

Abstract

Foreword to Special Section on EPCGI'16, containing the extended best paper.

Graphical abstract



The Portuguese Meeting of Computer Graphics and Interaction, which regularly brings together researchers and professionals from these areas in Portugal is an interdisciplinary event, mirror of a vibrant and multifaceted community. Having for most of its existence been called Portuguese Meeting of Computer Graphics, it joined from 2015 with its sister conference, Interaction, giving origin to the EPCGI. From then on, it became a forum for the presentation and discussion of the most varied themes, ranging from Virtual and Augmented Reality, to User-Centered Design, to Modeling, Rendering, Accessibility, Human-Robot Interaction and Digital Art.

This special section of Computers & Graphics contains an extended version of one of the best papers of the Portuguese Meeting of Computer Graphics and Interaction (EPCGI 2016) held in Covilhã, at the University of Beira Interior in Portugal, in 2016, supported by the Portuguese Computer Graphics Group, the national Eurographics Chapter.

All the submitted papers went through double-blind process by at least three reviewers of the 50 International Program Committee (IPC). From all accepted manuscripts papers two were considered for the special section and one was accepted. The paper selection was based on the comments and ratings provided by the reviewers, the oral presentation, and the work of the conference's Best Paper Award committee.

The work by Melo et al. [1], studies different factors that can contribute to a better user experience in virtual reality applications when using head-mounted displays, namely exposure time, content type, and gender. This study evaluates the impact of these variables on users' Sense of Presence and Cybersickness regarding 360° content. As a conclusion, authors argue synthesized environments are more effective for a female audience and that for non-interactive environments, captured environments are more effective than synthesized environments. Lastly, authors say that exposure time is not a concern for experiences lasting between 1 and 7 minutes.

We would like to express our sincere appreciation to the conference organizers, IPC members as well as to the external reviewers for their extremely efficient work in reviewing all these papers in a relative short time. Many thanks go to the authors who have submitted their work. We are grateful, in particular, to Prof. J. Jorge and all of the C&G journal staff for facilitating the publication of this special section.

References

[1] Miguel Melo, José Vasconcelos-Raposo, Maximino Bessa, Presence and cybersickness in immersive content: Effects of content type, exposure time and gender, *Computers & Graphics*, Available online 5 December 2017, ISSN 0097-8493, <https://doi.org/10.1016/j.cag.2017.11.007>.



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