



## Multimedia Quality of Experience (QoE): Current Status and Future Direction

Guest Editors:

**Dr. Chaminda Hewage**

Cardiff School of Technologies  
(CST), Cardiff Metropolitan  
University, Cardiff CF5 2YB, UK

**Dr. Erhan Ekmekcioglu**

Institute for Digital Technologies,  
Loughborough University  
London, London E15 2GZ, UK

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### Message from the Guest Editors

Quality of Experience (QoE) can be defined as the overall delight or annoyance of the user of an application or service. Typically, Multimedia QoE expected to offer improved user satisfaction from the audio-visual channels that the users interact. Even though a significant number of novel multimedia applications are emerging, it is a challenge to provide better multimedia QoE for the end user. Potential topics include but are not limited to the following:

- multimedia quality of experience (QoE);
- QoE evaluation in immersive multimedia, VR, AR, and novel storytelling environments;
- QoE evaluation in mulsemedia (or multi-sensory) environments;
- data-driven approaches for QoE evaluation and optimisation;
- QoE prediction from auxiliary and wearable sensors;
- psychophysiological methods for quality of experience research;
- next generation QoE driven multimedia applications (e.g., 5G multimedia applications);
- human visual system modelling;
- advanced methods of multimedia representation, processing, visualization and interaction;
- multimedia privacy and security;
- QoE standardization activities.





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## Editor-in-Chief

### Prof. Dr. Gianluigi Ferrari

Department of Engineering and  
Architecture, University of Parma,  
Parco Area delle Scienze, 181/A,  
43124 Parma, Italy

## Message from the Editor-in-Chief

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*Future Internet* Editorial Office  
MDPI, St. Alban-Anlage 66  
4052 Basel, Switzerland

Tel: +41 61 683 77 34  
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