

Fifth International Workshop on Quality of Experience for Multimedia Communications - QoEMC

Sponsored by the **Technical Committee on Multimedia Communications**
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Call for Papers

Quality of Experience (QoE) has recently become a key subject of study in the research community as deemed central feature for the design of successful media applications. In addition, network and service providers recognize its importance in the deployment of new services, management of the current ones and planning of future networks since they have all the evidence that the perceived quality from the users' points of view which determines service value that matters at the end of the day. Notwithstanding the manifested importance of QoE, the current practices in managing networks and services are still mostly focused on Quality of Service (QoS) and resource overprovisioning, with little or no analysis of the real impact of any users' choice on the perceived quality as this would require overcoming of a number of challenges.

The key challenges can be summarized as follows. Firstly, there is the need to move from purely traffic-based measurement to user-oriented quality evaluation, which requires the inclusion of the quality influencing features that are still typically neglected, such as context and human factors. Secondly, current user quality models are based on many assumptions that do not characterize real scenarios of networks and applications management. Thirdly, network architectures and relevant service management procedures need to be designed so that the quality models for the different services can be plug-and-played in a flexible way in order to accommodate the highly dynamic proliferation of the increasing diversity of services. This is expected to leverage the ongoing softwarization process that keeps revolutionizing our network infrastructures.

Additionally, we witness the trend of migrating end-to-end multimedia communication systems/platforms to the cloud. Media processing and consumption in the cloud requires attention from two main perspectives: (i) maintenance of processing-related cloud operations over the execution time considering the end-user and application-related QoS/QoE requirements via dynamic resource provisioning, and (ii) the parallelization and abstraction of media processing tasks for the optimization of limited and shared cloud resources. Furthermore, the two significant developing (and being deployed) areas which are expected to have huge impact on our everyday lives; Smart Cities and the Internet-of-Things offer new opportunities and use cases while posing new challenges for keeping users engaged and interested in related emerging applications and services. This also includes other aspects, such as quality of life as well as critical considerations, including user safety, particularly in urban transport and emergency scenarios.

With this context, the Workshop is aimed at bringing together researchers from academia and industry to identify and discuss technical challenges, exchange novel ideas, explore enabling technologies, and report latest research efforts that cover a variety of topics including, but not limited to:

- QoE evaluation methodologies and metrics
- QoE-based network and service monitoring and troubleshooting
- QoE management in Smart Cities applications;
- QoE-aware Internet reference architecture
- QoE-based analysis of CDNs and Cloud networks
- Frameworks and testbeds for QoE evaluation (crowd-sourcing, field testing, etc.)
- QoE models, their applications and use cases
- QoE-driven media processing and transmission over the cloud
- QoE for emerging applications (Immersive communications, Gaming, Haptics)
- Datasets for QoE validation and benchmarking
- QoE control, monitoring and management strategies
- KPI and KQI definition for QoE optimization in emerging environments (5G, IoT, M2M, Cloud)
- Media analytics from QoE Big Data
- QoE-based adaptive media services
- QoE databases
- From Quality of Experience to Quality of Life

Submission Procedure

Submitted papers must represent original material, which is not currently under review in any other conference or journal and has not been previously published. Paper length should not exceed the six-page standard IEEE conference two-column format. To submit the paper use the following link: <http://edas.info/N22567>
For more information, visit the Globecom 2016 website <http://globecom2016.ieee-globecom.org/>.
Extended version of the best papers will be considered for publication in a Special Issue at prestigious journals.

Workshop Chairs

General Chairs:

Luigi Atzori, University of Cagliari, Italy
Nabil J. Sarhan, Wayne State University, USA

Publicity Chairs

Tasos Dagiuklas, Hellenic Open University, Greece
Raimund Schatz, Austrian Institute of Technology (AIT), Austria

Technical Program Chairs

Ahmet Kondoç, Loughborough University in London, UK
Periklis Chatzimisios, Alexander TEI of Thessaloniki, Greece

Keynote/panel Chairs

Pedro Assuncao, Institute of Telecommunications/IPL, Portugal
Weisi Lin, NTU University, Singapore

Important Dates

Paper submission deadline:	Author notification:	Camera ready due:
July 1st, 2016	September 1, 2016	October 1, 2016

Technical Program Committee (temporary list)

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