



2021 4607 Committee  
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The ISMAR conference is currently ranked A\* and a submission was made to keep it at A\*, however this was not considered justified and the submission was re-ranked to an A. Top ISMAR articles are cited over 3000 times, which indicates that ISMAR is influential, and the conference was published in 226 times by 15 of 20 top AR experts in the last 21 years. However, the conference has an h5 of 20 (Google), which is low for an A/A\* conference, and the conference is not listed in the top 20 Google Scholar conferences for Graphics. The committee found that ISMAR has weaker stats than IEEE VR, in particular it has a much smaller size and A\* conferences should attract more attendees. Top ISMAR papers are also published in the TVGC journal which somewhat complicates the analysis of the conference.

The rebuttal addressed two main aspects. One of these is the conference size. The rebuttal presented data showing that ISMAR has grown from 284 (2012) to 625 (2020), and notes that the previous A\* ranking seems at odds with the new recommendation of A. However the number of full published papers in the proceedings is still low for an A\* conference, though it is acknowledged that some of the accepted papers are published in TVGC.

The second aspect is h5 index and stats, with the following information. ISMAR is the premiere conference for AR research in particular, and of the main venues for MR/VR/XR research. ISMAR conference papers appear either in the IEEE conference proceedings, or in special issues of the IEEE TVCG journal (which has h-5 of 70). and TVCG papers are the top conference papers; e.g., 14 out of 50 accepted papers in 2019, with similar rates in previous years.

This highlights that the picture is complex, with the strongest papers not published in the ISMAR conference proceedings - and this is the publication venue the committee was asked to review. However, some new CORE analysis of citations to the papers in the proceedings does show these papers as being very well cited when compared to all conferences in the FoR 4607 (Graphics, augmented reality and games), and equivalent to IEEE VR. Also, if google categorised ISMAR as Graphics, rather than

HCI which is where it is listed, then the h5 of 20 would be within the top 10 venues in that sub-category. On this basis of strong citations within the 4607 context the committee agreed that ISMAR can retain its A\* ranking.