

Where and How to Publish Haptics-Related Research?

IEEE TRANSACTIONS ON

HAPTICS



Published by IEEE Robotics and Automation Society (RAS)

<https://www.ieee-ras.org/publications/toh>



Published 4 times a year online only, no print version

All papers posted on IEEE Xplore

Lynette A Jones - Outlook V T-H - IEEE Robotics and +

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Home > Publications > T-H

Subscription Information

- RA-L
- RA Magazine
- T-ASE
- T-H**
- Information for Authors
- Submission Procedures
- Past Issues
- Keywords
- Multimedia Center
- Editorial Board
- Steering Committee

- T-MRB
- T-RO
- Plagiarism & Ethical Issues
- Young Reviewers Program

IEEE Transaction on Haptics

IEEE Transactions on Haptics (T-H) is a scholarly archival journal that addresses the science, technology, and applications associated with information acquisition and object manipulation through touch. Haptic interactions relevant to this journal include all aspects of manual exploration and manipulation of objects by humans, machines and interactions between the two, performed in real, virtual, teleoperated or networked environments. Research areas of relevance to this publication include, but are not limited to, the following topics: Human haptic and multi-sensory perception and action, aspects of motor control that explicitly pertain to human haptics, haptic interactions via passive or active tools and machines, devices that sense, enable, or create haptic interactions locally or at a distance, haptic rendering and its association with graphic and auditory rendering in virtual reality, algorithms, controls, and dynamics of haptic devices, users, and interactions between the two, human-machine performance and safety with haptic feedback, haptics in the context of human-computer interactions, systems and networks using haptic devices and interactions, including multi-modal feedback, application of the above, for example in areas such as education, rehabilitation, medicine, computer-aided design, skills training, computer games, driver controls, simulation, and visualization.

Articles

- Table of Contents of latest Transactions on Haptics issue (IEEE Xplore)
- Early access articles
- Most Downloaded Articles

Call for Papers

Special Section: Lessons learned, learning from our failures
31 October 2018 - Deadline for paper submissions (Extended: 31 October 2018)

Special Issue on Wearable and Hand-held Haptics
16 November 2018 - Deadline for paper submissions

Announcements

Type here to search

10:50 AM 1/21/2019

Editorial Board (EB)

Editor-in-Chief (EiC)

Jones, Lynette

Massachusetts Institute of Technology, USA

Associate Editor-in-Chief (AEiC)

Basdogan, Cagatay

Koç University, Turkey

Associate Editors (AE)

Abbink, David

Delft University of Technology, Netherlands

Barbič, Jernej

University of Southern California, USA

Brayda, Luca

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Duriez, Christian

INRIA, France

Giraud, Frédéric

Université Lille 1, France

Hartcher-O'Brien, Jessica

Delft University of Technology, Netherlands

Kappers, Astrid

Eindhoven University of Technology, Netherlands

Lee, Dongjun

Seoul National University, Korea

Levesque, Vincent

Ecole de Technologie Supérieure, Canada

Nisky, Ilana

Ben-Gurion University, Israel

Park, Jinah

Korea Advanced Institute of Science and Technology, Korea

Reed, Kyle

University of South Florida, USA

Shea, Herbert

École polytechnique fédérale de Lausanne, Switzerland

Steinbach, Eckehard

Technische Universität München, Germany

(6 new members, highlighted, joined in 2019)



Areas that the journal publishes:

Aim and Scope: IEEE ToH is a scholarly archival journal that addresses the science, technology, and applications associated with information acquisition and object manipulation through touch.

Human Haptics

- Human haptic and multi-sensory perception and action
- Aspects of motor control that explicitly pertain to human haptics

Machine Haptics

- Haptic interactions via passive or active tools and machines
- Devices that sense, enable, or create haptic interactions locally or at a distance
- Algorithms, controls, and dynamics of haptic devices, users, and interactions between the two
- Systems and networks using haptic devices and interactions

Computer Haptics

- Haptic rendering and its association with graphical and auditory rendering in virtual reality
- Haptics in the context of human-computer interactions

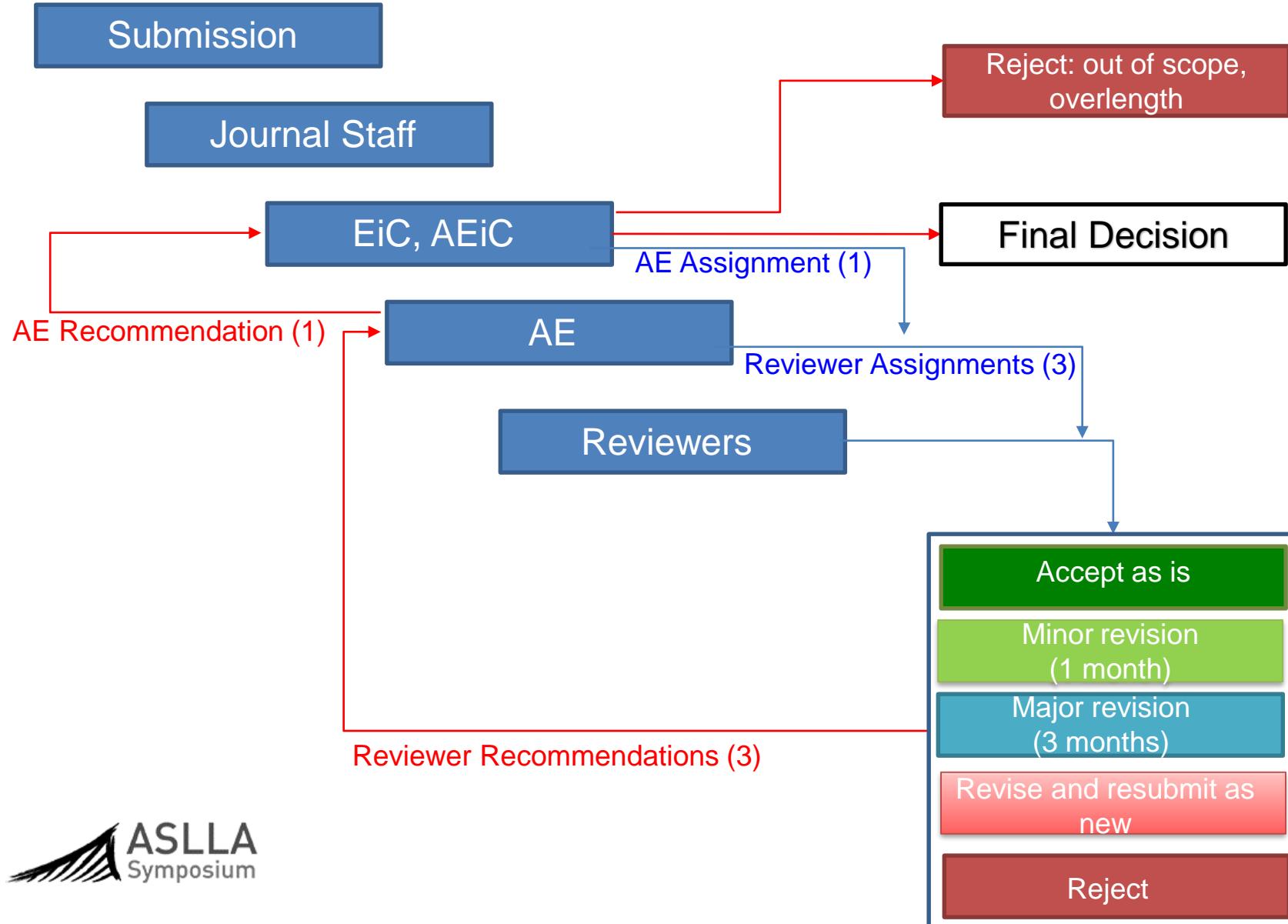
Application of the above, for example in areas such as education, rehabilitation, medicine, computer-aided design, skills training, computer games, driver controls, user interface design, simulation and visualization.

Paper Submission

Page limits:

- Regular paper - 12 pages (20 pages maximum, with over-page charges, \$200/page)
- Short papers – 6 pages (8 pages maximum, with over-page charges). No author bios.
- Survey/review papers – 14 pages (20 pages maximum, with over-page charges).
- Open access charge \$1750

Review Process



Review Process: Durations

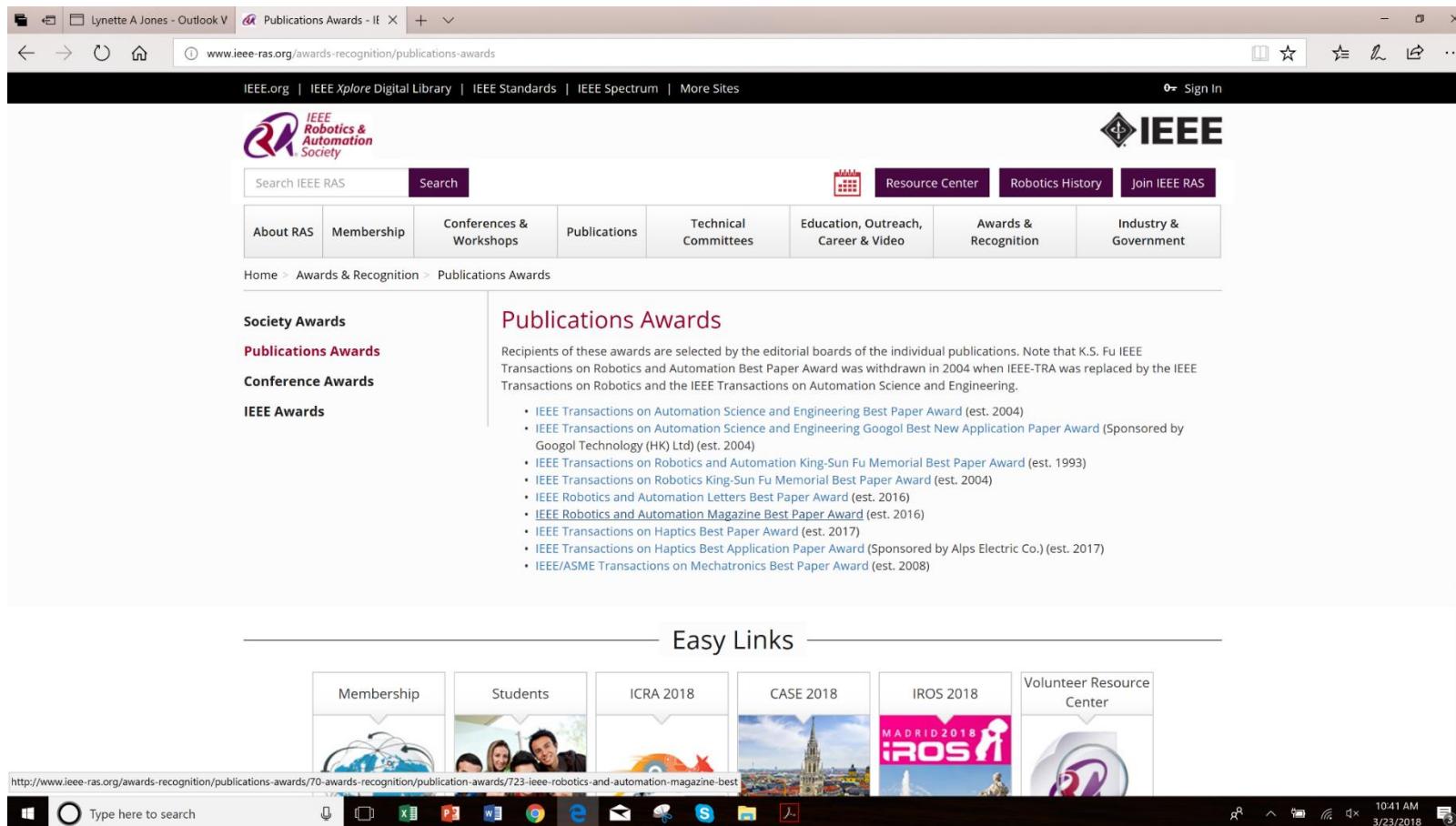
- Average days from submission to first decision: **62 days**
- Average submission to final decision time for accepted papers: **195 days**
- Average time for submission to final decision time for rejected papers: **63 days**

Review Process: Common Problems

- **Too much overlap with the earlier publications of the same authors**
 - All submissions are run through a plagiarism check that includes previous papers by the authors
 - Submit your earlier publications and state the differences explicitly
 - Rule: in addition to new text and figures, IEEE ToH expects 30% new intellectual content with respect to the earlier publication (new analysis, new experiments, new discussion, etc.)
- **Authors are not well-aware of the current state of the art**
 - Make a good coverage of the literature
 - Attend to the haptics conferences
- **Technical contributions are weak/limited**
 - State the contributions of earlier studies in the literature, and highlight the gap (introduction section)
 - State your contributions more explicitly
- **Experimental procedures, methods, and analysis are non-standard**
 - Get familiar with the psychophysical, HCI, and statistical analysis methods
 - Collaborate with experts

ToH Best Paper Awards

<https://www.ieee-ras.org/awards-recognition/publications-awards/>



The screenshot shows a Microsoft Edge browser window displaying the IEEE RAS Publications Awards page. The URL in the address bar is <https://www.ieee-ras.org/awards-recognition/publications-awards/>. The page header includes the IEEE RAS logo, the IEEE logo, and navigation links for IEEE.org, IEEE Xplore Digital Library, IEEE Standards, IEEE Spectrum, and More Sites. On the right, there is a 'Sign In' button. The main content area is titled 'Publications Awards' and contains a list of awards, including the IEEE Transactions on Automation Science and Engineering Best Paper Award, the IEEE Transactions on Automation Science and Engineering Googol Best New Application Paper Award, and the IEEE Transactions on Robotics and Automation King-Sun Fu Memorial Best Paper Award. Below this list, there is a section titled 'Easy Links' with links to Membership, Students, ICRA 2018, CASE 2018, IROS 2018, and the Volunteer Resource Center. The bottom of the screen shows the Windows taskbar with the browser icon, a search bar, and system icons.

Two Annual Best Paper Awards

IEEE Transactions on Haptics Best Paper Award

Description: To recognize the best paper of the IEEE Transactions on Haptics (ToH) published in the previous calendar year.

Established: 2017

Prize: A single award of \$1,000 to be shared by all authors and certificates for individual authors. If there are multiple authors of a winning paper, they will share the \$1,000 prize equally. In the exceptional case that two papers are deemed worthy, the authors of each paper will share a \$500 prize equally.

Funding: IEEE Robotics and Automation Society.

Eligibility: Authorship or co-authorship of all papers published in the IEEE Transactions on Haptics in the previous calendar year. Eligibility and Selection process shall comply with procedures and regulation established in IEEE and Society governing documents, particularly with IEEE Policy 4.4 on Awards Limitations. Recipient(s) need not be members of the IEEE or RAS.

Basis for Judging: The ToH Editorial Board selects the final candidate papers, and the EiC makes the final selection of the winning paper. Scientific and technological excellence will be the unique criterion for judging the papers.

Presentation: In the calendar year following publication of the paper at either the biennial World Haptics Conference or the IEEE Haptics Symposium which takes place in the intervening year.

Winners of the Award

2018

Séréna Bochereau, Brygida Dzidek, Michael Adams, Vincent Hayward

"Characterizing and Imaging Gross and Real Finger Contacts under Dynamic Loading"

vol. 10, no. 4, pp. 456-465, 2017



IEEE Transactions on Haptics Best Application Paper Award (Sponsored by Alps Electric Co.)

Description: To recognize the best application paper of the IEEE Transactions on Haptics (ToH) published in the previous calendar year.

Established: 2017

Prize: A single award of \$1,000 to be shared by all authors and certificates for individual authors. If there are multiple authors of a winning paper, they will share the \$1,000 prize equally. In the exceptional case that two papers are deemed worthy, the authors of each paper will share a \$500 prize equally.

Funding: The award is sponsored by Alps Electric Co. for a period of 10 years (2018-2027). If funding becomes unavailable, the award will not be given.

Eligibility: Authorship or co-authorship of all papers published in the IEEE Transactions on Haptics in the previous calendar year. Eligibility and Selection process shall comply with procedures and regulation established in IEEE and Society governing documents, particularly with IEEE Policy 4.4 on Awards Limitations. Recipient(s) need not be members of the IEEE or RAS.

Basis for Judging: The ToH Editorial Board selects the final candidate papers, and the EiC makes the final selection of the winning paper. Criteria for judging the papers are significance of the new applications, scientific and technological excellence, originality, and clarity of presentation.

Presentation: In the calendar year following publication of the paper at either the biennial World Haptics Conference or the IEEE Haptics Symposium which takes place in the intervening year.

Winners of the Award

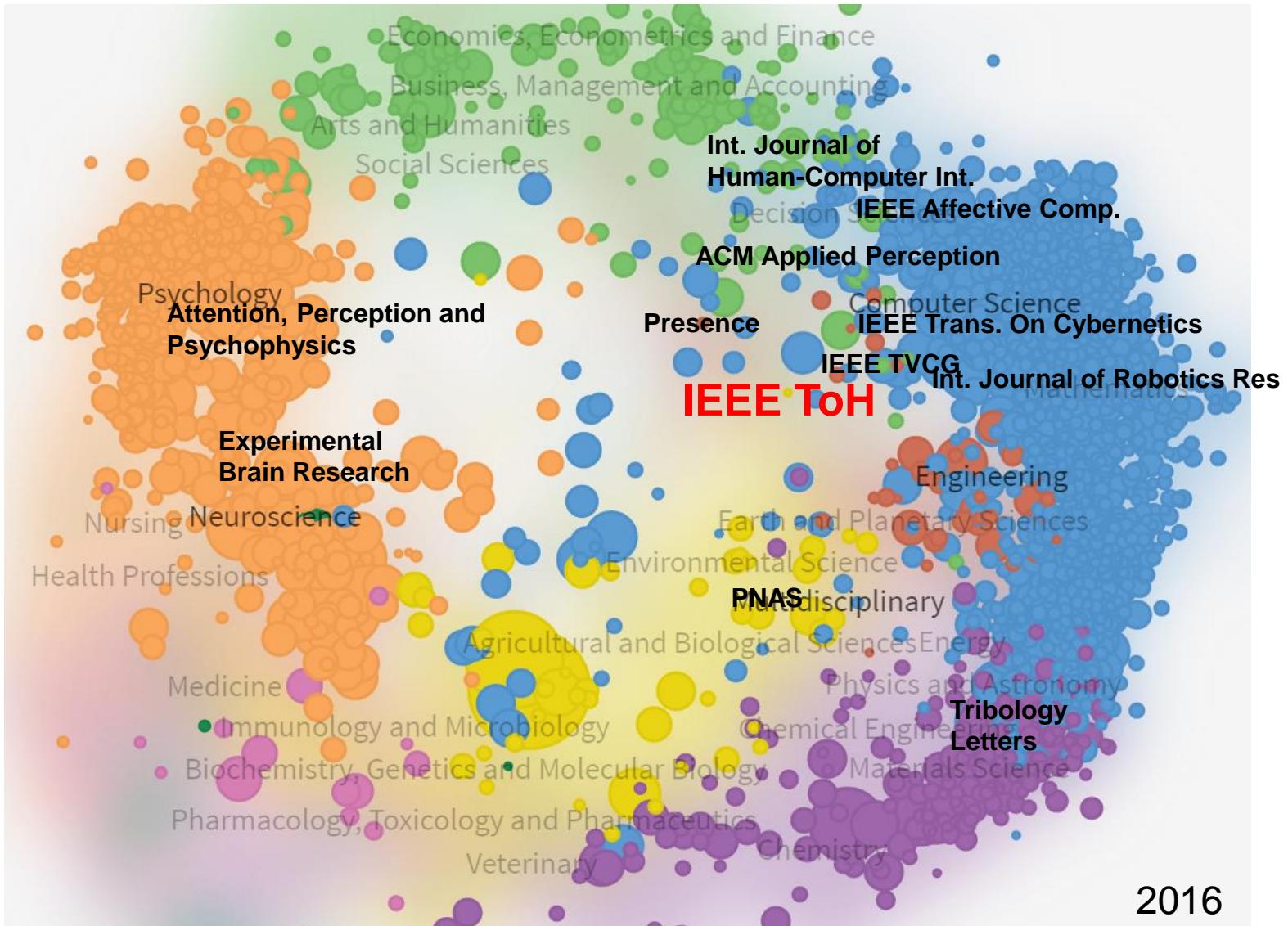
2018

Juan José Zárate, Herbert Shea

"Using Pot-Magnets to Enable Stable and Scalable Electromagnetic Tactile Displays"

vol. 10, no. 1, pp. 106-112, 2017

Relative Position of IEEE ToH



IEEE ToH is nicely positioned almost equal distance to
Engineering, Computer Science, Psychology, and Neuroscience!

Relative Position of IEEE ToH

Scopus: Computer Science: Computer Science Applications,
Computer Science: **Human-Computer Interaction**

Thomson Reuter JCR: Computer Science; **Human-Computer Interaction**

Google Scholar: Engineering & Computer Science; **Human-Computer Interaction**, Engineering & Computer Science; **Robotics**

Some other journals in those groups:

IEEE Transactions on Cybernetics

IEEE Transactions on Human-Machine Systems

IEEE Transactions on Affective Computing

Presence

Int. Journal of Human-Computer Studies, Int. Journal of Human-Comp. Interaction,

ACM Applied Perception

Attention, Perception & Psychophysics

ACM Transactions on Computer-Human Interaction

....

Google Metrics

Categories > Engineering & Computer Science > Human Computer Interaction

Publication	<u>h5-index</u>	<u>h5-median</u>
1. Computer Human Interaction (CHI)	<u>86</u>	117
2. ACM Conference on Computer-Supported Cooperative Work & Social Computing	<u>56</u>	79
3. ACM Conference on Pervasive and Ubiquitous Computing (UbiComp)	<u>52</u>	76
4. ACM Symposium on User Interface Software and Technology	<u>45</u>	72
J1 5. IEEE Transactions on Affective Computing	<u>39</u>	54
J2 6. International Journal of Human-Computer Studies	<u>38</u>	55
J3 7. ACM Transactions on Computer-Human Interaction (TOCHI)	<u>36</u>	56
8. ACM/IEEE International Conference on Human Robot Interaction	<u>35</u>	51
J4 9. Behaviour & Information Technology	<u>35</u>	47
J5 10. IEEE Transactions on Human-Machine Systems	<u>32</u>	54
11. International Conference on Multimodal Interfaces (ICMI)	<u>30</u>	50
J6 12. International Journal of Human-Computer Interaction	<u>30</u>	46
13. International Conference on Intelligent User Interfaces (IUI)	<u>27</u>	40
J7 14. IEEE Transactions on Haptics	<u>26</u>	44
15. HCI International	<u>26</u>	37
16. International Conference on Tangible, Embedded, and Embodied Interaction	<u>26</u>	30
17. Conference on Designing Interactive Systems	<u>25</u>	37
18. Mobile HCI	<u>25</u>	36
19. Interaction Design and Children	<u>25</u>	34
20. Computer Supported Cooperative Work (CSCW)	<u>24</u>	40

Google Metrics

Categories > Engineering & Computer Science > **Robotics** ▾

Publication	<u>h5-index</u>	<u>h5-median</u>
1. IEEE International Conference on Robotics and Automation	<u>75</u>	104
2. IEEE/ASME Transactions on Mechatronics	<u>62</u>	89
3. The International Journal of Robotics Research	<u>61</u>	109
4. IEEE/RSJ International Conference on Intelligent Robots and Systems	<u>54</u>	81
5. IEEE Transactions on Robotics	<u>54</u>	75
6. Robotics and Autonomous Systems	<u>49</u>	78
7. Robotics: Science and Systems	<u>49</u>	66
8. Journal of Intelligent & Robotic Systems	<u>42</u>	53
9. Robotics and Computer-Integrated Manufacturing	<u>39</u>	53
10. Journal of Field Robotics	<u>38</u>	60
11. Mechatronics	<u>38</u>	48
12. ACM/IEEE International Conference on Human Robot Interaction	<u>35</u>	51
13. Bioinspiration & Biomimetics	<u>34</u>	43
14. Autonomous Robots	<u>33</u>	50
15. International Journal of Social Robotics	<u>33</u>	50
16. International Journal of Advanced Robotic Systems	<u>31</u>	38
17. IEEE Robotics & Automation Magazine	<u>30</u>	46
18. International Conference on Unmanned Aircraft Systems	<u>29</u>	39
19. International Journal of Control, Automation and Systems	<u>27</u>	33
20. IEEE Transactions on Haptics	<u>26</u>	44

h5-index is the h-index for articles published in the last 5 complete years. It is the largest number h such that h articles published in 2013-2017 have at least h citations each

Academic Conferences on Haptics

During Odd Years

***IEEE World Haptics Conference 2019
(Joint Haptics Symposium and
EuroHaptics)***

July 9-12, 2019

Tokyo, Japan

2021

North America

*Location rotates among North America,
Europe, and Asia*



During Even Years

IEEE Haptics Symposium
March 28-31, 2020
Washington, DC, USA

EuroHaptics
June 17-20, 2020
Leiden, Netherlands

Asia Haptics
Nov/Dec ??, 2020
Beijing, P. R. China

Haptics Sessions at Other Major Conferences

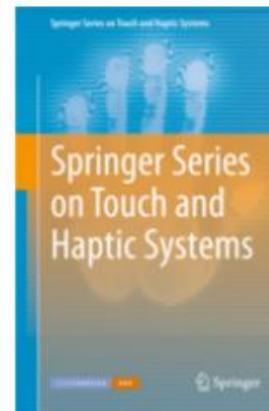
- CHI: ACM CHI Conference on Human Factors in Computing Systems, May 4-9, 2019, Glasgow, UK
- ICRA: IEEE International Conference on Robotics and Automation, May 20-24, 2019, Montreal, Canada
- HCII: International Conference on Human-Computer Interaction, July 26-31, 2019, Orlando, Florida, US
- ICMI: ACM International Conference on Multimodal Interaction, October 14-18, 2019, Suzhou, Jiangsu, China
- UIST: ACM User Interface Software and Technology Symposium, October 20-23, 2019, New Orleans, Louisiana, US
- IROS: IEEE/RSJ International Conference on Intelligent Robots and Systems, November 3-8, 2019, Macau, China
- TEI 2019: 13th annual conference on Tangible, Embedded, and embodied Interaction, 17-20 March, 2019, Tempe, Arizona, USA.

Industry-Facing Haptics Conferences

- Smart Haptics, early December, San Diego, CA, US
- Aslla Symposium ? ☺

Writing for Springer's**Series on Touch and Haptic Systems****Series Editors:**

Manuel Ferre
Marc Ernst
Alan Wing

**About this Series:**

The Springer Series on Touch and Haptic Systems is published in collaboration with the EuroHaptics Society. It is focused on publishing new advances and developments in all aspects of haptics.

Haptics is a multi-disciplinary field with researchers from Psychology, Physiology, Neurology, Engineering, and Computer Science (amongst others) contributing to a better understanding of the sense of touch, and researching into how to improve and reproduce haptic interaction artificially in order to simulate real scenarios.

The series includes monographs focused on specific topics, edited volumes covering general topics from different perspectives, and selected PhD theses. Books in this series focus on haptics or haptic interfaces including:

- Neuroscience
- Haptic Rendering
- Medical & Rehabilitation Applications
- Collaborative Haptics
- Tactile Display & Tactiles
- Haptic HCI (Interaction, Visualization).
- Perception & Psychophysics
- Devices and Technology
- Art & Design Applications
- Multimodal Interaction
- Sensing

Submitting a Book Proposal:

The Series has currently published twelve volumes covering topics such as haptic perception, reproduction of touch, haptic devices, multimodal interact ect. An updated list of publications can be found at: <http://www.springer.com/series/8786?detailsPage=titles>

Technical Committee on Haptics

<http://www.worldhaptics.org/>

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 **haptics**
technical committee



Welcome

Technical Committee on Haptics

Welcome to the home page of the IEEE Technical Committee on Haptics (TCH).

BACKGROUND

The multidisciplinary international haptics research community has enjoyed a healthy and steady growth in recent years. The IEEE Technical Committee on Haptics (TCH) was founded under the IEEE Robotics and Automation Society (RAS) and the Computer Society (CS) in 2006 and 2007, respectively. In 2006 it was awarded by the RAS as the "Most Active Technical Committee", and in 2011, the TCH became solely sponsored by RAS (<http://www.ieee-ras.org/haptics>), with the status of [Special Technical Community](#) under CS.

ACTIVITIES

TCH will again offer in 2015, as it did in 2009, 2011 and 2013, the successful TCH student exchange program for fostering interdisciplinary research, with two exchanges supported. In addition, the TCH Early Career Award will be awarded again in 2015, as it was in 2009, 2011 and 2013. All TCH members are invited to participate in these activities. Our website and mailing list offers an up to date source of information on events, publications, contacts of relevant people and industries in the field to all haptics professionals and researchers.

MISSION

The goals of the IEEE Technical Committee on Haptics are to integrate the diverse interests of the highly interdisciplinary haptics research community and to improve communication among the different fields.