



Multimedia Quality of Experience (QoE): Current Status and Future Direction

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Message from the Guest Editors

Quality of Experience (QoE) can be defined as the overall delight or annoyance of the user of an application or service. Typically, Multimedia QoE expected to offer improved user satisfaction from the audio-visual channels that the users interact. Even though a significant number of novel multimedia applications are emerging, it is a challenge to provide better multimedia QoE for the end user. Potential topics include but are not limited to the following:

- multimedia quality of experience (QoE);
- QoE evaluation in immersive multimedia, VR, AR, and novel storytelling environments;
- QoE evaluation in mulsemedia (or multi-sensory) environments;
- data-driven approaches for QoE evaluation and optimisation;
- QoE prediction from auxiliary and wearable sensors;
- psychophysiological methods for quality of experience research;
- next generation QoE driven multimedia applications (e.g., 5G multimedia applications);
- human visual system modelling;
- advanced methods of multimedia representation, processing, visualization and interaction;
- multimedia privacy and security;
- QoE standardization activities.





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