

Call for Papers - Extended deadline: April 30, 2015!

**Special Session on the Design and Evaluation of Interactive
Multimedia Services and Applications**

Special session organizers:

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Scope and background:

Interactive multimedia services and applications centred around human-to-human and human-to-machine interactions are becoming a part of our everyday lives. Going beyond simple “one-way” consumption of multimedia content, interactive services elicit responses and/or control from end users. A wide range of interactive multimedia services and applications are available today, e.g., interactive digital TV, cloud and Web-based applications, networked gaming, thin-client remote desktop applications, etc. Such services generally impose strict network requirements in terms of low latency and in certain cases high bandwidth consumption. Going beyond network requirements, interactive services inherently call for a user-centred design approach, whereby the high degree of interactivity implies the need to consider factors such as user interface design, user behaviour, interaction quality, and system responsiveness as contributing to the overall user experience. Furthermore, as opposed to the quality assessment of unidirectional audiovisual applications, interactive applications impose challenges from a Quality of Experience (QoE) modelling perspective in the sense that system behaviour depends on user interactions, rather than pre-recorded and controlled settings. Challenges also arise with potentially multiple users interacting (collaborating) while using such applications, calling for the need to consider complex social aspects and interactions among users.

The Special Session on the Design and Evaluation of Interactive Multimedia Services and Applications will be organized within the scope of the 13th International Conference on Telecommunications – ConTEL 2015 to be held in Graz, Austria. The session is open for submission of full papers to address a broad range of topics related to interactivity and design of multimedia services and applications. All papers submitted to the special session will be peer-reviewed according to the general rules for the conference.

The topics of interest include:

- User experience, usability and interaction design in digital TV applications
- Multimedia terminal devices/equipment and digital TV applications
- Methodology and meta-methodology design and application
- Gamification in interactive services and applications
- User experience, QoS and QoE modeling for networked games
- User experience, QoS and QoE modeling for interactive cloud- and Web-based services
- Application and network management strategies to optimize QoE for interactive multimedia services and applications

Submission of full papers:

Prospective authors are invited to submit novel, previously unpublished full papers (up to 8 pages), addressing the topics of interest, for consideration for the special session. All papers submitted to the special session will go through the regular peer-review process. Accepted papers will be presented within the ConTEL program. Accepted and presented papers will be published in the conference proceedings and submitted to IEEE Xplore as well as other Abstracting and Indexing (A&I) databases.

For paper formatting, style, and submission guidelines and deadlines, please refer to the ConTEL main website (<http://www.contel.hr/>).

Important dates:

~~April 30~~ **March 30, 2015: Full Papers, Due [Deadline extended!]**

May 27, 2015: Notification of Acceptance/Rejection

June 10, 2015: Final, Camera Ready Papers, Due

More information:

For up-to-date information on the Special session and ConTEL, visit the ConTEL homepage: <http://www.contel.hr/>.