## Survey for the Subjective Quality Assessment of Face Videos

## **Section1: Experience Description**

1.	Please watch video No.1-No.2 and <b>describe</b> your feeling about the videos, including the distortions you perceived and how annoying they are.
2.	Please watch video No.3-No.4 and <b>describe</b> your feeling about the videos, including the distortions you perceived and how annoying they are.
3.	Please watch video No.5-No.6 and <b>describe</b> your feeling about the videos, including the distortions you perceived and how annoying they are.
4.	Please watch video No.7-No.8 and <b>describe</b> your feeling about the videos, including the distortions you perceived and how annoying they are.
5.	Please watch video No.9-No.10 and <b>describe</b> your feeling about the videos, including the distortions you perceived and how annoying they are.
6.	Please watch video No.11-No.12 and <b>describe</b> your feeling about the videos, including the distortions you perceived and how annoying they are.

## **Section2: Distortion Selection**

1.	Please watch video No.13, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
2.	Please watch video No.14, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
3.	Please watch video No.15, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
4.	Please watch video No.16, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
5.	Please watch video No.17, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
6.	Please watch video No.18, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
7.	Please watch video No.19, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
8.	Please watch video No.20, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
9.	Please watch video No.21, and select the impairment you can see.
	[] Blur [] Block [] noise。 [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
0.	Please watch video No.22, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
1.	Please watch video No.23, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others
2.	Please watch video No.24, and select the impairment you can see.
	[] Blur [] Block [] noise [] Flicker [] Content Twisting [] Information Loss [] Unrealness [] Color Artifact [] Artifact on edges [] Others

## Section3: Annoying Level Comparison

1.	Please watch video No.25 and No.26, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[ ]25. [ ]26. [ ] Equal
2.	Please watch video No.27 and No.28, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]27. []28. []Equal
3.	Please watch video No.29 and No.30, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]29. []30. [] Equal
4.	Please watch video No.31 and No.32, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]31. []32. []Equal
5.	Please watch video No.33 and No.34, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]33. []34. []Equal
6.	Please watch video No.35 and No.36, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]35. []36. []Equal
7.	Please watch video No.37 and No.38, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]37. []38. [] Equal
8.	Please watch video No.39 and No.40, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]39. []40. []Equal
9.	Please watch video No.41 and No.42, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]41. []42. []Equal
0.	Please watch video No.43 and No.44, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]43. []44. []Equal
1.	Please watch video No.45 and No.46, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]45. []46. []Equal
2.	Please watch video No.47 and No.48, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[ ] 47

3.	Please watch video No.49 and No.50, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]49. []50. [] Equal
4.	Please watch video No.51 and No.52, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]51. []52. [] Equal
5.	Please watch video No.53 and No.54, which one you find the <b>distortion type</b> more <b>intolerant</b> if in the live conference or video call scenerio?
	[]53. []54. [] Equal
S	ection4: Tendency Selection
1.	If you were attending a video conference, and your Internet condition turns very bad suddenly. Choose one preferred choice for this scenario.
	[] Disconnect the video conference and wait for a good network condition to reconnect.
	[] Keep the video connected and wait for buffering. Preferring to video lag to earn better picture quality.
	[] Degradate the video quality as much as possible to ensure video connection and continuity.
	[] Other
2.	In the same scenerio of 1. (If you were attending), if you choose to use video quality in exchange for the temperal consistency, what kind of video quality degradation would you rather see?
	[] detail loss, e.g. blur, blockiness
	[] temporal dynamic, e.g. flicker, sharpness changing along with Internet condition
	[] The shape of human face hardly changes, but with a stiff face expression.
	[] The shape of human face shape changes relatively apparent, but the face expression is more vivid.
	[] Other
3.	When watching face videos on social media(e.g. IG, tik tok), how does each parts in the video picture influence your experience? Please choose the choice fits you best.
	[] I only care the face area in these videos.
	[] I only care the background area in these videos.
	[] Face area inluences me more compared with the background area.x
	[] Face and background area equally influence my viewing experience.
	[] Background area inluences me more compared with the face area.
	[] Depends on the distortion I see.
	[] I can't tell them apart.
4.	When attending video conferences, how does each parts in the video picture influence your experience? Please choose the choice fits you best.
	[] I only care the face area in these videos.
	[] I only care the background area in these videos.

[] Face area inluences me more compared with the background area.
[ ] Face and background area equally influence my viewing experience.
[ ] Background area inluences me more compared with the face area.
[] Depends on the distortion I see.
[] I can't tell them apart.