IEEE Consumer Communications & Networking Conference (CCNC)
Held in conjunction with the International Consumer Electronics Show, Las Vegas, NV, USA
January 09-12, 2016

Call for Papers for *Quality of Experience and Human Centered Communications and Applications*

Scope and Motivation:

In recent years, the Internet has evolved from a pure packet forwarder to a provider of complex services and applications (e.g., video, voice, on-line gaming, cloud applications). These services and applications are currently managed through a set of Quality of Services parameters (e.g. packet loss, delay, jitter). Quality of Experience (QoE) is a paradigm shift away from technology-centric to human-centric focus. Quality should be measured as perceived by human users. Computer and communications resources should be offered to people anywhere and at any time in accordance with the local circumstances.

QoE-based quality assessment, however, is difficult because user experience is subjective, hard to quantify and measure. Together with the introduction of new technology standards a new and better understanding of user QoE is required.

This track focuses on technologies and applications that are human centered. Issues include emerging technologies, social impact, sensing fabric integration, data collection and privacy. Application areas include social networking, news gathering, health, safety, entertainment, gaming, sports, and environment.

Main Topics of Interest:

The Quality of Experience and Human Centerd Communications and Applications Track seeks original contributions in the following topical areas, plus others that are not explicitly listed but are closely related:

- Characterization of QoE
- Relationship between QoE and QoS
- Objective & subjective QoE assessment of services and applications
- QoE management in heterogeneous networks
- QoE driven network diagnostics, tracing, troubleshooting
- QoE management of multimedia services
- QoE oriented coding
- Experimental approaches
- Subjective studies in commercial settings and lab environments
- QoE of mobile services and devices
- Mobile social networks
- Mobile healthcare
- Context awareness and situation awareness
- User interface
- Privacy and security
- Data storage and management
- Interactive Systems QoE
- Sensory User Experiences
- Standardization activities for QoE and QoS models

Track Chairs:

John Buford, Avaya Labs Research, USA.

Mario Kolberg, University of Stirling, UK.