

2022/2023 IEEE CG&A Awards

Chi-Wing Fu , The Chinese University of Hong Kong, Hong Kong, China

André Stork , Fraunhofer Institute for Computer Graphics Research IGD, 64283, Darmstadt, Germany

In this column, Chi-Wing (Philip) Fu—our Associate Editor-in-Chief (AEIC) for regular papers—and I as Editor-in-Chief (EIC) honor a number of people for their outstanding contribution to *IEEE Computer Graphics and Applications* (CG&A) in the years 2022 and 2023. We dedicate specific sections to the

- a) Best Paper Award and Awardees.
- b) Outstanding Associate Editors.
- c) Outstanding Guest Editors.

In addition, in this column, we take the opportunity to express our appreciation and gratefulness to associate editors whose term ended in 2023 and who served CG&A for past years.

CG&A BEST PAPERS

The objective of the Best Paper Award, fully sponsored by the IEEE Computer Society (CS) and initiated by the CS Publications Board in 2019, is to acknowledge and reward the best articles published in the previous year. The selection of the 2022 CG&A Best Paper Award was conducted by a committee chaired by Philip Fu. The committee members include Ruizhen Hu, an associate professor from Shenzhen University, and, Alexander Lex, an associate professor from the University of Utah.

All the papers published in 2022 were reviewed by the committee, after which a shortlist was made. The committee members then discussed and voted for the best paper from the shortlist. The award selections, including both a winner and a runner-up, were recommended to CG&A EIC who sent his recommendation to the IEEE CS Publications Board.

The 2022 winner, as conferred by the Publication Board, is “Talking realities: Audio guides in virtual reality visualizations,”^{A1} by Shahid Latif, Hagen Tärner, and Fabian Beck. All the authors of the 2022

award winner are from the University of Duisburg-Essen. This feature article was part of the IEEE CG&A Special Issue on Perception, Visual Inference, and Exploratory Visualization. Quoting the Review Comments, the article “provides a compelling motivation that storytelling in VR is different and that text is often hard to read and hard to display. This field is quite interesting and not much has been written about storytelling in immersive environments”; “the presentation of three concrete use cases involving different types of visualizations”; and “the accompanying figures helped illustrate the proof-of-concept of how data-driven audio narratives could create an immersive data exploration experience in VR.”

The co-runner-up goes to “VisHikers’ guide to evaluation: Competing considerations in study design,”^{A2} by Emily Wall, Cindy Xiong, and Yea-Seul Kim. The first author of this article is from Emory University, USA; the second author is from University of Massachusetts, USA; and the third author is from the University of Wisconsin, USA. Quoting Prof. Lex’s comments, “This article articulates challenges with empirical study design in visualization. The authors argue that the different academic lineages that make up the field of visualization cause friction in terms of the expectations for authors and reviewers in what constitutes a good study. The paper clearly lays out different contribution types and discusses appropriate study design principles commensurate with the contribution types.”

Congratulations to all main authors and coauthors of the two papers!

OUTSTANDING ASSOCIATE EDITOR AWARD

In recognizing excellence in serving CG&A as an associate editor (AE) over the period of 2022–2023, we are happy to present to two of our colleagues, the Outstanding Associate Editor Award, formerly known as the Best Associate Editor Award. The awardees are Ruizhen Hu, an associate professor from Shenzhen University, and, Alexander Lex, an associate professor from the University of Utah. The outstanding AE



Recipients of the 2022–2023 Outstanding Associate Editor Award: Prof. Ruizhen Hu (left) and Prof. Alexander Lex (right).

awardees were selected based on quality, timeliness, and volume of the reviews performed.

Congratulations to Ruizhen and Alexander! Thank you for your help and contributions—also for taking up a role in the CG&A Best Paper Award Committee.

OUTSTANDING GUEST EDITOR AWARD

From time to time, IEEE CG&A gives an Outstanding Guest Editor Award for extraordinary contributions to the magazine. This year the award goes to three awardees:

- › Mary Whitton
- › Dave Kasik
- › Chris Johnson

for their incredible work on the July/August CG&A Special Issue where we celebrated 50 ACM SIGGRAPH Conferences.

Congratulations and my deepest respect for the achievement!

OUTGOING ASSOCIATE EDITORS

Three associate editors have retired from service in 2023, including Maud Marchal, a professor from

University Rennes, France, Xin Tong, a partner research manager with Microsoft Research Asia, leading the Internet Graphics Group, and Kun Zhou, a Cheung Kong Professor of computer science at Zhejiang University.

Besides those three AEs, Ginger Alford, Assistant Chair, Department of Computer Science, SMU Lyle School of Engineering, has retired from the Editorial Board of CG&A. She acted as department co-editor for “Education.”

We would like to thank you all for your engagement, contributions, and dedication you brought to CG&A!

APPENDIX: RELATED ARTICLES

- A1. S. Latif, H. Turner, and F. Beck, “Talking realities: Audio guides in virtual reality visualizations,” *IEEE Comput. Graphics Appl.*, vol. 42, no. 1, pp. 73–83, Jan./Feb. 2022. [Online]. Available: <https://www.computer.org/csdl/magazine/cg/2022/01/09351649/1r51fWoQ44o>
- A2. E. Wall, C. Xiong, and Y.-S. Kim, “VisHikers’ guide to evaluation: Competing considerations in study design,” *IEEE Comput. Graphics Appl.*, vol. 42, no. 3, pp. 29–38, May/Jun. 2022. [Online]. Available: <https://www.computer.org/csdl/magazine/cg/2022/03/09790020/1E0NdJS2ae4>

CHI-WING (PHILIP) FU is with The Chinese University of Hong Kong, Hong Kong, China. He is the corresponding author of this article. Contact him at cwfu@cse.cuhk.edu.hk.

ANDRÉ STORK is with the Fraunhofer Institute for Computer Graphics Research IGD, 64283, Darmstadt, Germany. Contact him at andre.stork@igd.fraunhofer.de.