

**Title: C4-IT 02-006 Sixth International  
Conference on Information Visualisation**

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TABLE OF CONTENTS

Summary  
Comments  
Conclusion/Finding  
Contacts

Keywords

Information Visualization  
Augmented Reality  
Virtual Reality  
Collaborative Information Visualization  
Semantic Web  
Knowledge Domain Visualization

Summary

The "Sixth International Conference on Information Visualisation" (IV02) was held in London on 11-13 July 2002. The conference comprised several specific tracks that constituted focused symposia in a number of areas related to information visualization and computer graphics. This produced a conference that was very

diverse and included participants with a wide range of interests, from computer scientists focused on complex information management issues to developers of computer games.

The conference is a major activity of the Information Visualisation (IV) Society which was established three years ago as a consolidation of interested participants who had been attending the conferences during prior years and who wanted to have a more formal association. The IV Society has taken the lead in continuing the conference series and in moving toward greater quality in the presentations.

Further details are provided for authorized users on the ONR Headquarters information network H-Drive, in folder ONRIFO C4-IT within the 311 folder.

## Comments

The conference comprised the following major tracks:

- Augmented and Virtual Reality
- Collaborative Information Visualization Environment
- Computer Aided Geometric Design
- Cooperative Design Visualization
- Digital Animation
- Digital Art and Gallery
- Education and Industrial Perspective
- Fundamentals of Visualization and Graphics Multimedia
- Information Visualization
- Information Visualization in Medical and Biological Sciences
- Knowledge Domain Visualization
- Real-Time Visualization of Simulation Data
- Semantic Web Visualization
- Spatial/Geographic Data Visualization
- Visualization in Built Environment

In general, the papers included in each session were relatively consistent with the focus defined for the session, but there were some exceptions. This caused some difficulty in planning attendance at specific sessions, since the actual presentations might not be of interest even though the session itself appeared to be of interest. Conflicts also arose when two sessions with similar interests were held at the same time. This was troublesome for ONRIFO participation in three thrusts of particular interest: Information Visualization, Collaborative Information Visualization Environment, and Semantic Web Visualization.

While most of the presentations had little relationship to ONR work, several did provide some insight into research that could be of interest. These were mainly in

the area of collaborative environments. The presentations in this area addressed problems different from naval command and control, but they did include some similarities in the types of functions addressed. For the most part, the research emphasized human factors and cognitive aspects and dealt with problems that were far simpler than those addressed by ONR researchers. Nonetheless, the specific approaches and tools could be of interest as alternatives to be adapted to the ONR program. Four of the more interesting talks were the following:

- “Designing Dynamic Interactive Visualisations to Support Collaboration and Cognition”, Yvonne Rogers, Interact Lab, School of Cognitive and Computing Sciences, University of Sussex, Brighton BN1 9QH, UK
- “Do Four Eyes See Better than Two? Collaborative versus Individual Discovery in Data Visualization Systems”, Gloria Mark, Department of Information and Computer Science, University of California, Irvine, California, USA
- “Visualisation of the Semantic Web: Topic Maps Visualisation”, Benedicte Le Grand, Laboratoire d’Informatique de Paris 6, Paris, France
- “James Burke’s Knowledge Web Project”, Patrick McKercher, University of California, Santa Cruz, California, USA; this paper was not included in the published proceedings but information about the project can be found at <http://www.k-web.org>

The presentations themselves were very general and did not contain specific results directly applicable to ONR, but they did indicate that the research might contain some elements that could be of interest. Contact information for each of these presenters is given below.

## Conclusion/Finding

Most of the research discussed at this conference was only of marginal interest to ONR and NRL. Much of it was directly related to graphic arts for commercial or aesthetic purposes, and the research that was focused on information management and information presentation tended to address database and data library aspects rather than data related to observations of the situation or environment. Research dealing with virtual reality and augmented reality appeared to address computer games and other entertainment-oriented aspects, with a small emphasis on augmented reality to assist users in dealing with real world situations.

The Information Visualisation (sic) Society appears to be a potentially interesting organization, especially as it matures. The status report presented at this

conference indicated that the society is changing its focus, from quantity to quality. That is, during the first three years, the emphasis was on expanding membership and increasing the number of papers at the conference. Now that the membership and the conference are sufficiently large, the intent is to begin to emphasize the nature and quality of the research topics. As a result, the research could become interesting to ONR, and the society and its conference should be followed for the next few years. Also, ONR-sponsored researchers should consider joining the society and presenting papers at the conference so that the focus on areas of interest to ONR and NRL could be strengthened.

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