

PQS 2016

Fifth ISCA/DEGA Workshop on Perceptual Quality of Systems

29-31 August 2016, Berlin, Germany



Organizing Committee:

Sebastian Möller, Technische Universität Berlin,
Germany
Sebastian Egger, AIT Austrian Institute of
Technology, Austria

Technical Program Committee Chairs:

Jan-Niklas Antons, Technische Universität Berlin,
Germany
Tobias Hossfeld, University of Duisburg-Essen,
Germany

Submission Guidelines:

Authors are invited to submit extended paper
abstracts (1.5-2 pages) until April 20, 2016, using
the guidelines and tools available at:

<http://pqs.qu.tu-berlin.de/submission>

In case of acceptance, authors are requested to
submit a full paper (4+1 pages: 4 pages text and one
additional page with references only) and to
present the paper at the workshop. One author per
accepted paper must register for the event (see
important dates). Accepted and presented papers
appear in the ISCA archive and are indexed in
IEEEExplore.

Important Dates:

Submission (extended abstracts): April 20, 2016
Notification of acceptance: May 25, 2016
Registration deadline for authors: June 5, 2016
Camera-ready papers (4+1 pages): June 20, 2016
Workshop: August 29-31, 2016

Location and Registration:

PQS 2016 will take place at GLS Campus
Berlin, Kastanienallee 82, 10435 Berlin. The
conference itself will be held in the seminar rooms,
which not only provide the perfect atmosphere for
inspired discussions but also the opportunity to
glance out of the window to look at the beautiful
green garden or the steadily busy Kastanienallee.

Further Information:

<http://pqs.qu.tu-berlin.de>

Call for Papers

The fifth ISCA/DEGA Workshop on Perceptual Quality of Systems aims to bring together leading professionals and scientists from different fields that are all related to perceptual quality, including Quality of Experience (QoE) and User Experience (UX). This event will serve as a forum facilitating for an interdisciplinary exchange of ideas between both academic and industrial researchers working on different aspects of perceptual quality of systems.

Perceived quality of technical systems as well as user interaction behavior with such systems is grounded on human experiences and expectations, hence a highly complex and multidimensional phenomenon. Thus, any approach to quality assessment and prediction as well as user behavior analysis and modelling have to take the relevant human factors into account. To date, that has been addressed by a number of scientific disciplines including psychophysics, cognitive psychology, speech and audiovisual quality assessment, human computer interaction (HCI), usability and user experience research, and Quality of Experience (QoE).

Contributions typically refer to methodological aspects of quality and user experience assessment and evaluation, the underlying perception and judgment processes, as well as to quality and user experience of particular technologies, systems or services. Topics of interest include (but are not limited to):

- Methodologies and Methods of Quality and User Experience Assessment and Prediction
- Crowdsourcing as Methodology for User Studies
- User Behavior and Engagement Analysis and Modelling
- Methodology: Test Design and Scaling
- Quality of Speech, Audio and Music
- Quality of Images and Video
- Quality of Haptics
- Quality of Multimodal and Multi-sensory Perception
- Perceptual Quality vs. Quality of Experience vs. User Experience vs. Usability
- Contextual Quality
- Human Influencing Factors
- Semio-Acoustics and -Perception
- Quality Engineering Processes
- Quality Management Systems
- Quality and User Experience of
Speech Technology Devices; Interactive Telecommunication Systems and Services; Computer, Online and Cloud Gaming; Mobile Systems and Services; Multi-Modal User Interfaces; Intelligent Environments; Haptic and Olfactory Interfaces; Audiovisual, 3D and Virtual Reality Systems; Security and Privacy Enhancing Systems
- Quality of Life
Technologies for Lifelong Learning (e.g. Children and/or Elderly)
Technologies for Users with Special Needs (e.g. Dementia Patients)
Technologies for Rehabilitation (e.g. Stroke Patients)



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