

## Journal of Virtual Reality and Broadcasting JVRB

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Journal of Virtual Reality and Broadcasting

# Annual Report 2013

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## News

### DBLP

The DBLP Computer Science Bibliography is now indexing the articles published in JVRB.

The bibliography server features about two million entries from the field of computer science and lists international conferences, books, journals and series.

The database has just undergone a redesign that provides better search functionality with three different modes (faceted search, free search and complete search).

The JVRB bibliography on DBLP can be found at:  
[dblp.uni-trier.de/db/journals/jvr/b/index.html](http://dblp.uni-trier.de/db/journals/jvr/b/index.html)

### EasyChair

The submission and review of articles is now handled by the EasyChair. The review system replaces the previously used elaborate e-mail correspondence and speeds up the review process. The platform is originally designed to manage the review process for conferences and is widely used within the academic sector. Registration for authors is free of charge.

# Submissions

JVRB received seven new submissions in 2013. Nine articles have been accepted for publication, three were rejected. One article has been recommended for a resubmission after major revision. Currently, seven articles are still under review, no articles have been withdrawn.

In total, 50 reviews have been conducted in 2013 by 47 external reviewers. In total, 24 authors of submitted article come from France, 10 from Germany, 6 authors from the United Kingdom and 5 from Spain. Most articles belonged to the topic "media technology".

Year	Subm.	Acc.	Rej.	Rev.	I.Prog.	Withd.	Pub.
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
2012	8	2	1	0	18	0	9
2013	7	9	3	1	7	0	7

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 = Withdrawn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

month	visitors	visits	pages	accesses	bytes
Jan-13	4,107	6,986	20,904	462,677	9.04 GB
Feb-13	2,707	5,064	15,961	288,452	5.48 GB
Mar-13	3,037	7,244	23,787	284,263	5.53 GB
Apr-13	2,891	7,637	30,950	296,144	7.07 GB
May-13	3,324	8,074	25,808	257,537	5.42 GB
Jun-13	3,276	7,828	24,919	223,903	6.35 GB
Jul-13	2,751	7,207	24,669	240,345	5.74 GB
Aug-13	3,224	7,608	28,753	232,978	5.53 GB
Sep-13	3,771	8,402	26,141	207,469	5.51 GB
Oct-13	3,944	8,860	32,112	241,611	7.11 GB
Nov-13	4,613	10,572	34,223	273,980	7.41 GB
Dec-13	867	1,430	5,593	59,588	1.44 GB
total	38,512	86,912	293,820	3,068,947	71.62 GB

Figure 1: The number of readers that have accessed the JVRB-website in 2013

## Reviewers

Currently, 363 international experts with a broad range of research interests from 37 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 significantly increased but is still not sufficiently covered, yet. Also the number of researchers dedicated to Virtual Environments and Haptic Interfaces has increased.

JVRB has conducted 50 reviews in 2013 with a term of 21 days per review. 157 review enquiries were made. About 24,8% of all review enquiries were successful (compared to last years 18,7%).

Approximately 14 enquiries per article were necessary to find the reviewers. The number decreased significantly compared to 2012 (21 enquiries) and had strong influence on the processing time. The average processing time was 417 days (from submission to notification).

### Achievements 2013:

Reviewers +37

Reviews +25

Successful Review Enquiries +6,1%

Enquiries per Submission necessary -7

Experts in Interactive Broadcasting +8

### Countries

96 Germany (+11)\* / 52 USA (+2) / 44 UK (+1) / 29 France (+4) / 15 Spain (+2) / 13 Canada (+1) / 10 Italy (+1) / 9 Japan (-1) / 10 Greece (+2) / 7 New Zealand / 7 Portugal / 7 Austria (+1) / 5 Australia / 7 China (+1) / 4 The Netherlands (-1) / 4 Brazil / 4 Denmark (+1) / 4 Switzerland (+1) / 4 Sweden (+2) / 2 Ireland / 2 Mexico / 2 Poland / 2 Hongkong / 2 Colombia / 2 Turkey / 1 Belgium / 1 Lebanon / 1 Iceland / 2 Israel (+1) / 1 Singapore / 1 Slovenia / 1 Slovak Republic / 2 South Korea (-1) / 1 Pakistan (+1)

### Topics

172 Computer Graphics / 123 Media Technology / 123 Human Factors / 93 Image Technology / 80 Virtual Environments / 77 Haptic Interfaces / 49 Augmented Reality / 37 Tracking / 31 Pervasive Gaming / 28 Interactive Broadcasting / 18 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.

## Conference Partners

**JVRB has closed publication agreements with the following renowned international conferences:**

### GI VR/AR Workshop 2013

10. GI-Workshop „Virtuelle und Erweiterte Realität“, September, 19th-20th, 2013, Würzburg, Germany

## Guest Editors

**We welcomed the following guest editors for Special Issues in 2013:**

### Oliver Staadt

Dr. Staadt is a full professor of computer science at the University of Rostock. He received a Master of Science in computer science and a PhD in computer science from TU Darmstadt and ETH Zurich, respectively. Prior to joining the University of Rostock, he was an Assistant Professor of computer science at the University of California, Davis. His research interests include computer graphics, virtual reality, telepresence, and visualization. He serves as a member of international program committees of many graphics, VR, and visualization conferences. Dr. Staadt is associate editor of Computers & Graphics and was co-chair of the program committees of the EG/IEEE Symposium on Point-Based Graphics (PBG) 2008, the Fourth International Symposium on 3D Data Processing, Visualization and Transmission (3DPVT) 2008, and the 5th Joint Virtual Reality Conference (JVRC) 2013. He is a member of ACM, ACM SIGGRAPH, the IEEE Computer Society, and the Eurographics Association.

## Events

### Researchers' Night and Virtual Studio Workshops

Within the scope of the Researchers' Night that took place on September 27th, 2013, JVRB offered two half-day virtual studio workshops. The first workshop "Introduction to Virtual Studio Technology" featured camera tracking, camera robotics and interaction programming with demonstrations and hands-on time. The second workshop "Markerless Talent Tracking for Virtual Studio" focussed on real time control of virtual sets using markerless actor tracking (OpenStage from Organic Motion with 18 cameras).

In the evening, JVRB presented "Interactive Virtual Studio Demonstrations" during the researchers' night, an event that was celebrated in over 300 cities all across Europe. The Journal welcomed the audience in the Black Box Cinema of Düsseldorf's Film Museum and established a live transmission from the virtual studio at the University of Applied Sciences Düsseldorf. The show demonstrated the potential of a virtual studio set by letting actors interact with virtual objects, controlling the set, moving avatars and even replace parts of the actors themselves with rendered objects in real-time.

Three shows were presented which attracted about 100 visitors who had the opportunity to get in touch with virtual studio techniques and with the open access idea.

## Indexed by

### Articles published in the Journal of Virtual Reality and Broadcasting are indexed by:

- BASE - Bielefeld Academic Search Engine
- DBLP Computer Science Bibliography
- Directory of Open Access Journals (DOAJ)
- GetInfo: Specialist Information on Science and Technology
- Google Scholar
- Scirus
- The Collection of Computer Science Bibliographies
- WTI Frankfurt ZDE/ZDEE, TEMA
- www.oaister.org

### The Journal of Virtual Reality and Broadcasting is indexed by:

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- HCI Index
- ZDB
- NewJour
- dmoz Open Directory  
[World : deutsch : Wissenschaft : Informatik]
- Elektronische Zeitschriftenbibliothek (EZB)
- Cyberlinks - An interactive link collection for cyberscience