What do you see as the most important issue facing VGTC, and how will you address it?

The most important issue I see is the disconnect between the VGTC and its community members, resulting in the lack of sense of belonging. One of the main goals of the VGTC is to contribute to our members' professional development and advancement, and the VGTC Executive Committee makes important decisions for the community—for example, approving the recent VIS conference unification and administrating the diversity scholarships. However, as far as I know many eligible IEEE members have not registered as a VGTC member or have not participated in the VGTC member-based elections. To nurture membership growth and member engagement, I will provide more tangible benefits of the VGTC membership, such as more opportunities for learning, networking, and collaboration, and lower the barriers for participation. I will also improve the overall communication with people in the community through diverse communication channels.

How will you address need of and better connect the two main communities of VGTC: VR and VIS?

In terms of research topics, there is a clear overlap between VR and VIS—for example, Immersive Analytics that has recently gained a great momentum in VIS sits very well at the intersection of the two communities. That being said, I also believe that seemingly unrelated research topics could also (or even more) inspire other researchers across communities. I will initiate mechanisms to better share and disseminate research from one community to the other—for example, inviting outstanding papers that could spark new ideas and collaborations from one conference to be presented at the other.

Another approach I would like to try is an “Early Career Workshop” to nurture junior community members, while promoting a peer support and mentoring group. This is inspired by NSF-sponsored events, such as Visualization Summer Camp (https://vissummercamp.github.io/2021) and New Computing Faculty Workshops (https://cra.org/new-computing-faculty-workshops-in-summer-2018). If budget permits, I will employ Early Career Workshops across VR and VIS to facilitate cross-pollination and in other regions beyond North America to cultivate leadership around the world.
What role can the VGTC play in improving quality of paper reviews and, at the same time, increase participation in the reviewing process?

As an individual researcher, I have been emphasizing the critical role peer review plays in ensuring and improving not only the quality of academic research publications but also the culture of the research community. I have been advocating intellectual diversity in visualization research through a Visualization Viewpoints article (“Broadening Intellectual Diversity in Visualization Research Papers”). Also, I co-taught tutorials (“How to Evaluate and Communicate VIS Research” at VIS 2019 and “IEEE VIS Full Paper Review Model and Process: Becoming a (Better) Program Committee Member” at VIS 2021) to improve review quality and culture. I believe that the VGTC can provide such tutorials in a more systematic and sustainable way to all VGTC-sponsored conferences.

One way to increase participation in the review process without losing the review quality is to reduce the reviewing load. (As far as I know, both VIS and EuroVis have recently reduced the load of Program Committee members, which was very well received.) This means that we need more qualified reviewers and PC members, which can be secured by providing better training and mentoring.

What do you suggest is the most urgent improvement needed regarding how the VGTC oversees ethics and plagiarism violations?

While I was serving as the Overall Papers Co-Chair this year for VIS 2021, I learned that IEEE has recently put into place a formal procedure for reporting, investigating, and acting on ethical violations, which includes plagiarism and reviewing violations. IEEE has set up a centralized reporting system to consistently handle these professional ethics violations across conferences and publications, and to keep track of any trends or patterns. I am glad to see this initiative because ethics is a very important issue, and it is important to recognize different types of ethics violations and to collect the data on ethics violations. While IEEE is initiating such an important system, the VGTC should diligently educate our committee members about the importance of ethics, as well as the significance and consequence of ethics violations.

Are there governance changes or initiatives that the VGTC should be initiating to better support and promote equity and diversity in our research community?

I am encouraged by the increasing effort to improve the equity and diversity of the VGTC. However, I still feel that more work should be done on this front, for example, promoting our junior members, especially PhD students, to participate in the VGTC. To this end, I will extend the ongoing effort by proposing to create a new position for Doctoral Students Representative to ensure that voices of students (including their needs and opinions) are heard and taken seriously. Another concern I have is that researchers in Asia and Australia are not well represented in the VGTC Executive Committee. It currently has 0 members from Asia and only 1 member from Australia, and in general, it is very US centric. I will propose to add a position for the liaison to PacificVis and to appoint more people from Asia and Australia in other positions.
There are several questions about expanding the visibility of the VGTC, e.g., reaching out to the broader IEEE or IEEE-CS community, other disciplines (e.g., vision science, decision science), or application communities (e.g., health sciences, business). How important is such outreach, and what can the VGTC do to enable such outreach?

I see the great value in increasing the visibility of the VGTC’s impact and continued efforts around research ethics, peer review, and open access, both within the VGTC community and in the broader communities. I will work on mechanisms to translate and disseminate the VGTC's scientific contributions both to the VGTC community and to the broader IEEE and IEEE-CS communities. I will also explore ways to support the VGTC members’ collaboration with people in other research communities, for example, organizing a workshop or working group together.

**What role does the VGTC need to play in working with the IEEE Standards Association (SA) to help in the development of VR and VIS standards?**

Developing standards is important because we can use standards to ensure that products (e.g., headsets and peripherals) and services from different entities are well suited for their purposes and are delivered to their target audience in a consistent way. I will support the VGTC members who want to contribute to the development of standards by making it easy for them to get involved in working with the IEEE SA. Besides the formal standards, I see the great value and potential in the VGTC actively developing guidelines for practitioners (such as designers and developers) to follow when they are designing and developing VR and VIS systems.

**What is the future direction of VGTC in this AI era?**

Visualization & Graphics and AI (Artificial Intelligence) can complement each other, and they together can create great synergy. On the one hand, we are witnessing extensive research efforts in leveraging visualization to make AI and ML (Machine Learning) more interpretable and understandable. On the other hand, one of the core topics in visual analytics is to support analytical reasoning through visual interfaces while leveraging AI, ML, and deep learning techniques. In general, AI can help visualization and visual analytics systems scale up to effectively handle massive amounts of data or AR/VR/MR systems handle more complex contexts and situations. We can provide people with more natural, fluid, and engaging experiences, and reshape how we work and live by combining Visualization & Graphics and AI in a meaningful and creative way.

**Closing**

I am truly honored to run for the IEEE VGTC Chair—a position that serves a diverse and distributed community. I do love data, visualization, technology, research, and the VGTC community. I would welcome the opportunity to contribute my passion, dedication, and experiences to support, grow, and reimagine the visualization and graphics community.
About the VGTC

The VGTC is the Visualization and Graphics Technical Committee, the governance body that oversees and sponsors all IEEE visualization and virtual reality conferences including VIS, VR, ISMAR, Pacific Vis, LDAV, BioVis, and EuroVis (as a co-sponsor). The VGTC is the main interface for these research communities with the IEEE Computer Society, and maintains close ties with the publications TVCG (Transactions on Visualization and Computer Graphics) and CG&A (Computer Graphics and Applications).

The VGTC fulfills many important roles including: approval and oversight of conferences, symposia, and workshops; oversight of publications through interactions with the IEEE CS Publications Board; getting involved in policy and budget decisions at the IEEE CS-level that affect the research community; and awarding the IEEE VGTC Awards.

The VGTC Chair is the only elected position within VGTC that is determined directly by the membership. The VGTC Chair directs the VGTC and oversees the VGTC budget while also advocating to the upper levels of IEEE on policy decisions.

Learn more about the VGTC at: https://vgtc.org