

***Special Issue on Measuring Quality of Experience
for Advanced Media Technologies and Services***

Progress in technology has led to a stunning increase in the quality of multimedia content over the past few decades: Ultra-HD or 3D displays have become affordable nowadays, and high-definition streaming is quickly replacing conventional media libraries at home as well as on mobile devices. At the same time, quality considerations have become a lot more intricate because of the additional complexities in content generation, processing, distribution, and display. The challenge of Quality of Experience (QoE) measurement is taking into account not only system performance parameters and content quality metrics, but also notions such as user perception, personality, satisfaction, expectations, and context. With the exponentially growing amount of media being produced, shared, and consumed, as well as emerging new forms of media technologies and services (e.g. light-field imaging, or advanced spatial audio), many challenges remain in developing effective and practical subjective and objective QoE measurement methods.

We solicit original papers describing innovative techniques for measuring the quality of experience (QoE) for multimedia content. Topics of interest include:

- New Technologies: spatial/3D audio quality; stereo/multi-view video quality; high-dynamic range imaging; light-field imaging; holographic imaging; quality in immersive environments (virtual/augmented/ mixed realities).
- QoE for Mobile Devices: Quality evaluation for mobile devices; adaptive media streaming; impact of viewing conditions, context and device properties, user behavior.
- Interactive Systems QoE: Tele-conferencing/tele-presence; multimedia-based group inter-action; online and cloud gaming; Web and social media applications.
- Big data QoE analytics: Media streaming platforms such as Netflix, YouTube, etc.; crowdsourcing studies; massive open online courses (MOOCs); online gaming; machine learning for QoE.
- QoE Fundamentals: Understanding experience and quality formation; alternatives to mean opinion score (MOS); quality vs. user satisfaction vs. acceptance; long-term quality measurement; physiological QoE assessment; sensory user experiences.
- Reproducible QoE Research: Benchmarking and certification; multimedia quality databases; testing conditions and methods; standardization efforts; open-source QoE tools.

Prospective authors should visit <http://www.signalprocessingsociety.org/publications/periodicals/jstsp/> for information on paper submission. Manuscripts should be submitted at <http://mc.manuscriptcentral.com/jstsp-ieee>. Manuscripts will be peer reviewed according to the standard IEEE process.

Important Dates:

Manuscript submission due:	March 1st, 2016 March 8th, 2016 (Extended)
First review completed:	May 31 st , 2016
Revised manuscript due:	July 15 th , 2016
Second review completed:	Sept. 1 st , 2016
Final manuscript due:	Oct. 15 th , 2016
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