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## Editorial

## Foreword to the special section on EPCGI 2016

1 Foreword to Special Section on EPCGI'16, containing the ex- 47  
 2 tended best paper. 48

3 The Portuguese Meeting of Computer Graphics and Interaction, 49  
 4 which regularly brings together researchers and professionals from 50  
 5 these areas in Portugal is an interdisciplinary event, mirror of a 51  
 6 vibrant and multifaceted community. Having for most of its exis- 52  
 7 tence been called Portuguese Meeting of Computer Graphics, it 53  
 8 joined from 2015 with its sister conference, Interaction, giving ori- 54  
 9 gin to the EPCGI. From then on, it became a forum for the presen- 55  
 10 tation and discussion of the most varied themes, ranging from Vir- 56  
 11 tual and Augmented Reality, to User-Centered Design, to Modeling, 57  
 12 Rendering, Accessibility, Human–Robot Interaction and Digital Art. 58

13 This special section of Computers & Graphics contains an ex- 59  
 14 tended version of one of the best papers of the Portuguese Meeting 60  
 15 of Computer Graphics and Interaction (EPCGI 2016) held in Covilhã, 61  
 16 at the University of Beira Interior in Portugal, in 2016, supported by 62  
 17 the Portuguese Computer Graphics Group, the National Eurograph- 63  
 18 ics Chapter. 64

19 All the submitted papers went through double-blind process by 65  
 20 at least three reviewers of the 50 International Program Committee 66  
 21 (IPC). From all accepted manuscripts papers two were considered 67  
 22 for the special section and one was accepted. The paper selection 68  
 23 was based on the comments and ratings provided by the review- 69  
 24 ers, the oral presentation, and the work of the conference's Best 70  
 25 Paper Award committee. 71

26 The work by Melo et al. [1], studies different factors that 72  
 27 can contribute to a better user experience in virtual reality ap- 73  
 28 plications when using head-mounted displays, namely exposure 74  
 29 time, content type, and gender. This study evaluates the impact 75  
 30 of these variables on users' Sense of Presence and Cybersickness 76  
 31 regarding 360° content. As a conclusion, authors argue synthesized 77  
 32 environments are more effective for a female audience and that 78  
 33 for non-interactive environments, captured environments are more 79  
 34 effective than synthesized environments. Lastly, authors say that 80  
 35 exposure time is not a concern for experiences lasting between 1 81  
 36 and 7 min. 82

37 We would like to express our sincere appreciation to the con- 83  
 38 ference organizers, IPC members as well as to the external review- 84  
 39 ers for their extremely efficient work in reviewing all these papers 85  
 40 in a relative short time. Many thanks go to the authors who have 86  
 41 submitted their work. We are grateful, in particular, to Professor J. 87  
 42 Jorge and all of the C&G journal staff for facilitating the publication 88  
 43 of this special section. 89

## 44 Reference

45 [1] Melo M, Vasconcelos-Raposo J, Bessa M. Presence and cybersickness in immer- 90  
 46 sive content: effects of content type, exposure time and gender. *Comput Graph-* 91

ics 2017. Available online 5 December. ISSN 0097-8493 <https://doi.org/10.1016/j.cag.2017.11.007>. 92



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 ing (Hdri) and the MASSIVE Project—Multimodal Acknowledgeable multiSenSorial 87  
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 tual Environments, Computer Graphics, HDR, Human Computer Interaction, Virtual 89  
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## 91 Guest Editors

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