Call for Papers for
Workshop on Quality of Experience-based Management for Future Internet Applications and Services (QoE-FI)

Workshop Co-Chairs

Raimund Schatz *Austrian Institute of Technology (AIT), Austria*
Tasos Dagiuklas *Hellenic Open University, Greece*
Pedro Assuncao *Institute of Telecommunications/IPL, Portugal*

http://icc2016.ieee-icc.org/cfw

Scope

Recent technological advances have enabled a constant proliferation of novel immersive and interactive services that pose ever-increasing demands to our communication ecosystem. Examples are: social TV, immersive environments, mobile gaming, UHD(4K/8K), 3D virtual worlds, just to cite a few. Furthermore, the ongoing migration of end-to-end multimedia communication ecosystem to the cloud requires improved dynamic resource provisioning and parallelization of media processing tasks that considers the end-user and application-related QoS /QoE requirements. Using multiple independent multimedia cloud services that may compete for the resource poses additional challenges to provide high quality-of-experience (QoE) for the aggregated service.

In this dynamic context, network and service providers are struggling to achieve higher levels of user satisfaction through new and better multimedia experiences. This will be also accelerated by adopting evolution on Future Internet and 5G Communications. Future Internet has been designed to overcome current limitations and to address emerging trends that impact on multiple aspects including: network architecture, content and service mobility, diffusion of heterogeneous nodes and devices, new forms of user centric/user generated content-aware provisioning and Communications (M2M, IoT).

Topics of Interest

The QoE-FI workshop aims at bringing together researchers from academia and industry to identify and discuss the following topics.

- QoE evaluation methodologies and metrics
- Frameworks and testbeds for QoE evaluation (crowd-sourcing, field testing, etc.)
- QoE studies & trials in the context of Smart Cities
- QoE models, their applications and use cases
- QoE-aware cross-layer design
- QoE-driven media processing and transmission over the cloud
- QoE for emerging applications (3D, OTT, Immersive, Gaming, Haptics)
- Datasets for QoE validation and benchmarking
- QoE control, monitoring and management strategies
- QoE in community-focused interactive systems
- KPI and KQI definition for QoE optimization in emerging environments (5G, IoT, Cloud)
- Integration of QoE in infrastructure and service quality monitoring solutions
- Media analytics from QoE Big Data
- QoE-based adaptive media services
- From Quality of Experience to Quality of Life

Important Dates

Paper submission deadline: December 4, 2015
Acceptance notification: February 21, 2016
Camera-ready paper: March 13, 2016