Welcome to the technical program of the 18th Symposium on Virtual and Augmented Reality (SVR 2016), taking place June 21–24 in Gramado, Brazil. We are pleased that we are successfully moving towards internationalization of the SVR technical program! This year, we have an equal number of presentations in English as in Portuguese, with a higher number of full-length papers written in English than in Portuguese.

We would like to extend our thanks and appreciation to the international program committee and the external reviewers, who ensured that we maintained a high-quality, fair review process. This year, we received 66 submissions, of which 40 (61%) were full-length papers and 26 (39%) were short papers. We accepted 15 full papers—an acceptance rate of 38%—and 6 short papers—an acceptance rate of 23%. An additional 15 papers that were submitted as full-length contributions were accepted as short papers, making the overall acceptance rate for the conference 54%.

This year, we emphasized the importance for the program to increase its international reach, and the authors complied to a great extent. Of the 15 full papers accepted, 10 were written in English (out of 18 submissions) and 5 were written in Portuguese (out of 22 submissions). Of the 6 accepted short papers 4 were written in English (out of 7 submissions) and 2 were in Portuguese (out of 19 submissions). Finally, of the 15 full papers accepted in short format, 4 were written in English and 11 were written in Portuguese. Overall, the English contributions for SVR 2016 sum up to 18 papers, 10 of which are full length, while Portuguese contributions add up to the same 18 papers, but with 5 being full length.

We have strived to make the review process as fair and thorough as possible. First of all, all papers were classified with the same criteria, regardless of submission language. The international program committee was composed of 35 experts in virtual and augmented reality. Each international program committee member was assigned 5 or 6 papers, and they were requested to assign up to 3 papers to external reviewers and complete the remaining reviews by themselves. Every paper was evaluated by 3 reviewers, having at least one being a program committee member. In total, 78 experts, among external reviewers and international program committee members, reviewed papers for SVR 2016, ensuring a wide breadth of opinions and backgrounds. Upon completion of the reviews, the program chairs made the acceptance recommendations based on predefined cutoff scores using different weights for each review category.
Besides the very strong technical program, SVR 2016 is packed with a large number of events that will inform and educate the audience. The keynote speakers are internationally renowned researchers Victoria Interrante, Wolfgang Stuerzlinger, and Leandro Totti Cavazzola. SVR 2016 features four tutorial sessions, teaching specific technical skills to interested participants; four presymposium presentations; three open sessions; and a workshop of theses and dissertations.

We hope that these proceedings become a useful reference for your future research and may elevate your understanding of the state of the art and potential of virtual and augmented reality.

We also hope you enjoy the rich cultural experience provided by the city of Gramado in the coziest season of the year! We look forward to meeting you all again at SVR 2017!

Regis Kopper
Marcio Sarroglia Pinho
SVR 2016 Program Chairs