



QoMEX

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Important Dates

Submission deadline:

March 15, 2009

Notification of acceptance:

April 15, 2009

Camera ready submission:

May 15, 2009

First International Workshop on Quality of Multimedia Experience

July 29-31, 2009
San Diego, CA, USA

Call for Papers

The first International Workshop on **Quality of Multimedia Experience (QoMEX)** will bring together leading professionals and scientists in multimedia quality and user experience from around the world.

Typically, multimedia processing algorithms are evaluated using objective metrics or through subjective testing in a controlled environment. However, perceived user experience is psychological in nature and changes in different environmental conditions and with different multimedia devices. Therefore, new techniques are needed to assess and enhance multimedia experience from the user perspective. QoMEX'09 is an international forum to gather experts from academia and industry to present the latest developments on evaluation of multimedia quality based on user experience.

QoMEX'09 features oral presentations, exhibits, panels and poster sessions in order to provide attendees with various channels to exchange and acquire information about the latest developments and future trends in the field of multimedia user experience.

Topics of interest include but are not limited to:

- **User Experience Assessment and Enhancement:** New metrics to define quality of user experience, interaction between auditory, visual, affective and other modalities and their impact on user experience, UI design, user experience rendering, user experience acquisition, human and multimedia device interaction, multimedia quality evaluation tools for generic and specific applications.

- **Visual User Experience (Image/Video/Graphics) :** Objective quality metrics, subjective quality evaluation, psycho-visual modeling, quality-centered processing, compression and transmission, artifacts reduction, relationship between errors/noise/losses to human perception, display-specific processing, 3D Video, quality evaluation in HD and beyond, quality evaluation in HDR content, quality issues in streaming video.

- **Auditory User Experience (Speech/Audio) :** Psycho-acoustic modeling, quality assessment of interactive speech applications, VoIP, modeling based on human auditory perception, intrusive/non-intrusive models for quality evaluation.

- **Standardization Activities in Multimedia Quality Evaluation:** Benchmarking efforts, databases and multimedia content characteristics, testing conditions, new objective metrics and models for upcoming standards.

Further information is available at: <http://www.qomex.org>



IEEE

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