

Program Chair Message

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We are pleased to present the technical papers for the IEEE Virtual Reality Conference 2015 (IEEE VR 2015), held March 23–27, 2015 in Arles, France.

This year, we received 147 submissions, of which 94 (63.9%) were long papers and 53 (36.1%) were short papers. Of the 94 long paper submissions, 13 were accepted, for an acceptance rate of 13.8%, and 2 papers were recommended for major revision and resubmission to TVCG. Of the 53 short paper submissions, 6 were accepted, for an acceptance rate of 11.3%. A further 13 long paper submissions (13.8%) were accepted in short format. Finally, 16 long paper and 22 short paper submissions were accepted in poster abstract format.

All papers were reviewed by the International Program Committee (IPC), which comprised 66 internationally renowned experts from 18 different countries spanning North and South America (22 members), Europe and the Middle East (23), and Asia and Oceania (21). The four program chairs also voted on paper acceptance decisions, so the IPC could be considered as having 70 members. Membership in the IPC was determined by a formal nomination and voting process among the four program chairs, with additional help from Kiyoshi Kiyokawa. To guide the IPC selection process, we relied on a database of former IPC members, minus any who had served in each of the four consecutive prior years, and with the additional nominations of at least three new people per geographical area (Europe/America/Asia). After an initial round of closed voting, in which each IPC chair was allocated a fixed number of votes to award in each of the three geographical regions, we held a live virtual meeting in which we discussed all of the candidates who had received multiple votes and came to a consensus on whom to invite.

Both long and short papers have undergone a two-round review process. For each submission, the reviewing process was overseen by a coordinator from the IPC. In addition, each submission received four expert double-blind reviews: two secondary reviews from members of the IPC, appointed by the program chairs, and two external reviews, from experts identified by the submission's coordinator. After all of the reviews were in, there was a week-long online discussion period during which the four reviewers of each submission, under the guidance of the primary coordinator, could reach a consensus recommendation. The entire IPC then convened for a two-day online meeting to discuss the submissions and come to a decision for each one. For every paper, at least three people in this meeting were intimately familiar with it: the coordinator and the two secondary reviewers. They summarized the paper

and online discussion for the rest of the committee, and led the joint discussion. Individual IPC members were recused from the meeting when any submission they were conflicted with came up for discussion. The final decision for each paper was determined by a majority vote of all remaining members of the entire IPC. Possible decisions were acceptance, conditional acceptance, or rejection, as well as a set of modifications that were deemed necessary for a conditionally accepted paper to be accepted in the second review round. Short papers could be accepted without requiring a second review round, but long papers could only be conditionally accepted, and so always went through the second review round. The set of long papers recommended for conditional acceptance was further approved by the TVCG board. In addition, long papers could be conditionally accepted in short format and, in this case, they were allowed an 8-page limit. Both long and short papers could also be conditionally accepted in poster abstract format. For all conditionally accepted papers, in long, short, or poster abstract format, the program chairs assigned a shepherd from the IPC, usually the paper's original coordinator, to oversee the refinement process in the second review round. The shepherd then checked whether the changes made were sufficient to warrant final acceptance. Based on this input, the program chairs made the final acceptance decisions for long papers, short papers, and poster abstracts that were initially submitted as long or short papers. The final acceptance of the long papers was further approved by the TVCG board. Additional poster abstracts, separately submitted through the posters track, were independently reviewed by the posters chairs.

All accepted long papers are published in a special issue of IEEE Transactions on Visualization and Computer Graphics (TVCG). The Proceedings of the IEEE Virtual Reality Conference 2015 contains all the short papers and the poster abstracts. In addition, a selection of the best short papers will be invited for a special issue of the journal *Presence: Teleoperators and Virtual Environments*. Both the special issue of IEEE Transactions on Visualization and Computer Graphics and the Proceedings of the IEEE Virtual Reality Conference 2015 are permanently archived in the IEEE Digital Library.

Many individuals have contributed a great deal of time and energy towards making the technical program of the 2015 IEEE Virtual Reality Conference a success. We would like to thank the authors of all submitted papers, the 66 members of the program committee, as well as the 187 external reviewers for their many hours of hard work. We also wish to acknowledge James Stewart for his outstanding and timely support of the PCS review system.

The program chairs are indebted to the IEEE Visualization and Graphics Technical Committee (VGTC) publication team, especially the Publications Coordinator, Meghan Haley from Junction Publishing, for collecting materials and producing the conference proceedings. We warmly thank Bernd Fröhlich and the Virtual Reality Steering Committee for their continuing active support. We also thank Ming Lin, the outgoing Editor-in-Chief of TVCG, as well as Leila De Floriani, the incoming Editor-in-Chief, Dieter Schmalstieg, the TVCG liaison for the IEEE Virtual Reality 2015 Special Issue of TVCG, and George

Drettakis, who recommended regular TVCG papers for presentation at the conference, for their help and advice with the long papers technical program. We express our gratitude to the IEEE Virtual Reality Conference 2015 General Chairs, Sabine Coquillart, Bernd Fröhlich, Daniel Keefe, and Susumu Tachi for their strong support throughout the entire process. Finally, our IEEE Virtual Reality Conference 2015 would not exist without the enormous amount of time and effort volunteered by a large cast of our community members.