**Quality oriented multimedia delivery**  
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Duration: 01.03.2010. - 03.07.2010.

Recently there has been significant development in the field of mobile communication devices as well as wireless networks. Therefore it is understandable that lot of service providers want to enable high-quality multimedia streaming applications to mobile devices through wireless networks. Most of the companies that provide multimedia streaming services over wireless networks are concentrating on offering as many new services as possible and thereby attracting the attention of the users. The ultimate goal of each operator is to provide high-quality multimedia streaming services. In mobile communication systems, the signal propagation conditions are very variable as well the speed of user’s movement. Network throughput is also varying in time depending on network conditions. If the propagation conditions deteriorate or the user's speed increases, the quality of the multimedia signal (including video signal) decreases.

The goal of this project is to develop an objective method (that replaces human eye) for automated video quality evaluation in mobile transfer conditions. Additionally, in order to increase the number of users per bandwidth unit while maintaining the quality of the video, the including of the newly-designed method in an adaptive multimedia streaming scheme in the mobile network will be considered.