FULL PAPERS

// CALL FOR FULL PAPERS

With this call for papers, we invite submission of high-quality papers that will set the standard and stimulate future trends in the field of visualization and visual analytics. Accepted full papers will be published in a special issue of Computer Graphics Forum, the International Journal of the Eurographics Association, after a two-stage peer-reviewing process. All accepted papers will be presented orally at the conference. EuroVis 2022 (http://conferences.eg.org/eurovis2022/) will be held in Rome, Italy on June 13-17, 2022.

We encourage submissions from all areas of visualization and visual analytics.

Suggested topics include, but are not limited to:

- **Techniques**: novel algorithms, visual encoding methods, and/or interaction techniques for data analysis, exploration, or communication. All sub-areas of data visualization and visual analytics are welcomed, including high-dimensional, time-series, spatial, geographic, text, hierarchical, and network data. Techniques may be specialized for specific devices or form-factors (e.g., mobile or wall-scale visualization).
- **Systems**: new software frameworks, languages, or tools for visualization; systems for large-scale visualization; integrated graphical systems for visual analysis or interactive machine learning; collaborative and web-scale visualization systems.
- **Applications & Design Studies**: novel use of visualization to address problems in an application domain, including accounts of innovative system design, deployment and impact. We welcome diverse application areas, including the physical sciences, life sciences, social sciences, engineering, arts, sports, and humanities.
- **Evaluation & Empirical Research**: Comparative evaluation of competing visualization approaches; controlled experiments to inform visualization best practices; longitudinal and qualitative studies to understand user needs, visualization adoption, and use.
- **Theory**: models of visual encoding, interaction, and/or analysis tasks; implications from theories of perception, cognition, design, and/or aesthetics; methods for automated design or visualization recommendation.

For a wider range of paper types, please see "Broadening Intellectual Diversity in Visualization Research Papers" by B. Lee et al.