Overview of current Task-forces within QUALINET and formalized collaboration
Kjell Brunnström
Qualinet (www.qualinet.eu)

- European organization targeting QoE
- Started as a cost action (EU-funding model)
- Continuing in a similar way as VQEG
- Currently one f2f-meeting per year co-located with QoMEX
Qualinet – main achievements

- QoMEX conference
- Definition of QoE
- Qualinet Databases
  - Database of available subjective quality experiments with data (225 registered datasets)
- Best Practices for QoE Crowdtesting: QoE Assessment with Crowdsourcing
- Implementation of a scientific journal
Qualinet – Task Forces

• TF1: Managing Web and Cloud QoE
  • Raimund Schatz (The Telecommunications Research Center Vienna), Lea Skorin-Kapov (University of Zagreb), Tobias Hoßfeld (Universität Duisburg-Essen)

• TF2: Gaming
  • Sebastian Egger (Austrian Institute of Technology), Sebastian Möller (TU Berlin)

• TF3: QoE in Medical Imaging and Healthcare
  • Sebastian Egger (Austrian Institute of Technology), Sebastian Möller (TU Berlin)

• TF4: QUALINET Databases - Dissemination and Standardization
  • Karel Fliegel, Czech Technical University in Prague

• TF5: Crowdsourcing
  • Tobias Hoßfeld, Universität Duisburg-Essen, Babak Naderi, TU Berlin
Qualinet – Task Forces

- **TF 6: VQEG**
  - Kjell Brunnström, Acreo Swedish ICT AB
- **TF7: Quality in VR experiences**
  - Adriaan Barri, VUB-iMinds, David Mc Nally, EPFL
- **TF8: Immersive Media Experiences (IMEx)**
  - Andrew Perkis, NTNU, Marianna Obrist, University of Sussex, Judith Redi, TU Delft., Christian Timmerer, UNIKLU
- **TF9: Quality Assessment for (Near) Visually Lossless Coding**
  - Tim Bruylants, VUB-iMinds, Martin Rerabek, EPFL
- **TF10: Submission of proposal for new COST Action**
  - Touradj Ebrahimi, EPFL, Andrew Perkis, NTNU
QUALINET and VQEG collaboration

• Create a Terms of Reference
  • Base it on the “Terms of Reference for the ITU Intersector Rapporteur Group on Audiovisual Quality Assessment (IRG-AVQA)”

• Identify a target topic
  • Visual lossless
  • Immersive media quality
  • Crowdsourcing