

Next-Gen Gaming @ The Edge

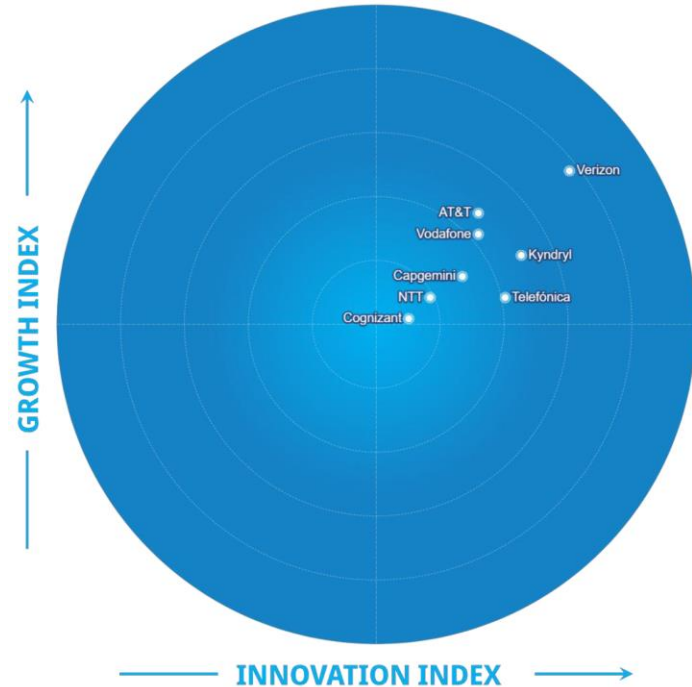
Josh Arensberg

Innovation that Fuels New Deal Flow and Growth Pipelines

Leaders in Growth & Innovation

Edge Computing pushes intelligence, data processing, analytics and communication capabilities to where the data originates: at network gateways or endpoints.

- 20% of enterprises consider edge computing to be their number-one technology investment priority over the next 12 months
- Market revenue is projected to increase from \$749.3M in 2021 to \$16.3B in 2025 at a CAGR of 115.9%



Source: Frost & Sullivan



ULL Matchmaking | Amazon GameLift

Local Iterative Development

Register your local development environment with GameLift. Compile and test updates to your game server logic by sending game session requests to GameLift. These requests will be redirected to your local development environment, allowing you to set breakpoints and debug in real time. When ready, GameLift will deploy your updates to players in logical Regions, Local Zones and **Wavelength Zones** at the edge.



Matchmaking for the largest crowds

FlexMatch enables you to match and connect up to 200 players into a single game session based on custom matching rules that you define. Whether you choose to match players based on player skill, latency, or custom criteria, FlexMatch's simple but powerful rules language makes it easy to quickly create robust player matchmaking. You can use FlexMatch with the rest of GameLift game servers or on its own. **Wavelength** will pair Verizon Wireless consumers based on ultra low latency functionality



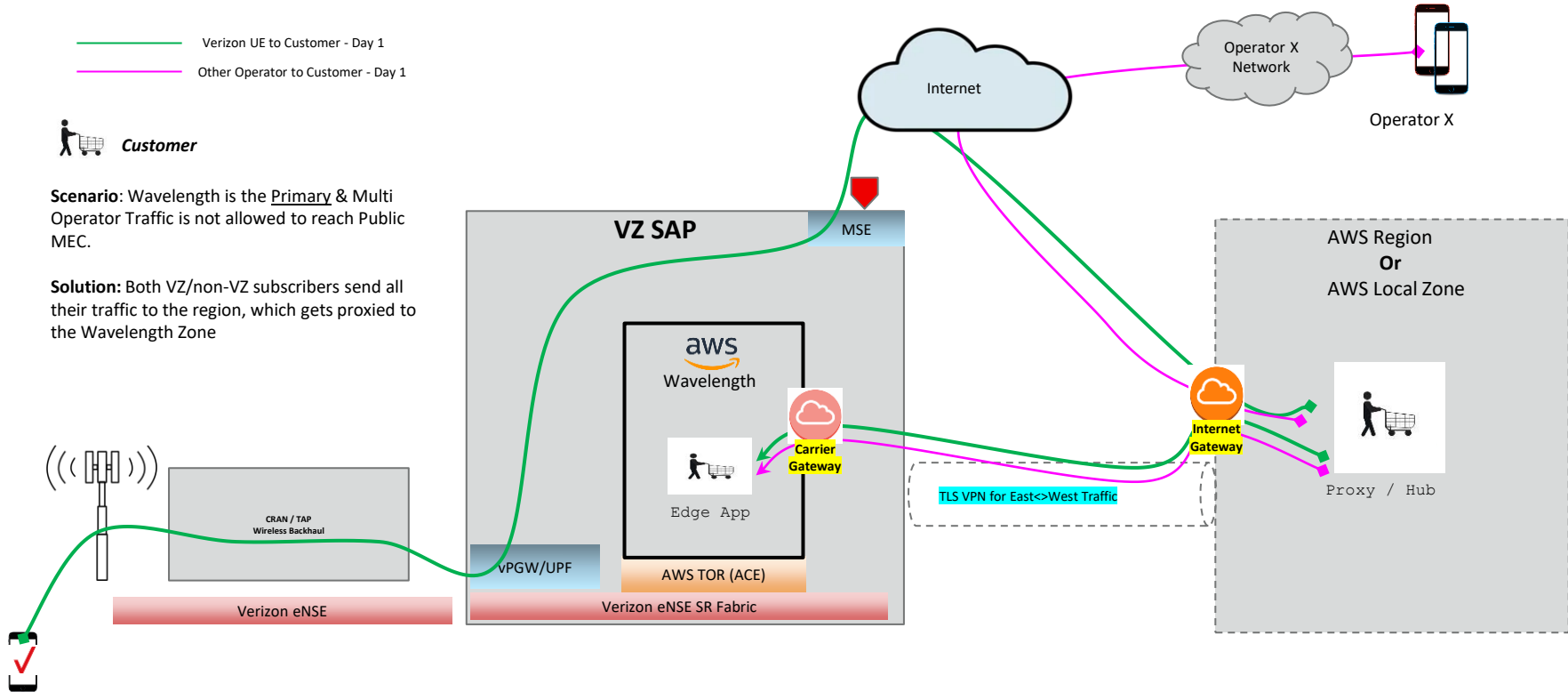
MNO Interoperability

- Verizon UE to Customer - Day 1
- Other Operator to Customer - Day 1



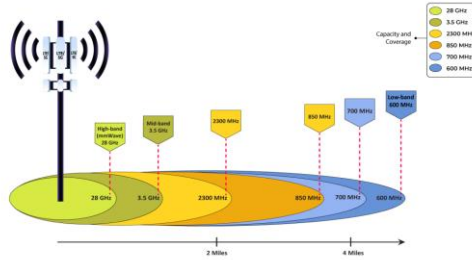
Scenario: Wavelength is the Primary & Multi Operator Traffic is not allowed to reach Public MEC.

Solution: Both VZ/non-VZ subscribers send all their traffic to the region, which gets proxied to the Wavelength Zone

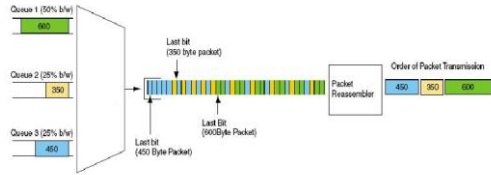


5G Challenges | QoS Benefits

Challenge:
Wireless
Dual-connectivity



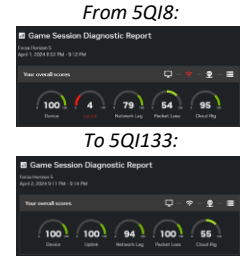
Challenge:
Congestion periods



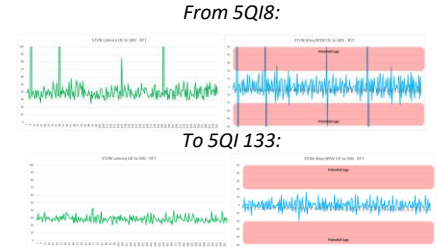
Challenge:
RAN
Queuing and buffering



Lower Jitter, Lags and
Packet loss at 4K



Higher traffic
reliability



Higher definition
at lower lags and
pixelization



Titan II QCI8 vs QCI133 – 15mins @47Mbps/60FPS - Daytime

