

Fourth International Workshop on Quality of Multimedia Experience

5 - 7 July 2012 ♦ Yarra Valley ♦ Australia



QoMEX 2012

General Chair

Ian Burnett, RMIT Univ.

General Co-Chair

Henry Wu, RMIT Univ.

Technical Program Co-Chairs

Christian Timmerer, AAU

Alexander Raake, TU Berlin

Christian Ritz, UOW

Steering Committee

Loretta Anania, EC

Alan Bovik, University of Texas

Touradj Ebrahimi, EPFL/NTNU

Khaled El-Maleh, Qualcomm

David Geerts, IBBT - KULeuven

Lina Karam, Arizona State Univ.

Bastiaan Kleijn, VUW

Sebastian Möller, TU Berlin

Fernando Pereira, IST

Andrew Perkis, NTNU-Q2S

Amy Reibman, AT&T Labs

Peter Schelkens, IBBT - VUB

Publicity Chairs

Christian Timmerer, AAU

Homer Chen, Nat. Taiwan Univ.

Publications Chair

Mohammed Raad, RaadTech

Registration Chair

Christian Ritz, UOW

Finance and Local Chair

Lorraine Valladares, RMIT Univ.

Webmaster

Stephen Davis, UOW



CALL FOR PAPERS

Conveniently to be held a few days prior to ICME 2012 with the workshop venue located close to Melbourne, the fourth International Workshop on **Quality of Multimedia Experience (QoMEX)** will bring together leading professionals and scientists interested in evaluating multimedia quality and user experience. QoMEX is the flagship workshop of the European COST action Qualinet which serves as its technical and financial sponsor. The 2012 workshop is the first of the series to be held in the Asia-Pacific and provides new opportunities for QoMEX to explore the rich technology interests of the region. QoMEX 2012 will be held at The Sebel Heritage Yarra Valley, a luxury 4.5 star golf and spa resort. The Yarra Valley is one of the premier food and wine regions of Australia, home to the Yarra Ranges and over 100 local wineries.

Multimedia is a ubiquitous part of modern life; content is delivered on a wide variety of devices both fixed and mobile, the consumption environment can vary dramatically and increasingly users demand fulfilling interaction with their media. Evaluation, both objectively and subjectively of separate audio, video or image content is well known, but there are substantial challenges in evaluating users' complete experiences of mixed content. This is exacerbated by the diversity of devices, interfaces, consumption environments and content prevalent in today's market. Increasingly, evaluation approaches must include psychological, perceptual and contextual dimensions to truly represent and measure users' experiences. Understanding how users react and perceive content and applications will inform and improve new applications and lead to improved user experiences. QoMEX 2012 features oral presentations, exhibits, panels and poster sessions, providing attendees with various opportunities to discuss the latest progress and trends in multimedia user experience. The workshop venue and format has been specifically chosen to increase opportunities for expert interaction and discussion.

Authors are invited to submit full-length, six-page papers according to the guidelines available on the conference website: <http://www.qomex2012.org>. The proceedings of QoMEX 2012 will be published in IEEE Xplore. Topics of interest include but are not limited to:

Visual User Experience (Image/Video/Graphics): Objective and subjective quality evaluation, psychovisual modelling, quality-centered processing, compression and transmission, QoE evaluation in HD and beyond.

Auditory User Experience (Speech/Audio): Psychoacoustic modelling, quality assessment of interactive speech and audio applications/ interfaces, models and metrics for evaluation of spatial audio.

Sensory User Experiences: Novel sensory interfaces, methods for sensory user feedback, quality metrics and assessment methods for evaluation of ambient and sensory experiences.

QoE for Mobile Devices: device-dependent, adaptive user interfaces, evaluating interactive experiences on mobile devices, objective/subjective evaluation on iPhone/Android multimedia applications

QoE for 3D Multimedia: QoE metrics and evaluation methods for 3D audio and 3D video, virtual, augmented and mixed realities, haptic interaction, other immersive modalities and interactive interfaces.

Standardization Activities in Multimedia Quality Evaluation: Benchmarking efforts, multimedia databases/datasets of various modalities (speech, audio, video, sensory, etc.) and fidelities (quality, bitrate, etc.), testing conditions and methods, new objective metrics/models for upcoming standards.

Applications and Services: Evaluating QoE in multimedia applications e.g., games/gamification, biomedical/telemedicine, distance education, teleconferencing/telepresence, multimedia web search/browsing, cloud-based multimedia applications, etc.

Important Dates

Submission deadline: ~~February 14, 2012~~ **EXTENDED TO MARCH 5 2012**

Notification of acceptance: **April 30, 2012**

Camera-ready submission: **May 14, 2012**