

## Editor's Note

**T**HE IEEE Computer Society's policy mandates term limits for all members of the Editorial Board. This policy allows new people and expertise to join the board which benefits both the growth and the vitality of the journal. The success of the journal relies on the quality of the submissions and of the reviews, and on the work of the Associate Editors. Their dedication and support are essential to its continuing growth.

On behalf of both the IEEE Computer Society and the *TVCG* Editorial Board we would like to express our appreciation and gratitude to the 21 Associate Editors who finished their term between August 2021 and December 2022:

James Ahrens, Jernej Barbic, Oliver Bimber, Polo Chau, Tim Dwyer, Elmar Eisemann, Issei Fujishiro, Joseph Gabbard, Abhijeet Ghosh, Nathalie Henry Riche, Petra Isenberg, Anatole Lecuyer, Seungyong Lee, Luciana Nedel, Luis Gustavo Nonato, Bernhard Preim, Tobias Schreck, J. Edward Swan II, Matthias Teschner, Julien Tierny, and Hao (Richard) Zhang

It is now our sincere pleasure to introduce the 25 new Associate Editors who have joined the *TVCG* Editorial Board between September 2021 and December 2022.



**Daniel Archambault** received the Ph.D. degree from the University of British Columbia, in 2008. He is an Associate Professor with Swansea University. For more than a decade, he has been an active researcher with the visualization, visual analytics, HCI, and graph drawing communities with a focus on visualization for data science and networks, applying this work to various areas including public health and social media analysis. His research spans the entirety of the data-to-human pipeline: from creating interactive visualizations to map data to interactive systems and testing such systems with humans for perceptual effectiveness. In the United Kingdom, he works with the visualization interest group of the Alan Turing Institute and is also co-founder of the MLVis workshop at EuroVis. He frequently serves on major visualization program committees (IEEE VIS, EuroVis), was a paper co-chair and steering committee member for GD (Graph Drawing and Network Visualization), and has served on the senior program committee for AAAI ICWSM.



**Jan Bender** received the diploma, Ph.D., and habilitation degrees in computer science from the University of Karlsruhe, Germany. He is professor of computer science and leader with the Computer Animation Group, RWTH Aachen University. His research interests include the physically-based simulation of rigid body systems, deformable solids, and fluids, collision handling, cutting, fracturing, and real-time simulation methods. He received several best paper awards. Moreover, he serves on program committees of major graphics conferences, has been program chair of VRIPHYS, VMV and ACM SIGGRAPH / Eurographics SCA and associate editor for IEEE Computer Graphics and Applications. Finally, he is the main developer of the open-source simulation libraries SPlisHSPlasH, and PositionBasedDynamics.



**Enrico Bertini** is Associate Professor with the Khoury College of Computer Sciences and the College of Art, Media, and Design, Northeastern University. His research interests include focuses on the development and evaluation of interactive visual interfaces to help scientists, researchers and domain experts, reason and communicate with data and machine learning models. He is also the host of Data Stories, a popular podcast on data visualization.



**Stefan Bruckner** received the master's and Ph.D. degrees in computer science from the TU Wien, Austria, in 2004 and 2008, respectively, and the habilitation (venia docendi) degree in practical computer science, in 2012. He is a full professor of visualization with the Department of Informatics, University of Bergen, Norway. Before his appointment in Bergen in 2013, he was an Assistant Professor with the Institute of Computer Graphics and Algorithms of the TU Wien. His research interests include all aspects of data visualization, with a particular focus on interactive techniques for the exploration and analysis of complex heterogeneous data spaces. He has made significant contributions to areas such as illustrative visualization, volume rendering, smart visual interfaces, biomedical data visualization, and visual parameter space exploration. In addition to his contributions in basic research, he has successfully led industry collaborations with major companies such as GE Healthcare and Agfa HealthCare, and has 7 granted patents.



**Wei Chen** is a professor with the State Key Lab of CAD&CG, Zhejiang University, China. His research interests include visualization, visual analytics and human-machine intelligence. He has performed research in visualization and visual analysis and published more than 80 *IEEE/ACM Transactions* and *IEEE VIS* papers. He actively served in many leading conferences and journals, like *IEEE PacificVIS* steering committee, *ChinaVIS* steering committee, area co-chairs of *IEEE VIS*, *IEEE PacificVIS*, *IEEE LDAV* and *ACM SIGGRAPH Asia VisSym*. He is an associate editor of *IEEE Transactions on Visualization and Computer Graphics*, *IEEE TBG*, *ACM Transactions on Intelligent Systems and Technology*, *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, *IEEE Transactions on Intelligent Vehicles*, *IEEE Computer Graphics and Applications*, *FCS*, and *JOV*.



**Christoph Garth** studies in mathematics and computer science, he received the Ph.D. degree in computer science from Technische Universität Kaiserslautern, in 2007. He is a full professor with the Computer Science Department, Technische Universität Kaiserslautern. Before re-joining Technische Universität Kaiserslautern to lead the Scientific Visualization Lab, he spent four years as a post-doctoral researcher with the Institute for Data Analysis and Visualization, University of California. His research interests include agenda encompasses visualization and visual analytics, with an emphasis on visualization challenges arising in scientific computing, including large-scale data analysis and visualization, in-situ techniques for visualization, topology-based methods in visualization, and interdisciplinary applications of visualization. For his research, he has received an Award for Excellence in Postdoctoral Research and several best paper awards, including from *IEEE VIS* and *EuroVis*. Over the past 15 years, he has been a regular reviewer for international journals and conferences in the area of visualization, and has contributed to the visualization community in various conference roles and through co-organizing a variety of workshops and symposia (*IEEE LDAV*, *ISAV@SC*, *TopoInVis*, *Dagstuhl Seminar on In Situ Visualization*, among others).

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**Jens Grubert** is a professor of human-computer interaction with the Internet of Things, Coburg University of Applied Sciences and Arts. He has more than 15 years of academic and industrial experience in fields such as human-computer interaction, augmented and virtual reality (AR/VR), computer graphics and computer vision and is author of more than 75 peer-reviewed publications. His current research interests include multimodal and multi-device interaction in AR and VR, corneal imaging, as well as the application of AR and VR to domains such as autonomous driving, learning and knowledge work.



**Paul Guerrero** received the Ph.D. degree from the Institute for Computer Graphics and Algorithms, Vienna University of Technology, and from the Visual Computing Center, KAUST. He is a research scientist with Adobe, working on the analysis of shapes and irregular structures, such as graphs, meshes, or vector graphics, by combining methods from machine learning, optimization, and computational geometry. Prior to his current position, he worked as a postdoc with UCL, and as a visiting postdoc with KAUST and Stanford University.



**Ying He** received the bachelor's and master's degrees in electrical engineering from Tsinghua University, in 1997 and 2000, and the Ph.D. degree in computer science from Stony Brook University, in 2006. He is an Associate Professor with the School of Computer Science and Engineering, Nanyang Technological University. His research interests include fall into geometric computation and analysis that is applied to a wide spectrum of engineering fields, including computer graphics, vision, computer-aided design, multimedia, and wireless sensor network. He is the recipient of 7 Best Paper Awards. He serves regularly on the technical program committees for all the major conferences on geometric modelling and is on the editorial board of *IEEE Transactions on Visualization and Computer Graphics*, *Computer Graphics Forum* (Wiley) and *Computational Visual Media* (Springer). He also served/is serving as the General/Program co-chair of SMI ('22), SPM ('22 & '23), GMP ('14 & '21) and CVM ('20). He is an elected member of the Executive Committee of the Solid Modelling association.



**Jessica Hullman** is the Ginni Rometty Associate Professor of computer science with Northwestern University. Her research addresses challenges that arise when people draw inductive inferences from data summaries. She work has contributed visualization techniques, applications, and evaluative frameworks for improving data-driven inference in applications like visual data analysis, data communication, privacy budget setting, and responsive design. Her current interests include the potential for theories of rational inference can be used to define and reason about the value of a visualization pre- and post-experimentally. She work has been awarded best paper awards at top visualization and HCI venues and she has received a Microsoft Faculty award and NSF CAREER, Medium, and Small awards as PI, among others.



**Daisuke Iwai** (Member, IEEE) received the B.S., M.S., and Ph.D. degrees from Osaka University, Japan, in 2003, 2005, and 2007, respectively. He was a visiting scientist with Bauhaus-University Weimar, Germany, from 2007 to 2008, and a visiting Associate Professor with ETH, Switzerland, in 2011. He is currently an Associate Professor with the Graduate School of Engineering Science, Osaka University. His research interests include augmented reality, projection mapping, projector-camera systems, and computational displays.



**Adam Jones** received the Ph.D. degree in computer science from Mississippi State University. He is an Assistant Professor with the Department of Computer Science and Engineering, Mississippi State University where he leads the High Fidelity Virtual Environments Lab (Hi5 Lab). He teaches topics including virtual & extended reality, computer graphics, data science, human-centered computing, and spatial perception. His research interests include focuses on combining approaches from computer science, psychology, neuroscience, art, and ophthalmology to improve the ways in which we engineer the fidelity of virtual environments. Previously, he served as faculty in computer & information science and neuroscience with the University of Mississippi. He also served as a postdoctoral fellow with the Division of Human-Centered Computing, Clemson University and as a postdoctoral fellow with the Institute for Creative Technologies, University of Southern California.



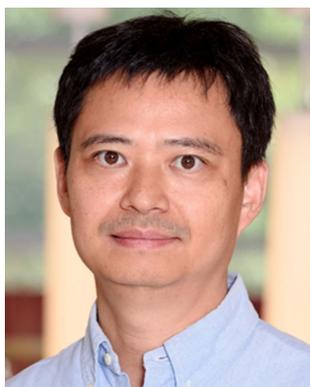
**Min H. Kim** received the Ph.D. degree in computer science from University College London (UCL). He is a professor of computer science with the School of Computing, KAIST, leading the Visual Computing Lab (VCLAB). Before joining KAIST, he worked as a postdoctoral researcher with Yale University. He has received numerous awards, including SIGGRAPH Technical Paper Award for his work on polarimetric inverse rendering in 2022. His primary research interests include computational imaging, computational photography, 3D imaging, BRDF acquisition, and 3D reconstruction. He has served as Technical Paper Chair with Eurographics 2022, Course Chair at SIGGRAPH Asia 2022, and Technical Communications/Posters co-chair with SIGGRAPH Asia 2020, in addition to serving on many conference program committees of computer graphics and computer vision, such as SIGGRAPH, CVPR, ICCV, AAAI, and Eurographics. He has been an associate editor in top CS journals, including *ACM Transactions on Graphics (TOG)* and *IEEE Transactions on Visualization and Computer Graphics (TVCG)*.



**Jörn Kohlhammer** (Member, IEEE) received the diploma degree, in 1999, and the Ph.D. degree in computer science on decision-centered visualization, in 2005. He is head of the Competence Center for Information Visualization and Visual Analytics and honorary professor with TU Darmstadt. His center develops innovative visualization solutions for several industry sectors, including Visual Business Analytics, medical data analysis of electronic health records, and visualization for cyber-security. He is author of more than 80 publications in journals and books, and of monographs and conference papers. He is regular member of program committees for conferences like IEEE VAST and EuroVis, and acts as reviewers in many conferences and journals. His research interests include decision-centered information visualization based on semantics, and visual business analytics. He is member of the Gesellschaft für Informatik (GI), and represents Fraunhofer in the TDWI. He studied computer science with a minor in business administration with the Ludwig-Maximilian University, Munich, Germany. He worked as a research scientist with the Fraunhofer Center for Research in Computer Graphics (CRCG) in Providence, RI, USA until 2003. In 2004 he joined Fraunhofer IGD in Darmstadt, Germany. Since 2014 he is honorary professor for User-Centered Visual Analytics with TU Darmstadt.



**Tong-Yee Lee** is currently a chair professor with the Department of Computer Science and Information Engineering, National Cheng-Kung University, Tainan, Taiwan. He leads the Computer Graphics Group, Visual System Laboratory (<http://graphics.csie.ncku.edu.tw/>). His current research interests include computer graphics, artificial intelligence/machine learning, non-photorealistic rendering, visualization, and media resizing, medical and multimedia applications etc. He is a senior member of the IEEE Computer Society. In the past, he ever served as a member of the international program committees of several conferences including IEEE Visualization, Pacific Graphics (Program co-chair for PG2011), the IEEE Pacific Visualization Symposium, IEEE Virtual Reality, the IEEE-EMBS International Conference on Information Technology and Applications in Biomedicine, the International Conference on Artificial Reality and Telexistence and ACM SIGGRAPH Asia Technical Briefs & Posters. In addition, he is awarded with Distinguished Research Fellow (2022), National Science and Technology Council, Taiwan, the recipient of 2010 IEEE Outstanding Technical Achievement Award, Tainan Section, 2010 IICM (Institute of Information & Computing Machinery) K.T. Li Breakthrough Award and he is also awarded as a *Chair Professor NCKU & Himax Technology*.



**Haibin Ling** received the B.S. and M.S. degrees from Peking University, in 1997 and 2000, respectively, and the Ph.D. degree from the University of Maryland, College Park, in 2006. From 2000 to 2001, he was an assistant researcher with Microsoft Research Asia. From 2006 to 2007, he worked as a postdoctoral scientist with the University of California Los Angeles. In 2007, he joined Siemens Corporate Research as a research scientist; then, from 2008 to 2019, he worked as a faculty member with Temple University. In 2019, he joined Stony Brook University as a SUNY Empire Innovation professor with the Department of Computer Science. His research interests include computer vision, augmented reality, medical image analysis, machine learning, and human computer interaction. He received Best Student Paper Award at ACM UIST (2003), Best Journal Paper Award at IEEE VR (2021), NSF CAREER Award (2014), Yahoo Faculty Research and Engagement Award (2019), and Amazon Machine Learning Research Award (2019). He serves or served as associate editors for *IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI)*, *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, *Computer Vision and Image Understanding (CVIU)*, and *Pattern Recognition (PR)*, and as area chairs for CVPR, ICCV, ECCV and WACV.



**Kenneth Moreland** received the B.S. degrees in computer science and in electrical engineering from the New Mexico Institute of Mining and Technology, in 1997, and the M.S. and Ph.D. degrees in computer science from the University of New Mexico, in 2000 and 2004, respectively. He is a senior research scientist with Oak Ridge Laboratory. He specializes in large-scale visualization and graphics and has played an active role in the development of several HPC products including ParaView, VTK, IceT, Catalyst, Dax, and VTK-m. His current interests include the design and development of visualization algorithms and systems to run on multi-core, many-core, and future-generation computer hardware.



**Vijay Natarajan** received the B.E. degree in computer science and M.Sc. degree in mathematics from BITS Pilani, and the Ph.D. degree in computer science from Duke University. He is a professor with the Department of Computer Science and Automation at Indian Institute of Science, Bangalore. He was the Mindtree chair professor with IISc (2018–2021), and has served as guest professor with Zuse Institute Berlin. He is a fellow with the Indian National Academy of Engineering (INAE), a recipient of the Humboldt research fellowship for experienced researchers, and the Swarnajayanti fellowship, DST, Govt. of India. He has served as the posters chair IEEE VIS (2021, 2022), chair TopoInVis Workshop at IEEE VIS 2022, Program co-chair ICVGIP 2016, Visualization Track Chair of Workshop at SIGGRAPH ASIA 2012 (WASA), and regularly served on the Program Committee of IEEE VIS, EuroVis, PacificVis, LDAV, and TopoInVis. His research interests include scientific visualization, topological data analysis, and computational topology. In current work, he is developing topological methods for time-varying and multi-field data visualization, and studying applications in biology, material science, and climate science. His

research has been recognized with different awards including the Third Best Paper Award at EuroVis 2011, Best Poster Award SciVis Track at IEEE VIS 2017, and Student Best Paper Award Finalist, ACM/IEEE Supercomputing 2012.



**Tabitha Peck** received the Ph.D. degree from the University of North Carolina at Chapel Hill, her postdoctoral research position with the University of Barcelona, and was a visiting faculty member with Duke University. While at Davidson College, she has contributed to the creation of the Computer Science major, is the faculty liaison for NCWIT, and enjoys teaching both introductory programming and upper-level electives. As an educator, she focuses on making computer science accessible to all students. Both her teaching practices and research focus on minimizing biases and stereotype threats that currently harm students of color and women in STEM disciplines.



**Voicu Popescu** received the B.S. degree in computer science from the Technical University of Cluj-Napoca, Romania, in 1995, and the Ph.D. degree in computer science from the University of North Carolina at Chapel Hill, USA, in 2001. He is an Associate Professor with the Computer Science Department of Purdue University. His research interests include the areas of computer graphics, computer vision, and visualization, with a focus on virtual and augmented reality.



**Kristin Potter** is a senior visualization scientist and group manager for the Data, Analysis, and Visualization group with the Computational Science Center, National Renewable Energy Lab (NREL). Her current research interests include focused on methods for improving visualization techniques by adding qualitative information regarding reliability to the data display. This work includes researching statistical measures of uncertainty, error, and confidence levels, and translating the semantic meaning of these measures into visual metaphors. She is also interested in topics related to decision making, performance visualization, method evaluation, and application specific techniques. Kristi has more than 20 years of experience in visualization creation, design and deployment spanning multiple disciplines including atmospheric sciences, materials modeling, geographical mapping, and the humanities. She is also the group manager for the Data, Analysis, and Visualization group with the NREL, overseeing the Insight Visualization Center.



**Timo Ropinski** received the Ph.D. degree in computer science from the University of Münster, in 2004, and the habilitation degree in 2009. He is a professor with Ulm University, where he heads the Visual Computing Group. Before moving to Ulm, he was professor with In-teractive Visualization, Linköping University in Sweden, where he was the head of the Scientific Visualization Group. Currently, Timo serves as chair of the EG VCBM Steering Committee, and as an editorial board member of *IEEE Transactions on Visualization and Computer Graphics*.



**Michael Sedlmair** received the Ph.D. degree in computer science from the Ludwig Maximilians University of Munich, Germany, in 2010. He is a full professor of computer science with the University of Stuttgart and heads the Visualization & Virtual/Augmented Reality (VisVAR) research group there. Afterwards, he was a postdoc with the University of British Columbia, Canada, Assistant Professor with the University of Vienna, Austria, and Associate Professor with the Jacobs University Bremen, Germany. His research interests include focus on visualization and visual analytics, human-computer interaction, and augmented/virtual reality. The resulting publications received awards at conferences such as IEEE VIS, ACM CHI, and ACM IUI. Michael served as an area paper chair for IEEE VIS (2022), and paper chair for VMV (2021) and the EuroVis STAR track (2018, 2019). He has been part of more than 40 International Program Committees, including IEEE InfoVis, IEEE VAST, EuroVis, PacificVis, ACM CHI, ACM IUI, and IEEE ISMAR. He has also been actively involved in the Organizing Committee of IEEE VIS (posters chair, tutorials chair, panels chair, and publicity chair), and has organized different

workshop series, such as the IEEE VIS Workshop on Beyond time and errors: novel evaluation methods for visualization (BELIV) and the EuroVis Workshop on Visual Analytics (EuroVA).



**Frank Steinicke** studied Mathematics with a minor in computer science from the University of Münster, received the Ph.D. and Venia Legendi degrees in computer science from the University of Münster, in 2006 and 2010, respectively. He is a professor for Human-Computer Interaction with the Department of Informatics, Universität Hamburg. His research interests include driven by understanding the human perceptual, cognitive and motor abilities and limitations in order to reform the interaction as well as the experience in computer-mediated realities. He published about 300 peer-reviewed scientific publications and served as program chair for several XR and HCI-related conferences. Furthermore, he is chair of the steering committee of the ACM SUI Symposium, and member of the steering committee of GI SIG VR/AR. Furthermore, he is a member of the editorial boards of IEEE Transactions on Visualization and Computer Graphics (TVCG) as well as Frontiers Section on Virtual Reality and Human Behaviour.



**Ye Zhao** received the Ph.D. degree in computer science from the Stony Brook University, State University of New York, in 2006. He is a full professor with the Department of Computer Science, Kent State University, Ohio. His current research interests include focuses on data management, analysis, and visualization techniques for data science, AI, smart city and intelligent transportation, image processing, simulation and modeling, and computing systems. He has been working with the field of visualization and computer graphics for more than 20 years. He has published numerous refereed technical papers, many of which are on top-rated venues including IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS, IEEE TRANSACTIONS ON INTELLIGENT TRANSPORTATION SYSTEMS, INTERNATIONAL JOURNAL OF GEOGRAPHICAL INFORMATION SCIENCE, ACM TRANSACTIONS OF GRAPHICS and more. He has served in many program committees including IEEE VIS conferences. His research has been supported by multiple extramural grants. Below are the biographical sketches listing the accomplishments and areas of expertise for each of the incoming associate editors. The TVCG's Editorial Board is pleased

to welcome these outstanding individuals to their new role.