
Once again, we are happy to be co-located with IEEE Virtual Reality. 3DUI 2015 is the 10th meeting of this international symposium focused on the topic of three-dimensional user interfaces. It seems that now more than ever, 3DUI is an exciting and impactful area of research, covering a wide range of contexts and technologies, and that this range continues to expand.

3DUI as a research area emerged from many different disciplines, including virtual, augmented, and mixed reality, human-computer interaction, mobile computing, computer graphics, cognitive and perceptual psychology, and games.

This year, the program chairs received 64 submissions (37 long papers and 27 technotes) in all areas of 3DUI. Each submission was reviewed in a double-blind way by at least four reviewers: two from members of the international Program Committee, and two chosen as experts from the broader research community. The Program Committee was created from a mix of individuals who responded to an open “Call for PC Volunteers” (new this year!) and invited members. We hope this new process has led to better coverage of areas of 3DUI work, a more-inclusive community, and increased transparency of the review process.

The primary reviewers additionally provided meta-reviews and recommendations after a discussion phase among the reviewers. The program chairs accepted 12 long papers and eight technotes, which corresponds to an acceptance rate of 32% for long papers and 30% for technotes. In addition, four long papers were accepted as technotes, which results in an overall acceptance rate of 38%.

These papers cover a wide range of topics in 3D user interfaces, from navigation and locomotion, to stereoscopic vision and calibration, to using your fingers and touch, to 3D selection and manipulation techniques, to applications of all these to solve real-world problems.

The proceedings also include two-page abstracts for each of the 25 posters presented during the symposium.

We are pleased to welcome Mark Billinghurst, Fellow of the Royal Society of New Zealand, and Founding Director of the Human Interface Technology Lab at the University of Canterbury, as the keynote speaker this year. Mark’s work focuses on innovative computer interfaces that explore how virtual and real worlds can be merged. His talk will provide an overview of the advances made in the last 10 years since the first 3DUI conference, and then outline the research questions that still need to be addressed before AR can enjoy the same level of success as other mainstream user interface paradigms.

This year, 3DUI also hosts for the sixth time the 3DUI Contest, where teams compete to demonstrate their creativity in producing virtual musical instruments that support the freedom needed for musical expression. We received eight submissions to the contest, and six will be included in the final judging. These six are included as two-page abstracts in the proceedings, and will present their setups in live demonstrations and jam sessions in Arles.

We would like to thank all people who made 3DUI 2015 possible. Special thanks go to the Program Committee members who donated their time to ensure a fair selection process during a very short review period. Additional thanks go to the external reviewers for their insightful and thorough reviews.

We also want to thank Amy Banic, Christoph Borst, and Rob Teather, who ably managed the poster submissions process, and the 3DUI contest chairs Rongkai Guo, Michael Marner, and Benjamin Weyers who handled the hard job of managing the 3DUI Contest. Similarly, we thank Ferran Argelaguet Sanz, Sabarish Babu, and Kevin Ponto for being 3DUI 2015 publicity chairs. We also acknowledge the support of IEEE, the IEEE Visualization and Graphics Technical Committee (VGTC), as well as the IEEE 3DUI Steering Committee. Most of the organization of IEEE 3DUI as well as local arrangement is shared with IEEE VR. We are therefore grateful to the IEEE VR organizing committee for taking care of the organization of IEEE 3DUI 2015. Many thanks to Meghan Haley for managing the proceedings process.

Finally, we thank all the authors for their excellent submissions, without which this symposium could not exist. We hope that this symposium will continue to connect researchers from all backgrounds of 3D user interface research and be enjoyable, interesting and stimulating for the participants.

Please enjoy the IEEE 3DUI 2015 Symposium!