Editor’s Note

Ming C. Lin

The IEEE Computer Society’s policy limits the terms of the members of its Editorial Board. This allows new people and expertise to come in and benefits the growth and vitality of the journal. The success of the journal relies on the quality of the submissions and reviews, and the work of the associate editors. The dedication of associate editors is essential to the continuing growth of the journal.

On behalf of the IEEE Computer Society and TVCG’s Editorial Board, it is my pleasure to introduce Jeffrey Heer and Tobias Höllerer, who have recently joined TVCG Editorial Board as associate editors. Below are the biographical sketches listing their accomplishments and areas of expertise. The TVCG Editorial Board is pleased to welcome these outstanding researchers to their new role.

Jeffrey Heer

Jeffrey Heer received the BS, MS, and PhD degrees in computer science from the University of California, Berkeley. He is an associate professor of computer science and engineering at the University of Washington, where he works on data visualization, human-computer interaction, and social computing. His research investigates the perceptual, cognitive, and social factors involved in making sense of large data sets, resulting in new interactive systems for visual analysis and communication. In 2009, he was named to MIT Technology Review’s TR35, in 2012 he was named a Sloan Foundation Research fellow, and from 2013 to 2014 he was the Papers chair for the IEEE Information Visualization conference.

Tobias Höllerer

Tobias Höllerer received the diploma in informatics from the Technical University of Berlin, and the MS and PhD degrees in computer science from Columbia University. He is a professor of computer science at the University of California, Santa Barbara (UCSB), where he codirects the Four Eyes Laboratory, conducting research in the four I’s of Imaging, Interaction, and Innovative Interfaces. He received the US National Science Foundation (NSF) CAREER Award, for his work on “Anywhere Augmentation,” which enables mobile computer users to place annotations in 3D space wherever they go. He is a principal investigator on the UCSB Allosphere project, designing and utilizing display and interaction technologies for a three-story surround-view immersive situation room. He has been named an ACM distinguished scientist in 2013. He was the program chair for ICAT in 2013, the VR and Medical Applications track co-chair for ICPR 2012, and the program co-chair for IEEE ISMAR in 2009 and 2010. He has published more than 150 international journal and conference papers in the areas of augmented and virtual reality, information visualization, 3D displays and interaction, mobile and wearable computing, and social computing.