

FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION

THE CHANGING MEDIA SERVICE LANDSCAPE

Francesco D'Andria, Carlos Alberto Martín



BRINGING MEDIA AND TELCO TOGETHER IN THE 5G VALUE CHAIN

23rd September 2020

5G tech to empower new media services



5G technologies will enable the creation of new services and business models:

- Enhanced mobile media:
- Home broadband and TV
- Immersive and Interactive Media (AR, VR and cloud gaming):
- Localized content delivery for in-venue media:
- New dedicated networks for high-profile media distribution:
- In-car entertainment
- Enterprise AR and haptics

A changing and challenging media environment



Users and users communities

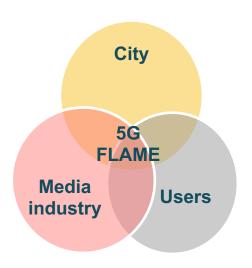
- New consumption habits: any content, anywhere, any time
- Consumers become prosumers
- Demand for more and betters pixels: UHDTV, HDR, 360 etc.
- Strict requirements for delivery networks

City

- Smart city infrastructures
- A place to share and live experiences

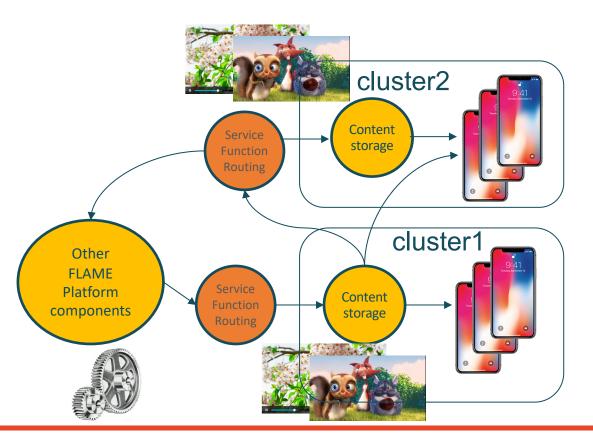
Media industry

- New contents and services: AR, VR, UHDTV...
- How to meet users demands: latency, throughput, etc.
- Delivery network optimisation



Media service deployment in FLAME







Thanks for your attention!!







Francesco D'Andria

Head – New Media, Edge & SW Technologies, ARI Research & Innovation M: +34 618 20 48 63

Pere IV 291-307 - 08020 Barcelona - Spain

atos.net



Take a look at our white papers:

https://www.ict-flame.eu/publications/

FLAME Online



DISCOVER OUR PRESENCE ONLINE AND GET INVOLVED!



FOLLOW US ON TWITTER!

https://twitter.com/ICT_FLAME





FOLLOW US ON LINKEDIN!

https://www.linkedin.com/groups/8579978





SUBSCRIBE OUR NEWSLETTER!

https://www.ict-flame.eu/newsletter/





This project received funding from the European Union's Horizon2020 research and innovation programme under grant agreement No 731677



