

## [ICIP 2022 - Special Session](#)

Invitation for contributions

### **“Direct and Indirect Methodologies for Considering Interactivity and Interactions in QoE Assessment”**

#### **Motivation**

The new multimedia technologies imply the revision of the methodologies for measuring quality of experience (QoE) to consider immersion and interactivity. Some efforts have been done to validate subjective methodologies for the quality assessment of immersive media (e.g., the recent ITU P.919 recommendation for 360-degree videos). However, in most of the considered scenarios interactions are very restricted (e.g., 3 degrees-of-freedom head movements), so these works do not cover all the possible new interactive multimedia applications, such as 6 degrees-of-freedom applications; navigation in large 3D environments; manipulations of views, objects or scenes; remote collaboration; collaboration with avatars; etc.

#### **Objectives**

The goal of this special session is to bring researchers from different fields (Multimedia, QoE, HCI, VR/AR, Cognitive Psychology) in order to provide new insights about how to consider interactivity and interactions while measuring the impact of technological factors on QoE. The proposed contributions should focus either on direct (e.g. subjective questionnaire) or indirect (e.g. eye tracking, behaviour or physiological analysis) methodologies.

#### **Submission Procedure**

If you wish to take part in this special session, please send us an email to [toinon.vigier@univ-nantes.fr](mailto:toinon.vigier@univ-nantes.fr) before Friday 10th of December including:

- the title of your article;
- authors' names and affiliations;
- a short abstract.

Deadline for full paper submission (maximum of 5 pages, including 1 page for references) is February 16, 2022. Accepted and presented papers will be published in IEEE Xplore, and in the Conference Proceedings. More information on ICIP 2022 call for papers is available at: <https://2022.ieeeicip.org/call-for-papers/>.

#### **Organising Committee**

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