Technical Advisor of Morpho Co., Ltd., which enjoyed a very successful IPO, as well as Technical Advisor to ABEJA.



Prof. Tosiyasu Lawrence Kunii

Photo by Michael Cohen

Prof. Kunii's scientific contributions, including insights in the study of Reeb Graphs and homology, were recognized by his being named a Fellow of the IPSJ (Information Processing Society of Japan), a Life Fellow of the IEEE (Institute of Electrical and Electronics Engineers), and a Senior Research Fellow of the Royal Academy of Engineering. He published around 500 refereed papers in computer science, over 50 books, and had 5 patents. He was a VR pioneer, having organized the International Workshop on Synthetic Worlds in 1993, which explored the possibilities of immersive environments synthesized on the web as well as in computational spaces in general, which proceedings were published in a book entitled "Cyberworlds." In 1998, he received the Taylor L. Booth Education Award, the highest award for computer education from the IEEE, and in 2014 he received the Order of the Sacred Treasure from the Japanese government.

Prof. Kunii was a ski instructor and a meta-instructor (teaching ski instructors how to best share such knowledge). Inclined to tangential explanatory digressions, he was sometimes affectionately nicknamed "Dr. Hyperlink." He had the wisdom and perhaps also the visage of Jedi Master Yoda. His breadth of view touched many lives and shaped the professional trajectories of many academic scientists, especially junior faculty whose careers he encouraged.

He is survived by his wife Hideko and a son. May he rest in peace, and may we honor his memory by encouraging our students and colleagues and doing interesting research, contributing to society by advancing knowledge.

Prof. Michael Cohen, University of Aizu

In Memoriam:

Toshiyasu L. Kunii, 1938–2020, by Michael J. Wozny
<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=9380855>

Research Map for 國井 利泰 (クニイトシヤス)
Toshiyasu Kunii
<https://researchmap.jp/read0112011>

Cyberworlds
<https://www.springer.com/gp/book/9784431702078>

IEEE Computer Society Profile
<https://www.computer.org/profiles/toshiyasu-kunii>