

# Message from the Program Co-Chairs

## AIVR 2022

We are happy to introduce the program of the 5th IEEE International Conference on Artificial Intelligence and Virtual Reality (IEEE AIVR 2022) and thankful to everyone who contributed to assembling it and making this event happen.

This year, the conference featured two calls for papers – a first one asking for technical papers, posters, and demos, and a second one asking for special session and late-breaking-work submissions. Technical papers feature elaborate research and are complemented with posters that contain smaller contributions and initial results. They represent the core of the conference. Demos are complementing the technical program with practical solutions and working systems or prototypes. All three tracks, that is, technical papers, posters, and demo submissions, underwent a thorough review process with at least three reviews from the international program committee, one meta review, and a detailed discussion among the program co-chairs in the related program committee meeting.

Tracks from the second call, that is, special session papers and late-breaking-work, are intended to foster collaboration and communication at the conference. Papers from the special session AI address AI-related research that may be of potential benefit for people from the VR/AR communities. Likewise, papers from the special session VR/AR focus on VR/AR technologies and applications and hopefully serve as inspiration for AI researchers and trigger fruitful collaborations. Late-breaking-work also include preliminary results, initial ideas, and project plans, because we believe that true innovation comes from discussion and collaboration and thus want to provide an opportunity to people to present those at the conference as well. Submissions to the second call underwent a review process similar to the first call, with a minimum of two reviews from the international program committee, one meta review, and a thorough discussion at the program committee meeting.

Being the core of the technical program, only 17% of the submitted technical papers got accepted as such. Two were accepted as special session papers, because they exclusively focused on VR/AR and AI, respectively, and thus make a great contribution to these sessions. Three papers featured conclusive, but smaller contributions and were thus accepted as posters. Six presented promising work but were too preliminary for the main track and were thus accepted for the late-breaking-work track. Total acceptance rates for the technical paper track are thus 17% for full papers (or 24% if including special session papers) and 55% when including submissions that were rejected for this track but accepted for the poster or late-breaking-work sessions.

Acceptance rates for posters were 71%. All demo submissions presented solid and well-presented work and were thus accepted. The special session AI had an acceptance rate of 50%, the special session VR/AR had 33%. 57% of the late-breaking-work submissions were accepted, with one being transferred to the poster track because its contribution was at a level that clearly deserved inclusion into this track. One special session submission was accepted for the late-breaking-work track and another one was accepted as demo.

We believe that we compiled a very nice and interesting program for this year's conference, featuring a broad range of contributions from highly relevant, conclusive works to promising initial results that will hopefully lead to inspiring discussions at the conference. Creating such a program is a tedious and complex process, which is why we are very thankful to everyone who contributed and helped with it – in particular all members of the program committee for their timely and high-quality reviews. Last but not least, we want to thank all authors for their contributions, including the ones who got their submissions rejected. Even if they did not meet the threshold for acceptance yet, we saw some very promising and interesting work there

and hope that the reviewers' feedback will be inspiring for them and maybe we will see some of this work at next year's conference.

We hope you will enjoy the conference as much as we enjoyed creating the program and look forward to an interesting and exciting event.

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