



2021 4607 Committee  
Mark Billingham (Chair)  
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The IEEE VR conference is currently CORE ranked as an A conference. There were several submissions for IEEE VR for an A rank as well as one for an A\* rank. The committee felt the conference should be re-ranked at A\* due to the current reputation of being the top world leading publication venue for VR research.

IEEE VR has a typical acceptance rate of less than 22%, which is very selective. The conference has an h5 of 23 (Scopus) and 28 (Google), which is in range for an A conference (but is behind MobileHCI with a google h-index of 30). The conference is listed as 19th in the top 20 Google Scholar conferences on HCI. The top articles from the last 5 years are cited 48-346 time which shows a large influence, but this may not count as the articles are published through the TVCG journal. Many experts published there in 2019 but less so in other years. The general trend appears increasing. The number of submissions is also increasing, with 117 in 2017, 316 in 2018 and 442 in 2019. The General Chairs and Program Chairs are relatively strong with h-index scores in the range of 30-40.

Ranking IEEE VR was a complicated case because it has two tracks: a more selective journal track and a less selection conference track. However, because it retains a conference proceedings track, it is not justified to categorise this conference as journal publication, and overall the committee felt that it should be re-ranked at A\*.