



#### **Portal**

Best video calling consumer/prosumer device experience integrated with the most important platforms (Messenger, WhatsApp, Zoom, GoToMeeting...)

#### Oculus VR

Best wireless standalone VR device

Market leader – AAA content

Gaming, Communications, Work, Training, etc

Innovates in Wi-Fi incorporating Wi-Fi 6

VR is not only about gaming





### We are building AR glasses

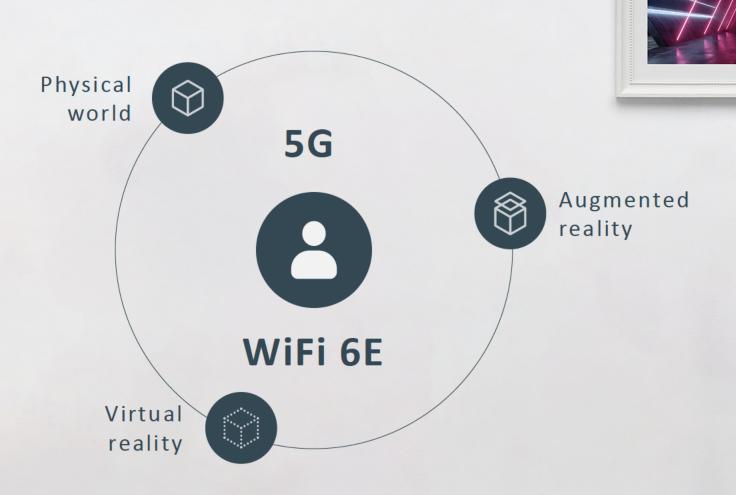


FACEBOOKはVRにとどまらず、ARメガネを製造していることをお伝えしました。 その接続性に関し、目覚ましいチャレン ジを行っています。

## **Better Connectivity** is key to build connections across worlds

物理世界、拡張現実、仮想現実全体で接続を 構築するには、接続性の向上が鍵







# AR\VR Wireless Challenges

ワイヤレスAR/VRの課題

- ▶ 人間の脳が許容できる 動作速度
- ▶ 一桁および低い二桁の ミリ秒オーダーの応答
- ▶ 6GHz帯のWi-Fi 6E は、 より優れたAR/VR特性 を提供するまたとない 機会



AR\VR devices need to operate at speeds acceptable for the human brain

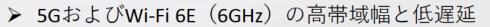
Single digit and low double digit millisecond values are required to avoid uncomfortable experiences, enable realism and long usage without side effects

Wi-Fi 6E over the 6 GHz band will bring unique opportunities to achieve significant better KPIs for AR\VR applications

### Best Connectivity will be enabled with 5G and Wi-Fi 6E

最高の接続性は 5GとWiFi 6Eに よって実現





➤ 6 GHz帯域Wi-Fi VLP(Very Low Power)による新"superpowers"

➤ 多数の80 MHzおよび160 MHzチャネルによる新"Wi-Fi highways"

As said AR\VR devices will benefit largely of the **high bandwidth** and **low latency** advantages of **5G** and **Wi-Fi 6E** (6 GHz)

VLP (Very Low Power) for Wi-Fi in the 6 GHz band will be essential to enable a new category of interconnected devices providing new "superpowers" to the user

**6 GHz will also bring the new "Wi-Fi highways"** through a large number of **80 and 160 MHz channels**, future proofing the spectrum to support future traffic increases



### FACEBOOK