



Quality of Experience for Multimedia Content Sharing

EuroITV 2010 Workshop

Important Dates

1 March 2010: workshop paper submission
19 March 2010: Notification of acceptance
5 April 2010: camera-ready submission
9 June 2010: Workshop at EuroITV 2010

Submission

Workshop papers should not exceed a maximum length of three pages. Papers should follow the [ACM Style Guidelines](#).

Please send your workshop paper to:
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Organizing Committee

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In recent years, it has been realized that the success of multimedia services or applications not only depends on Quality of Service (QoS) parameters but also relies on the analysis of the entire user experience (UX). The relevance of this paradigm ranges from IPTV or video-on-demand systems for distributing and sharing professional TV to user-generated content over the web. To obtain a pleasurable user experience far more aspects than QoS have to be taken into account. Major challenges in this context include the identification of relevant UX factors and the quantification of their influence on Quality of Experience (QoE). In particular, context awareness and assessment of users' expectations play an essential role. This is further justified by the emergence of new multimedia enhancement techniques, notably 3DTV and Free Viewpoint. Future Internet architectures under current research are also promising on the possibility to accommodate protocols and policies that take QoE issues into consideration. Consequently, acquired knowledge on the context and on identified parameters affecting users' experience could be used to improve media delivery.

Workshop objectives

The objective of this workshop consists in collecting and developing knowledge on the following three main topics defining the session structure of the workshop:

1. Context awareness for multimedia applications (video on demand on the web, content sharing, user-generated & professional content, IPTV, social aspects, sensors, energy efficiency)
2. Content and context aware quality measurements (user-generated & professional content, live & on demand)
3. Content and context aware interplay between media service/applications and network strategies. Namely, QoE support in the future internet architectures.

Research Topics

The central research question consists in determining key elements (including content and context information) for QoE assessment and evaluation of "web.sharing.tv.content" and to use this information to shape the future internet.

- Context awareness
- QoE for content sharing over the web and for IPTV
- Subj./Obj. quality evaluation in the context of use, context-aware solutions (situation specificity, interactivity, user-generated & professional content)
- Media Transmission over the Future Internet
- 3D Multimedia and Free ViewPoint
- Interactive multimedia QoE support

Website: <http://dcti.iscte.pt/events/goemcs/>