

Special Session 3: Quality of Experience Assessment for Future Multimedia Systems

Along with new multimedia displays and devices such as Light-field Imaging, AR (Augmented Reality), VR (Virtual Reality), 360 VR (Virtual Reality), MR (Mixed Reality), High Dynamic Range (HDR), Multiview, 360 and Autostereoscopic 3D, corresponding contents have also been developed to make human be immersive to future multimedia systems. Thereby, it is necessary to assess the quality of experience (QoE) experienced by users adaptive to those future multimedia systems in accordance with display, device and content. In particular, new symptom could come out as a side-effect such as discomfort so that QoE will dynamically vary relying on the system.

This research should proceed in parallel not only from the engineering aspect but also from the cognitive science aspect and progressively quantifying the QoE that user feels.

Recently, development of HMD (Head Mounted Display), camera lens array, and image synthesis technology has made it possible to appreciate high quality, high performance, high resolution, and stereoscopic images that have not been experienced before. Emotional evaluation techniques are also keeping pace.

In this special session, we will discuss how to evaluate the QoE for next generation multimedia from the human cognitive perspective, present the latest articles aligned with recent industrial trend, contents acquisition and quality assessment, and have technical exchanges.

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