



26-29 May 2015  
Costa Navarino, Messinia, Greece  
www.qomex.org

# QoMEX 2015

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Messinia, Greece

## 7th International Workshop on Quality of Multimedia Experience

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### Call For Papers

The 7th International Workshop on Quality of Multimedia Experience (QoMEX 2015) will be held from 26 to 29 of May 2015 in Costa Navarino, Messinia in southwest Peloponnese, Greece. It will bring together leading experts from academia and industry interested in the evaluation of multimedia quality and user experience. QoMEX 2015 will address theory and applications of measuring the quality of user experiences, based on both objective and subjective psychophysiological measures. The program will include presentations of novel research theories, applications and results in lecture, poster and plenary sessions. A significant number of Special Sessions organised by internationally recognised experts in the area will feature in the program.

#### Topics of interest include, but are not limited to:

**Quality of Experience (QoE) Fundamentals:** Understanding experience and quality judgment formation; quality beyond the MOS; quality, user satisfaction and acceptance; crowdsourcing studies; long-term quality measurement; QoE factors and features.

**Audio/Visual User Experience:** Objective and subjective quality evaluation of speech, audio, video, multimedia; spatial/3D audio and stereo/multi-view video quality; psycho-physical modelling; quality-centered processing, compression and transmission; perceptual optimization.

**QoE in Graphics & Rendering and new imaging systems:** QoE in new visual immersive systems; User-oriented engineering of panoramic imaging, plenoptic imagery, pathological imagery and holographic displays; (non-)photorealistic rendering; quality of aesthetic experiences, object/texture/motion modelling; special effects; virtual/augmented/mixed realities, gaming QoE.

**Sensory User Experiences:** Methods for sensory user feedback; quality metrics for ambient and sensory experiences; novel sensory interfaces; multisensory interaction; quality of taste, smell and touch.

**QoE of Interactive Systems:** Tele-conferencing/tele-presence; multimedia-based group interaction; gaming; multimedia Web search/browsing; e-commerce.

**QoE for Mobile Devices:** Evaluating multimedia applications and interactive experiences on mobile devices; impact of viewing conditions and device properties; adaptive user interfaces, quality of Second Screen applications.

**QoE-centric Network and Application Management:** Distributed and central management approaches; cloud-based multimedia services; adaptive media streaming; link between QoS and QoE; interoperability; performance optimization; pricing and service-level agreements.

**Reproducible QoE Research:** Multimedia databases/datasets; benchmarking and certification; testing conditions and methods; standardization efforts; open-source QoE tools.

**Affective Multimedia Experiences:** measurement of affective responses to multimedia, both self-reported and physiological (e.g., fMRI, EEG...); computational models of emotions and mood; empathic multimedia engineering; theory of mind for multimedia delivery.

**Quality of Aesthetic Experiences:** QoE as feedback for content creation, art and perception, psychophysiological affective responses to multimedia, aesthetic appeal appreciation, computational aesthetics.

**QoE and Social Media:** Quality of social media experiences, multimedia experience enhancement through social media, QoE factors and social media mining.

The language of the Workshop is English. Papers should describe original and unpublished work on the topics of the Workshop. Prospective authors are invited to electronically submit their full or short papers in English, not exceeding six (6) or two (2) pages respectively, including figures, tables and references. Further information can be found on the Workshop website. Submitted papers will be blindly peer-reviewed by at least two experts in the field. Acceptance will be based on their originality, significance and clarity. At least one of the authors should register and present the paper at the Workshop. Accepted papers will be included in the Workshop Proceedings and will be submitted for inclusion into IEEE Xplore. In addition to the technical program, a social program will be offered to the participants in a backdrop of outstanding natural beauty and rich cultural heritage in one of the best-known international destinations.

#### Important Deadlines

New Submission of papers:	Mar. 1, 2015
Notification of acceptance:	April 10, 2015
Submission of camera-ready papers:	April 25, 2015



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