QoENet:

innovative Quality of Experience maNagement in Emerginig mulTimedia services

an Initial Training Network

http://www.qoenet-itn.eu/

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MSCA-ITN Network

QoE-Net: Initial Training Network

- Title: **innovative Quality of Experience maNagement in Emerginig mulTimedia services**

- 12 Early Stage Researchers,
36 months

- Participants
  – 8 beneficiaries
  – 3 partners

- 1/1/2015-31/12/2018

University of Cagliari [IT]

Kingston University [UK]

Deutsche Telekom [DE]

RESEARCH WITH PLYMOUTH UNIVERSITY
University of Plymouth [UK]

The Walt Disney Company [CH]

École Polytechnique Fédérale de Lausanne [CH]

NTNU – Trondheim Norwegian University of Science and Technology
Norges Teknisk-Naturvitenskapelige Universitet [NO]

HOLOGRAFIKA
Holografika [HU]

Technische Univers. Berlin [DE]

Telecommunication Standardization Bureau [CH]

Yonsei University [KR

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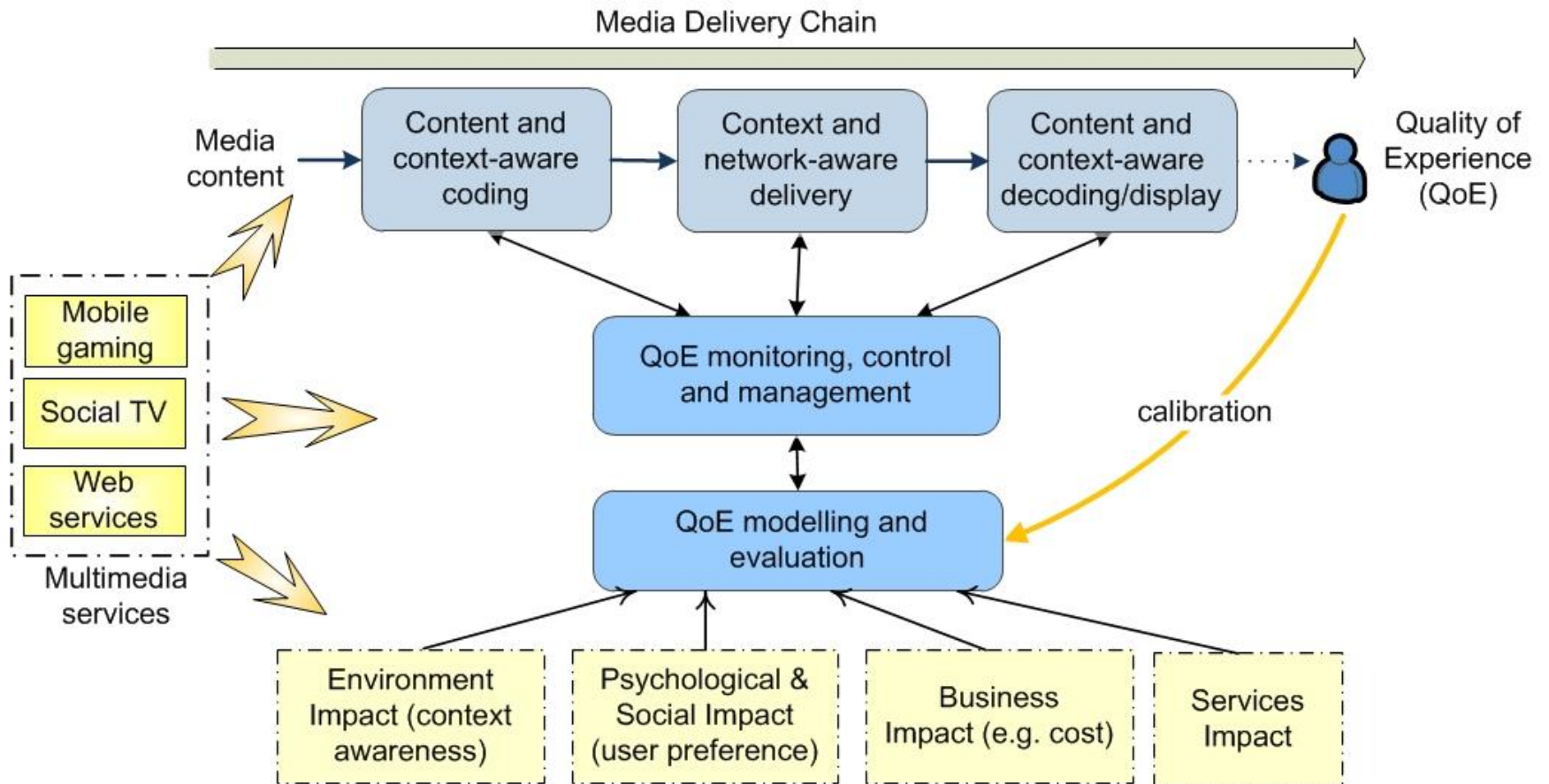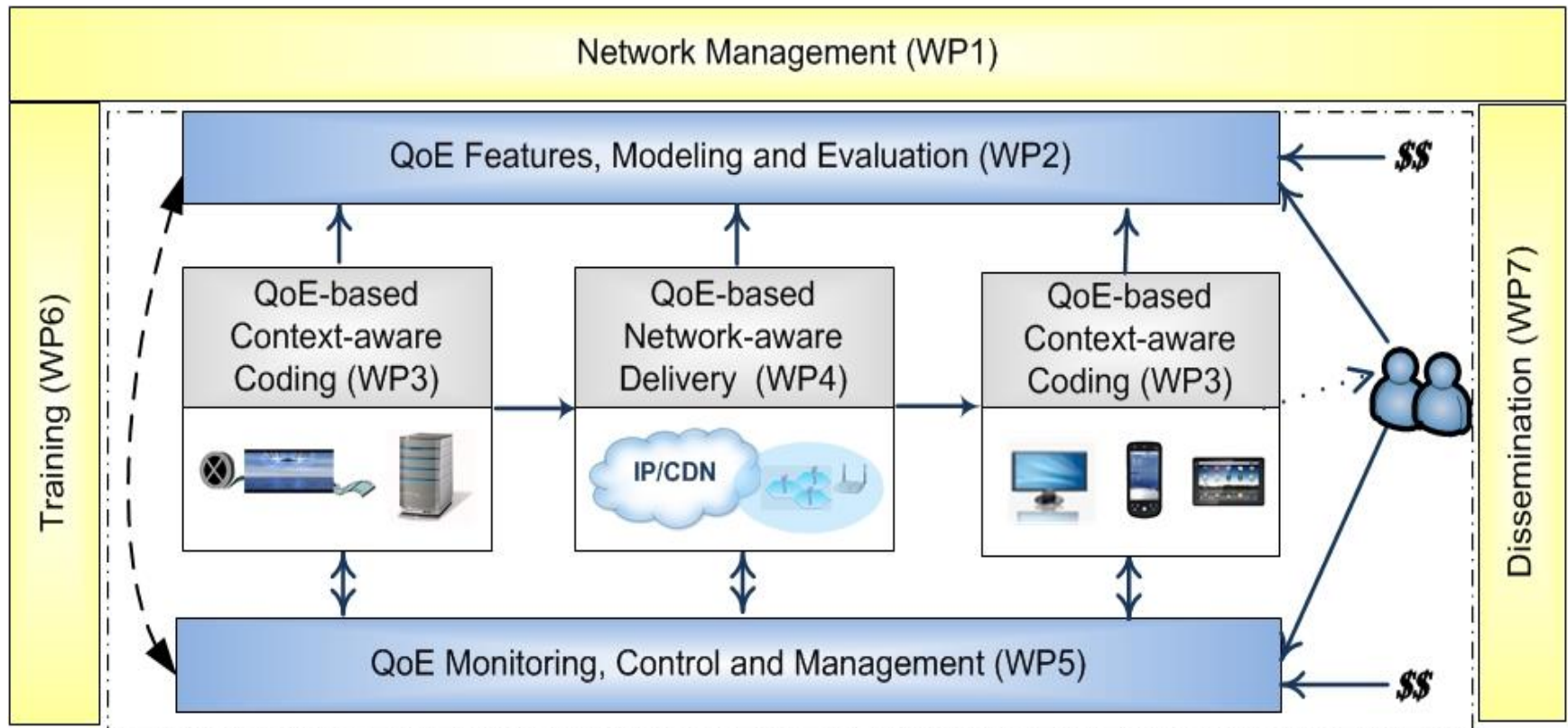
Objectives

- Interdisciplinary **training and research and development** on **Quality of Experience**
  - psychology, communications and networking, signal processing, visual and performing arts and business studies
- **Training opportunities in relevant industry organizations**
  - ISP, entertainment companies, media display industry and standardization body, through secondment
- To support ESRs through a personalized **Career Dev. Plan**
- To support Fellows to develop **complementary transferrable skills**
  - entrepreneurship, project management, funding applications, team work and knowledge transfer skills
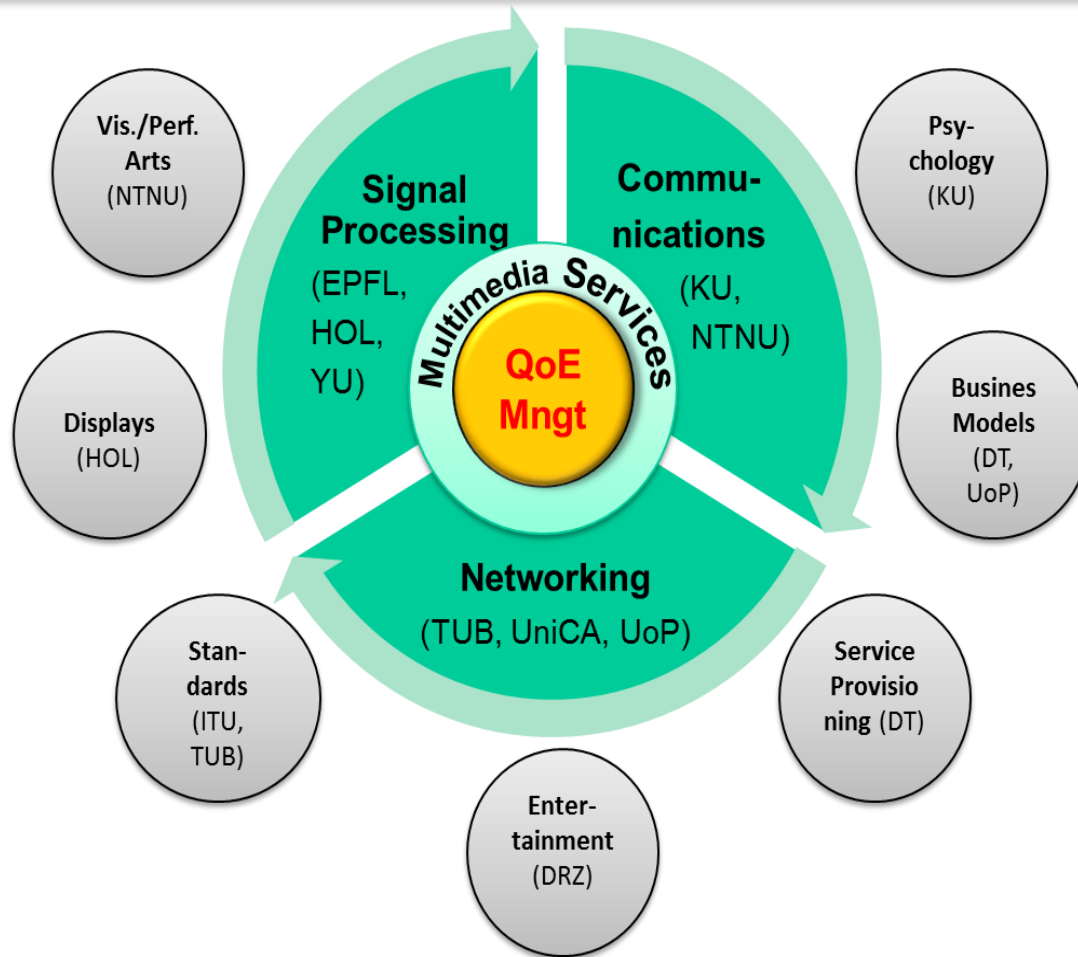
QoE-Net: integrated activities

Integrated implementation with WPs

Complementariety of competencies

QoENet: Online Short Courses

Announced at http://www.qoenet-itn.eu

ID	What	# Class	Lead	Coordinator	Schedule
OSC9	QoE-aware Future Internet architecture	2	UniCA	ESR-6 (DT)	M18-24
OSC10	QoE adaptation and control mechanisms in multimedia applications	2	UoP	ESR-7 (UoP)	M18-24
OSC11	3D display technologies	2	HOL	ESR-7 (UoP)	M24-32
OSC12	3D content generation and processing	2	DRZ	ESR-7 (UoP)	M24-32
OSC13	Immersive Media Technology Experiences	2	NTNU	ESR-8 (HOL)	M24-32
OSC14	3D image and Video coding	2	EPFL	ESR-9 (DRZ)	M24-32
OSC15	HDR image and video coding	2	EPFL	ESR-9 (DRZ)	M24-32
OSC16	Quality and usability	2	TUB	ESR-10 (EPFL)	M32-36
OSC17	Concept of models for Quality of Business	2	UoP	ESR-10 (EPFL)	M32-36

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QoENet: Network Wide Events

ID	Network Wide Event	ECTS	Lead	Schedule.	(Co-)location
NWE3	Summer school on interdisciplinary methods	4	UoP	12.–17.09.2016	Plymouth
NWE5	Seminar with Industry (including market exploitation of scientific research results and business planning)	2	HOL	14.–15.11.2016	Budapest
REV1	Mid-Term Review Meeting	N/A	UniCA	09.–10.11.2016	Berlin
NWE6	PhD conference on "Quality of Experience management in emerging multimedia services"	4	UniCA	29.–30.05.2017	QoMEX 2017
NWE7	Patent Information/Office Day, Standardization	1	NTNU, TUB	01/2017	with TST4 in Geneva?
NWE8	Summer school on QoE management and implementation	4	EPFL	M33	
NWE9	International conference on Multimedia QoE	2	DT	M42	QoMEX 2018 (M41)

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QoENet: Transferable Skill Training

ID	Transferable skills training	Dur (hours)	Lead	Schedule	(Co-)location
TST3	Presentation skills	10–15	KU; partners: UniCA	18.–20.09.2016	Kingston
TST4	Standardization	10–15	ITU; partners: EPFL, TUB	10.–12.01.2017	Geneva
TST5	Network management and EC funding mechanisms, proposals writing and project execution skills	10–15	UoP; partners: UniCA	M28	
TST6	Market exploitation of scientific results and business planning	10–15	Leading: DT; partners: UoP	M38	

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ESRs research activities

- ESR-1: QoE management strategies in future smart networks

- ESR-2: Integrating quality models in Future Internet architectures for QoE-oriented traffic management

- ESR-3: Quality assessment based on psycho-visual studies for social TV applications

- ESR-4: QoE-aware video coding strategies

- ESR-5: Methods and models for assessing and predicting the QoE linked to Web services that are not yet covered by existing methods and models

- ESR-6: Methods and models for assessing and predicting the QoE linked to mobile gaming

ESRs research activities

- ESR-7: Intelligent QoE control and management for video streaming over mobile networks
- ESR-8: Innovative QoE business model
- ESR-9: QoE modeling and coding for social TV with non-linear storytelling and high dynamic range (HDR)
- ESR-10: Study of the mechanisms of QoE-oriented coding in 3DTV, with particular emphasis on cross talk in auto-stereoscopic display environments
- ESR-11: Study of the architecture of current and future Internet for quality perception models and definition of the components and functionalities of the QoE management framework
- ESR-12: QoE and display-aware 3D video coding strategies based on models for 3D video quality evaluation

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