

The Psychophysics of Video Quality

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Tentative Abstract

Three experiments examined the perceived quality of a streaming movie video as a function of losses and delays of transmitted bytes. The resulting S-shaped function presumably reflected the range over which the loss of information degraded the viewing experience. Until there was sufficient loss of information to repeatedly freeze the video, the perceived quality was perceived as very good to excellent. There was not a significant difference in the function for college students versus older participants who did not have experience viewing videos on cell phones. There was no difference in the function whether the videos were viewed on laptops or a large, high definition, television screen.