



# Quality of Experience

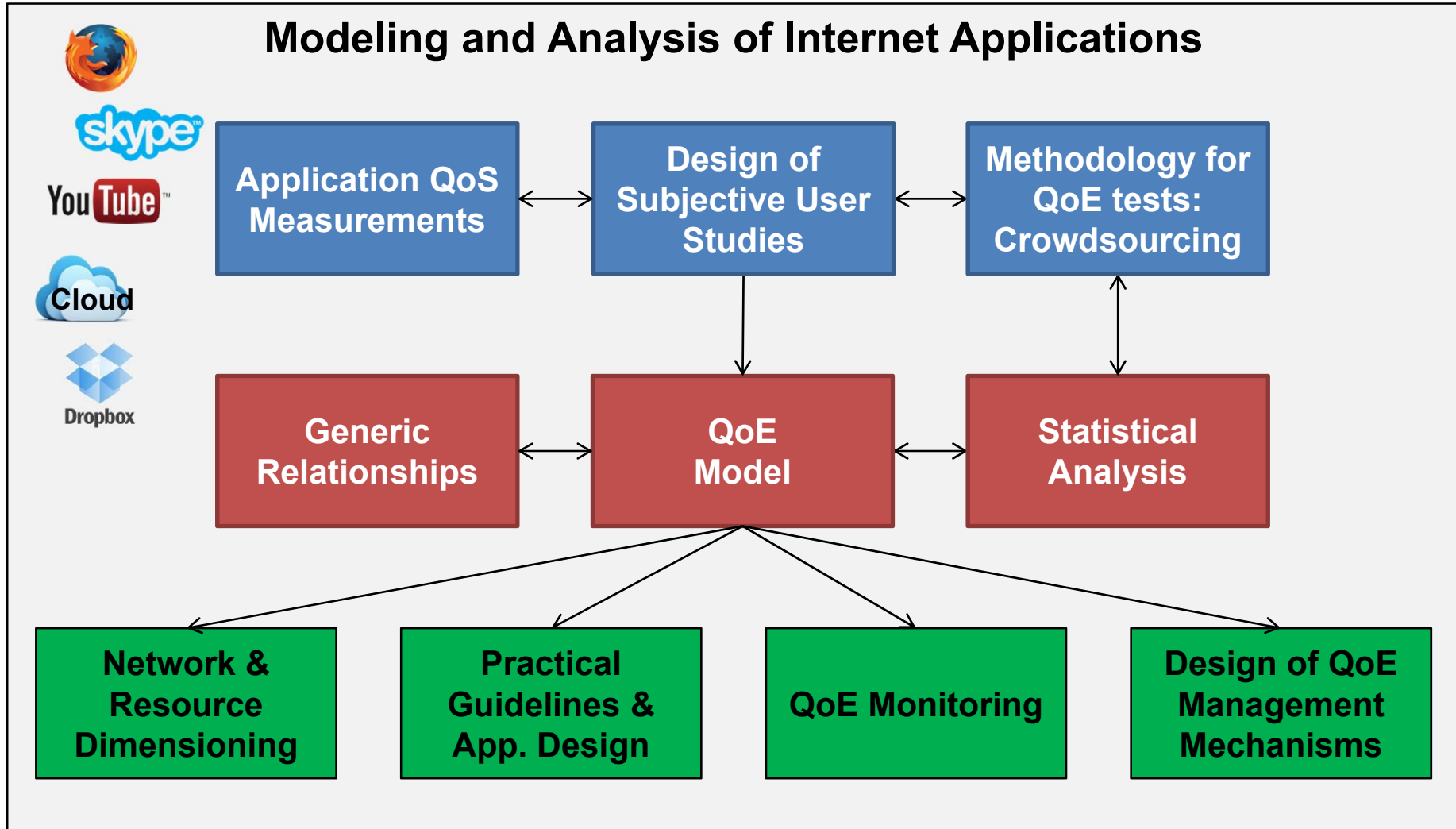
**Are we measuring the right things?**

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# Background: Performance Evaluation of Communication Networks





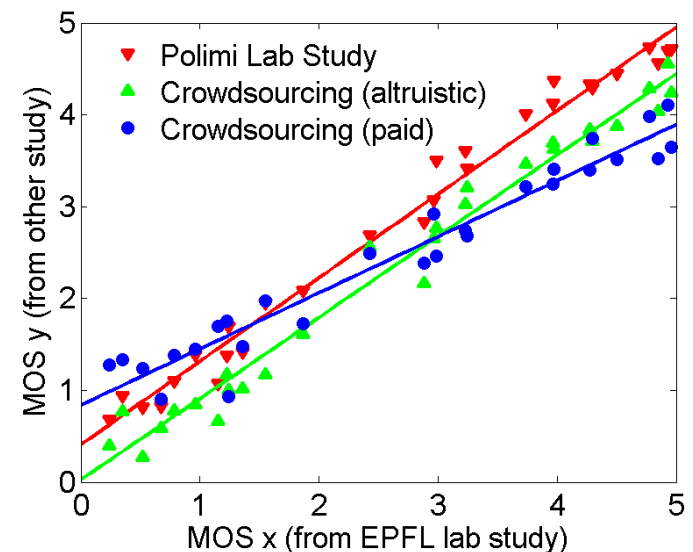
# Quality of Experience

**Are we measuring the right things?**

**No!**

# “We measure what we want to measure!”

- ▶ Current situation in **standardization**
  - **Too old:** not considering technological changes, e.g. web apps
  - **Too slow:** Many many Internet apps pop up quickly  
→ too much time required to draft a version
  - Researchers „**misuse**“ standards to „validate“ their tests, but often „**misinterpret**“ standards or do not consider requirements
- ▶ **QoE User Tests:** Measuring the delight of a user?
  - User surveys in labs measure non-real life, **unrealistic** situations
  - **Context** like expectations, user task, environment, etc. not measured
  - User **diversity** not reflected  
→ new methodologies required: crowdsourcing
- ▶ **QoS is just renamed: QoE**



# What is required?

- ▶ **Updated test methodologies and best practices**
  - Guidelines for subjective tests: design, execution, analysis
  - Crowdsourcing as new methodology
  - Reproducible research
- ▶ **Going beyond pure perceptual quality metrics**
  - Known gap between user perception and user reaction!
  - User feedback, reaction, behaviour as key measurement (instead of/in addition to QoE)
  - ➔ Measure user behaviour
  - ➔ Integrate user feedback into service delivery
- ▶ **Holistic models for user's delight or annoyance**
  - Identification of influence factors on all levels: content, user, system, context level
  - Fundamental relationships: user behavior, QoE, acceptance, QoS

