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Titolo	Assessing the Quality of Experience of Cloud Gaming Services / / by Steven Schmidt
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Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction -- Quality Factors and Feature Space of Cloud Gaming Services -- Methods for Assessing Gaming QoE -- Passive Video Quality Assessment Using Lab and Remote Testing -- Interactive Assessment of Gaming QoE Using Crowdsourcing -- Development of the Gaming Input Quality Scale (GIPS) -- Impact and Classification of the Game Content -- Empirical Investigation of the Cloud Gaming Taxonomy -- Conclusion and Outlook.
Sommario/riassunto	This book provides an overview of concepts and challenges in interaction quality in the domain of cloud gaming services. The author presents a unified evaluation approach by combining quantitative subjective assessment methods in a concise way. The author discusses a measurement tool, Gaming Input Quality Scale (GIPS), that assesses the interaction quality of such a service available. Furthermore, the

author discusses a new framework to assess gaming Quality of Experience (QoE) using a crowdsourcing approach. Lastly, based on a large dataset including dominant network and encoding conditions, the evaluation method is investigated using structural equation modeling. The conveyed understanding of gaming QoE, empirical findings, and models presented in this book should be of particular interest to researchers working in the fields of quality and usability engineering, as well as service providers and network operators. Presents an empirical validation of a taxonomy of quality aspects of cloud gaming services as well as applied assessment methods; Includes a new framework to conduct quality assessment studies in home environments; Describes a psychometrically validated, and reliable instrument to measure the interaction quality.