

Computer Generated Imagery

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General Information

- The main focus is devoted to analyzing and evaluating of computer-generated content; mainly gaming.
- Webpage: <https://www.its.bldrdoc.gov/vqeg/projects/computer-generated-imagery-cgi.aspx>
- We don't have any research presentation this meeting, but we will discuss the future of CGI on Wednesday.

Quality of Experience Cloud Gaming

- Completion of 3 work items in ITU-T SG-12
 - ITU-T Rec. G.1032 (10/2017) – G.QoE-gaming:
 - Influence factors on gaming quality of experience
 - ITU-T Rec. P.809 (05/2018) – P.GAME:
 - Subjective evaluation methods for gaming quality
 - ITU-T Rec. G.1072 (01/2020) – G.OMG:
 - Opinion model for gaming applications



QoE of Gaming Online Services

Creation of **3 ongoing work items** in ITU-T SG-12

ITU-T work item **P.BBQCG**:

- Parametric bitstream-based Quality Assessment of Cloud Gaming Services
- <https://www.itu.int/md/T17-SG12-C-0489/en>

ITU-T work item **G.OMMOG**:

- Opinion Model for Mobile Online Gaming applications
- <https://www.itu.int/md/T17-SG12-C-0484/en>

ITU-T work item **P.CROWDG**:

- Subjective Evaluation of Gaming Quality with a Crowdsourcing Approach
- <https://www.itu.int/md/T17-SG12-C-0437>

Contact

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