

Unlocking 5G Edge Value for Spatial Computing and Gaming

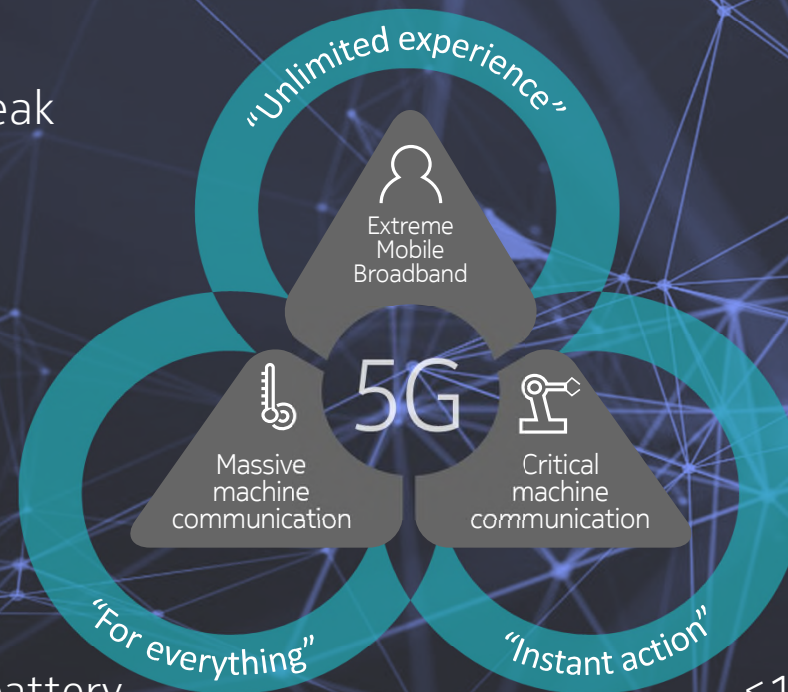
- Getting closer to people and to connected objects
- Making the 5G edge specialized and ecosystem programmable
- Tapping into the enterprise/consumer application ecosystem

Nurit Sprecher, April 9, 2024

ETSI MEC meets Vertical Markets: Spatial Computing and Gaming at the Edge Discovery Event

5G recap

x10k traffic
>10Gbps peak
data



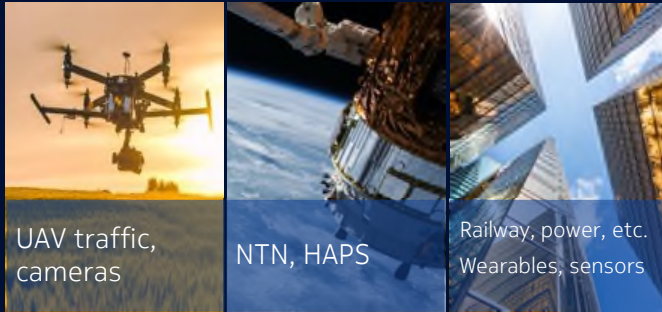
10 years on battery
1M devices/km²

<1ms latency
Ultra reliability

5G-Advanced

New usage areas, new services, boosted resiliency and operability

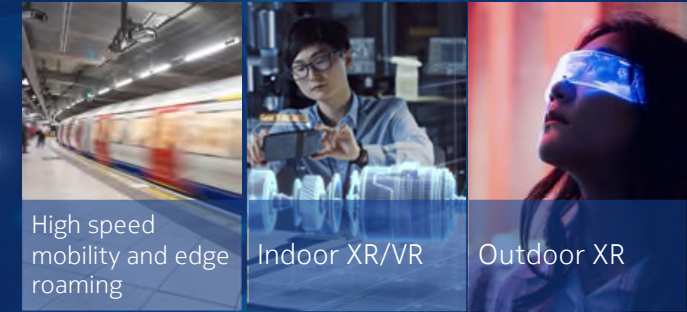
Extending global coverage and reach to more people, IoT and industries



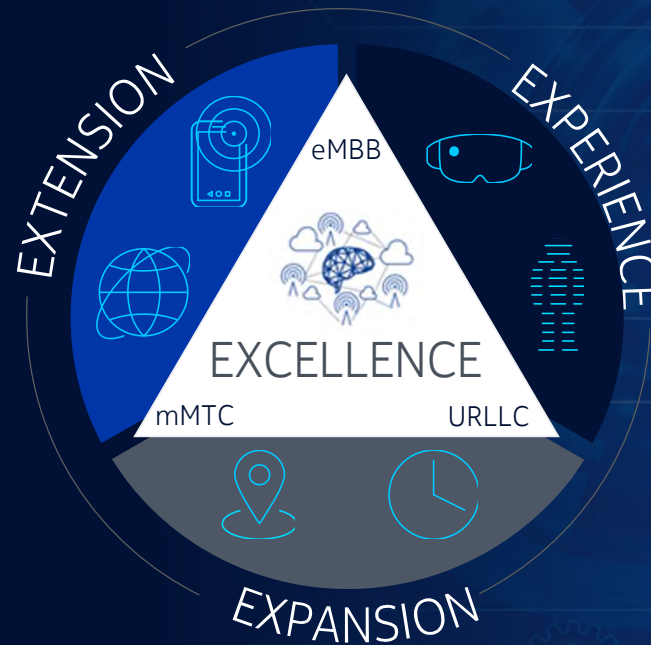
Expansion to support high-precision location, presence and timing technologies



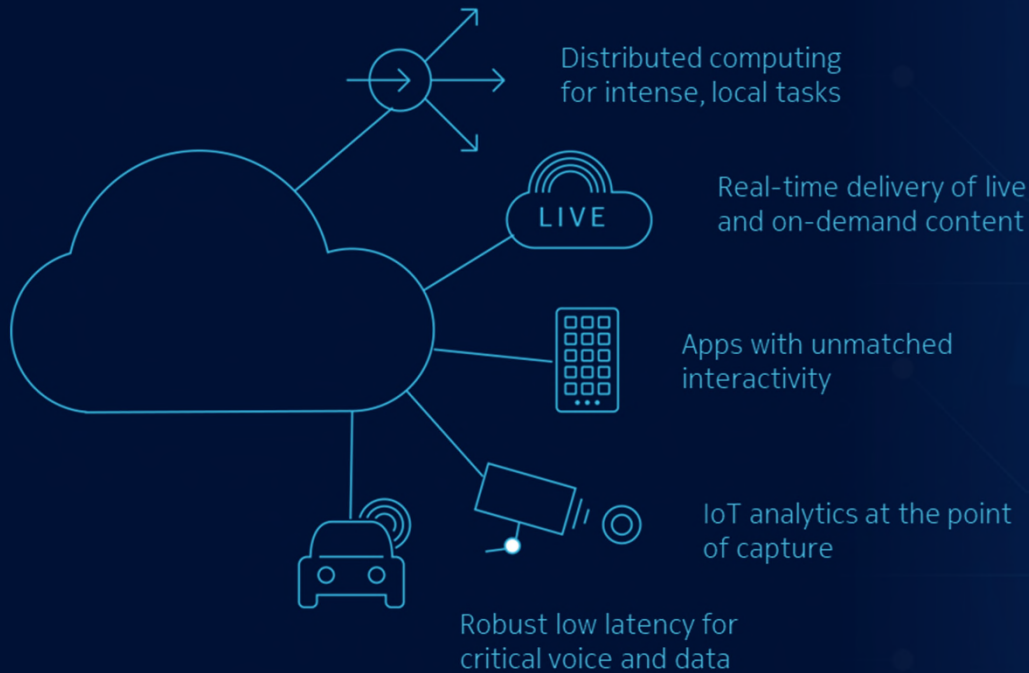
Truly immersive & interactive MBB experience, with bounded latency and high data rates



Network-wide operational excellence, greater levels of energy – all empowered by AI/ML



5G edge: getting closer to people and connected objects

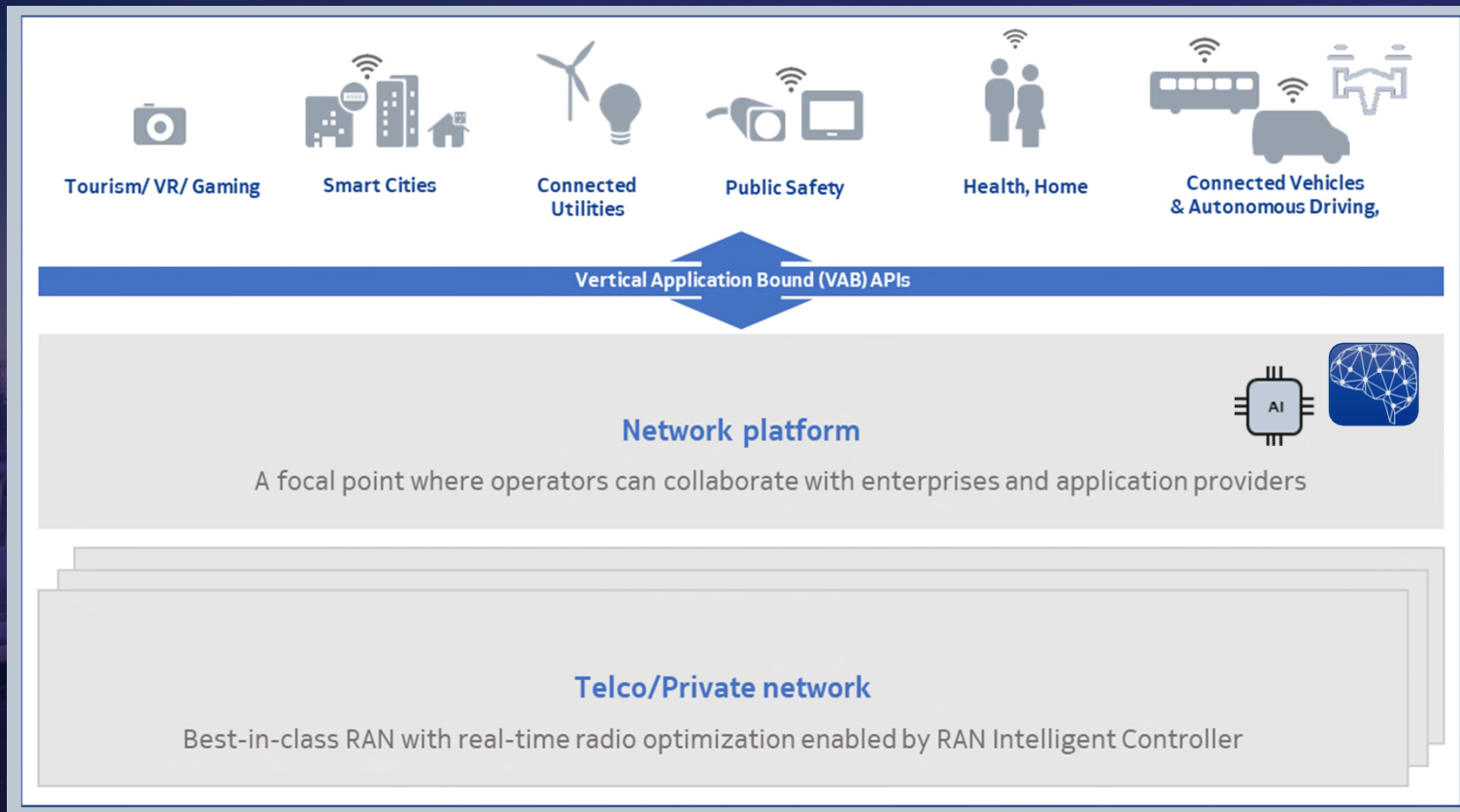


- ✓ Ultra-low latency
- ✓ Proximity
- ✓ High Bandwidth
- ✓ Location awareness
- ✓ Real-time insight into network & context information



Unlocking the network edge value potential

Abstracting the network, making it contextualized and specialized



MEC for Spatial Computing and Gaming

Edge discovery event goals

Examine how MEC technology can enhance Spatial Computing and Gaming verticals by improving performance, scalability, security, and fostering innovation.

Topics to explore:

- Emerging trends and opportunities
- Challenges and barriers
- Examples of use cases
- Considerations of ethical and social implications
- Future outlook



Promote innovation at the 5G edge

Edge discovery event: agenda

- 16:00 - 16:10: Welcome note, setting the scene: unlocking 5G/6G Edge Value for Spatial Computing and Gaming Applications, **Nurit Sprecher**, Nokia
- 16:10 – 16:25: Key Notes: Edging Ahead: XR, GenAI, and Beyond, **Leslie Shannon**, Nokia
- 16:25 - 16:40: Elisa's approach to Metaverse - Emerging trends and possibilities, **Santeri Suominen**, Elisa
- 16:40 – 16:55: Next-Gen Gaming @ The Edge: Pioneering Edge Market Evolution, Ultra Low Latency Matchmaking, MNO Interoperability, and Network Slicing, **Josh Arensberg**, Verizon
- 16:55 – 17:10: Real world examples how the edge network has enabled spatial computing by improving performance and security at the same time, **Matias Koski**, Immersal
- 17:10 – 17:25: Edge computing applied to today's gaming market: a case study, **Mathieu Dupeer**, EdgeGap
- 17:25 – 17:40: 5G Extended Realities - Highly Secure XR Streaming from the Edge, **Philipp Landgraf**, Holo-Light
- 17:40 – 17:55: Network as Code live demo for Visual Positioning in Events, **Lauri Alho**, Nokia
- 17:55 – 18:30: Edge Horizons: Navigating Future Opportunities in Spatial Computing and Gaming – open panel discussion
Santeri Suominen, Josh Arensberg, Matias Koski, Mathieu Dupeer, Philipp Landgraf; moderator: **Leslie Shannon**
- 18:30 – 18:40: Wrap-up: learnings and next steps, **Nurit Sprecher**, Nokia

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