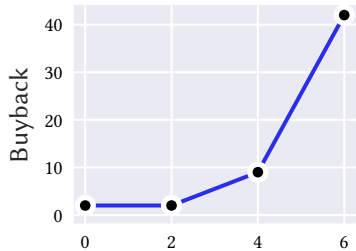
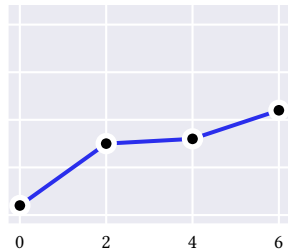


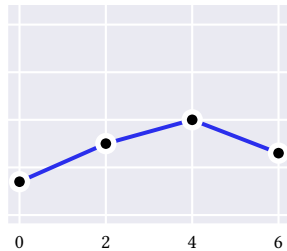
Audio Quality

Cost (\$) $\propto v_i$

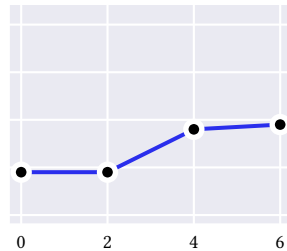
Video Resolution

Cost (\$) $\propto v_i$

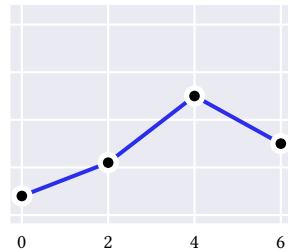
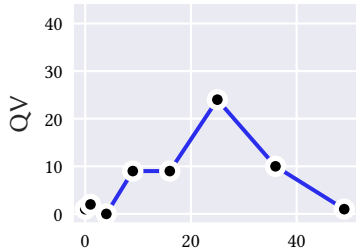
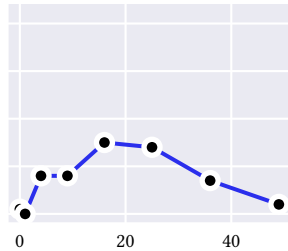
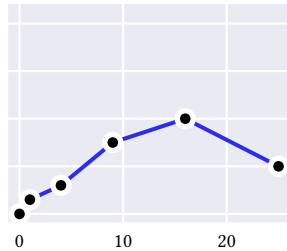
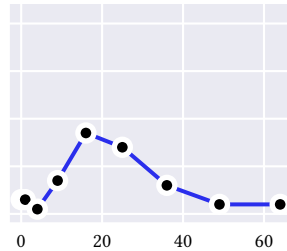
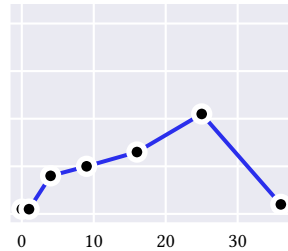
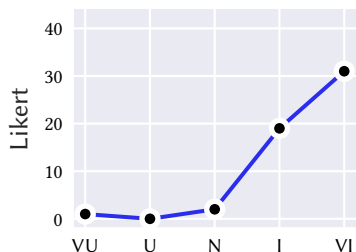
Audio Stability

Cost (\$) $\propto v_i$

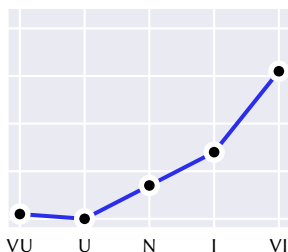
Motion Smoothness

Cost (\$) $\propto v_i$

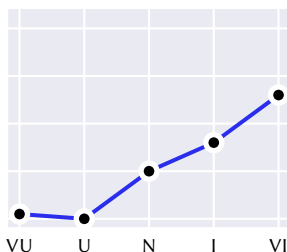
Audio-Visual Sync

Cost (\$) $\propto v_i$ Credits $\propto v_i^2$ Credits $\propto v_i^2$ Credits $\propto v_i^2$ Credits $\propto v_i^2$ Credits $\propto v_i^2$ 

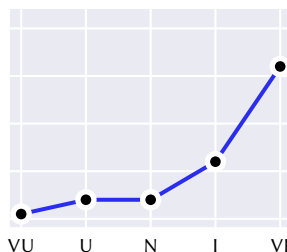
Likert Preference



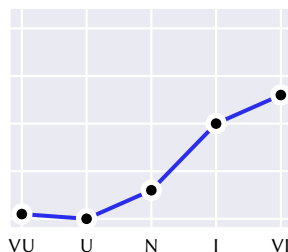
Likert Preference



Likert Preference



Likert Preference



Likert Preference