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Quality Assessment in Future Multimedia Networking -- QoE as a Function of Frame Rate and Resolution Changes -- How to Build an Objective Model for Packet Loss Effect on High Definition Content Based on SSIM and Subjective Experiments -- An Edge-Preserving Motion-Compensated Approach for Video Deinterlacing -- Video Distribution in Future Multimedia Networking -- Recording and Playout of Multimedia Conferencing Sessions: A Standard Approach -- Personalized TV Service through Employing Context-Awareness in IPTV/IMS Architecture -- Extended UPnP Multimedia Content Delivery with an HTTP Proxy -- Demonstration on Future Multimedia Networking -- Abare: A Coordinated and Autonomous Framework for Deployment and Management of Wireless Mesh Networks -- CAPIRE: A Context-Aware Points of Interest REcognition System Using a CBIR Approach -- Determining QoS in the Video Telephony Service in an IP Environment -- Strategies for Planning Large Capillarity Broadband Networks Based on ADSL2+ Technology: A Case of Study for QoS-Aware Triple Play Services -- Efficient Transmission of 3D Video Using MPEG-4 AVC/H.264 Compression Technology -- Session Level Analysis of P2P Television Traces -- A Software Architecture for Adapting Virtual Reality Content to Mobile Devices.

| Sommario/riassunto | It is our great pleasure to welcome you to the Third International Workshop on Future Multimedia Networking(FMN). Followingprevioussuccessfulworkshops (held in Cardi?, Wales in 2008, and in Coimbra, Portugal in 2009), this year's workshopcontinuedthe traditionofbeingapremierforumthatgivesresearchers and practitioners a unique opportunity to share their experiences and discuss state-of-the-art research results and major recent accomplishments in the area of multimedia networking. In recent years, real-time multimedia services have contributedextensivelytoourlifeexperience. Thereisnodoubtthatmultimedia tra'c and services will continue to grow and will be signi'cant contributors to Internet tra'c in the future. The management of content distribution services and the e'cient delivery of real-time multimedia services over diverse and heterogeneous wired/wireless systems remain a signi'cant challenge for multimedia system designers and - velopers. This year'sworkshopfocused onvariousaspectsof multimedia systems including content networking, quality of experience/qualityof service, and video distribution. The call for papers attracted many outstanding submissions from allovertheworldforthemainworkshop. After arigorouspeerreviewofthes-mitted papers, the Program Committee accepted 36% of the submissions that cover a range of topics, including quality of service (QoS) and quality of ex- rience (QoE) management in content centric networks, video distribution, and video quality assessment in future multimedia networking environments. This year we also had a Demonstration Session on Future Multimedia Networking for which seven papers were accepted. It is our sincere hope that the proceedings of this workshop will serve as a valuable reference for multimedia researchers, designers, and developers. Putting together FMN 2010 was a team e'ort. |