



## Call for Papers

Multimedia Tools and Applications

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## Special Issue on “QoE Monitoring and Management for Future Internet Media Services”

### Aims and Scope

The effectiveness of distributed multimedia applications as well as mobile computing services, which became dominant in the modern telecommunication era, is primarily based on the networking protocols and communication systems that deliver content to the end-user. However, it is a fact that the aforementioned effectiveness of any multimedia presentation is ultimately measured by the end-user's multimedia experience and the resulting levels of delight and annoyance.

In this context, the concept Quality of Experience (QoE) has become a central reference point as it describes the overall acceptability of an application or service strictly from the user's point of view. It is a subjective measure of end-to-end service performance from the user perspective as well as an indication of how well the system meets the user's needs. Encompassing many different aspects, QoE rivets on the true feelings of end users when they watch streaming video and podcasts, listen to digitized music and browse the Internet relying on a plethora of methods and devices. For these reasons, researchers and practitioners alike have started to integrate QoE in the design of the quality monitoring and resource management of network infrastructures and services in order to enable new and better multimedia experiences – a trend that will be accelerated by the evolution of the Future Internet and 5G Communications.

The aim of this special issue is to collect state of the art research paper related to QoE Monitoring and Management for Media Services in the Future Internet. Extended versions of the best papers from IEEE ICC QoE Workshop 2016 (<http://qoe-fi.diee.unica.it/2016>), will be invited to submit manuscripts that will be subject to peer review process.

### Topics

- QoE evaluation methodologies and metrics
- Frameworks and testbeds for QoE evaluation (crowd-sourcing, field testing, etc.)
- QoE models, their applications and use cases
- QoE-driven media processing and transmission over the cloud
- QoE for emerging applications (3D multimedia, Immersive experience, Gaming, Haptics)
- QoE control, monitoring and management strategies
- QoE in community-focused interactive systems
- KPI and KQI definition for QoE optimization in emerging environments
- IoT and Cloud platforms for QoE management
- 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

## **Submission Guidelines**

Each paper for submission should be formatted according to the style and length limit of Multimedia Tools and Applications.

Please refer complete Author Guidelines on the website. Note that published papers and those currently under review by other journals or conferences are prohibited. Each paper will be reviewed rigorously, and possibly in two rounds, i.e., minor/major revisions will undergo another round of review. Prospective authors are invited to submit their papers directly via the online submission system at <https://www.editorialmanager.com/mtap/>.

## **Important Dates**

Paper submission: October 26, 2016

1st round review notification: January 31, 2017

1st revision due: March 20, 2017

2nd round review notification: May 15, 2017

2nd revision due: July 31, 2017

Final acceptance: August 10, 2017

## **Guest Editors**

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