ANNA-GRETA NYSTRÖM ÅBO AKADEMI UNIVERSITY

5 G IN THE MEDIA INDUSTRY

6GSummit 25.3.2019

Current challenges



MEDIA PRODUCTION SITES

Media production environments labor under a slow and complex wired setup in the field.



MEDIA DELIVERY

Media delivery
suffers from nonefficient
distribution,
especially to mobile
clients.



CHANGING MEDIA CONSUMPTION

Media consumption patters are changing, e.g., focus on mobile videos, user generated content, virtual environments, etc.



CONNECTED

Devices are linked to each other (wearables, personal assistants etc.), which offers new ways for consuming media, collecting data and designing services.

DOES THE INDUSTRY NEED 5G?

CONTENT VS EXPERIENCE

Immersive experiences and interactions

SEAMLESS & INTEGRATED SERVICES

Personalized and individual paths to experiences

COLLABORATION PATTERNS

Value networks, platforms and ecosystems



5G EXPERIENCE 2019-2021

processing, and delivery with cellular IoT. Utilise existing 5G platform and combine efficient media production,







TRIALS

Real-time live media streaming from the 5G production

video stream Sensor data/metadata integration into the transmitted

5G VR broadcast streaming and DOCSIS laboratory trials

Sensor data visualization in the client terminal alongside with 5G transmitted media stream

MEC applications for efficient delivery and analysis

Traditional and novel athlete GNSS positioning





O DIGITA TELESTE

















TURKU UNIVERSITY OF APPLIED SCIENCES





















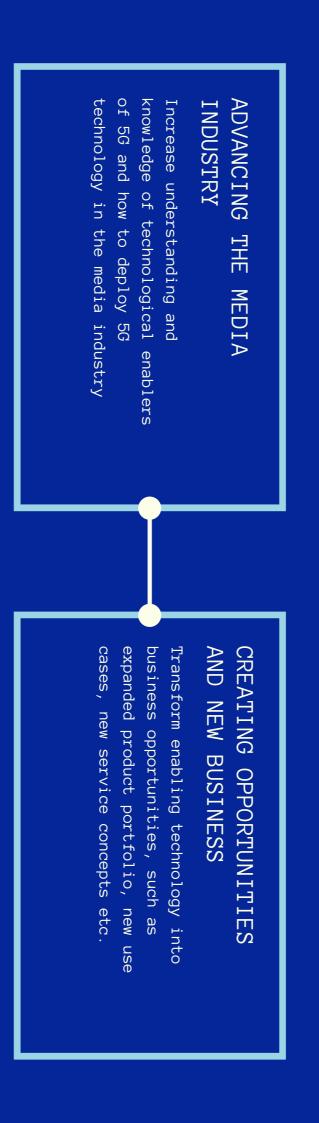








Focus on media because...



Thank you.

Anna-Greta nyström anna-greta.nystrom@abo.fi

