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Summary VQEG-meeting in Ghent, Belgium

The latest meeting of the Video Quality Experts Group (VQEG, www.vqeg.org) was excellently arranged by the University of Ghent – iMinds in the beautiful and historic city of Ghent in Belgium, 8 – 12 July 2013. The meeting took place in a monastery (Monasterium PoortAckere, http://monasterium.be/index.php?taal=eng), which was a perfect location for a meeting in this historic city. There were in total 27 very active people participating during the week with a total of 45 submitted documents.

The meeting had a full five day agenda where the two main topics were the near completion of the Hybrid/Bitstream project and the 3DTV project. The discussions were long and tough in the Hybrid/Bitstream project, which is typical when a project running towards the end, but decisions were made so that the project can move forward. A draft final report may be available at the next meeting. For 3DTV a setback was that NTT has to withdraw it leadership of the competitive evaluation of 3D objective metrics. It still remains as project within 3DTV, but may lose some speed unless another strong driving force steps in. The subjective evaluation work has made plenty of progress and several interesting works were presented. It was also clear that the UltraHD project had a lot of interest, although relatively new within VQEG, but with this attention we could foresee plenty of progress in the near future. In the Audiovisual HD (AVHD) a new interesting subjective testing methodology were presented, that may change how the subjective testing is performed within VQEG. Two interesting points were to use longer video clips and distractor questions, where the main question is hidden among other, so the focus of test person will not be purely on the quality, but more focused on the main usage of the service. This should also be relevant for the newly started project within AVHD about adaptive streaming quality. The Monitoring of Audio Visual Quality by Key Indicators (MOAVI) reported progress on indicators, e.g. Blur and audio-visual synch, developed especially at AGH. In the JEG-Hybrid very large databases with distorted videos partly rated with full-reference objective metrics suitable for model development had been produces. The Real-Time Interactive Communications Evaluation (RICE) project presented results about the testing 3D video conference systems and a novel technique to evaluate the benefit of depth information in the system. Other points to note was that a projects was started for gaming quality and editor-group was formed for having a VQEG e-letter.

More about the recent progress within VQEG can be found in the progress report, which could also be found in the meeting files.

For more information about the meeting see http://www.its.bldrdoc.gov/vqeg/meetings/ghent,-belgium-july-8-12,-2013.aspx.