Opportunities in Industrial Metaverse

- Use cases and network requirements

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Metaverse is more than 3D immersive VR consumer experience







- Private networks enabling I4.0
- Industrial automation
- Digital twin for production optimization
- 3D map for autonomous mobile robots





Metaverse Enterprise

- Digital and collaborative 3D design
- Augmented worker
- Immersive team collaboration
- Training and simulations





Metaverse Consumer

- Gaming & entertainment
- Social interactions
- Shopping
- Immersive social Virtual Reality
- Smart City augmentations

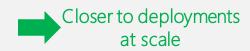


Why Industrial metaverse is ahead of the consumer?



Metaverse for industry: an appealing cost VS benefits trade-off

- Several use-cases with immediate Rol
- Affordable prices for industries
- Increased safety and optimization





Metaverse for consumer: still in early adoption phase

- Gaming centric initially
- Price, QoE and form factors require further improvements for mass scale deployments





Professional Metaverse use cases survey



Products Design and Engineering



Hands-on Training



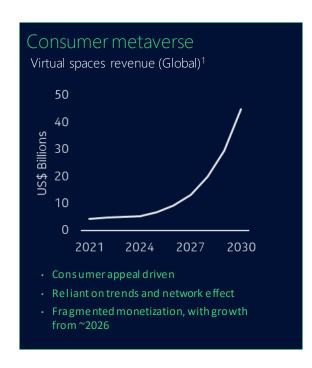
Surgery Planning and Support

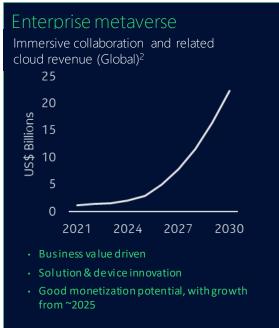


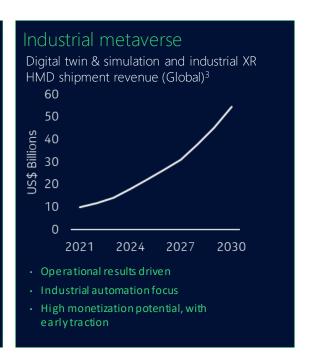
Virtual Services for hands-on work



Industry is expected to lead metaverse commercialization









¹ ABI Research: 2022 Consumer Metaverse Market Update, June 2022

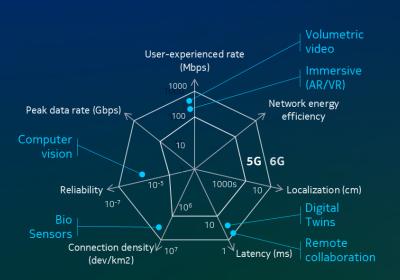
² ABI Research: Enterprise Metaverse: Future of Work, March 2022

³ ABI Research: The Future of Work, Augmented and Mixed Reality, Virtual Reality Market Data, August 2022

Metaverse and network evolution

...network will be key to realizing these opportunities

New service needs



New network capabilities





The metaverse value chain

Collaborative actors building interoperability across the network and carving out early leadership in key control points

Infrastructure & connectivity

Semiconductors Edge compute

Storage

Connectivit

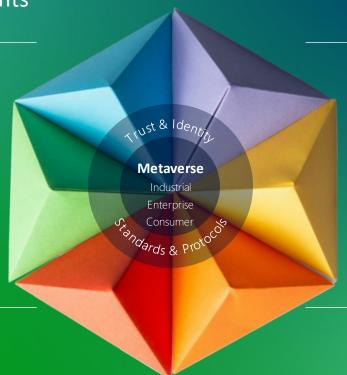
Cloud infrastructure

Platform tools

Artificial intelligence
Data & digital asset mgmt.
Content services
Software integrations

Creator & dev tools

Engines and SDKs Low-code/no-code app Web3



Devices

XR headsets Smartphones & tablets Wearables Robots, AMRs & cobots Sensors

Interfaces & apps

Natural language processing Computer vision Digital (AI) humans Human-brain interface

Experience

Collaboration Virtual worlds Avatars

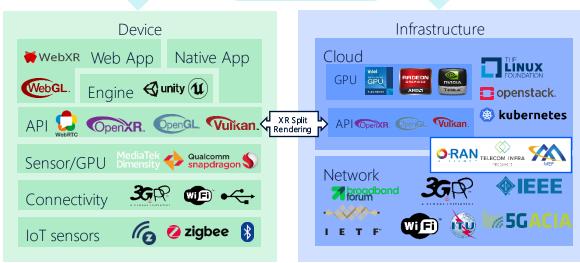


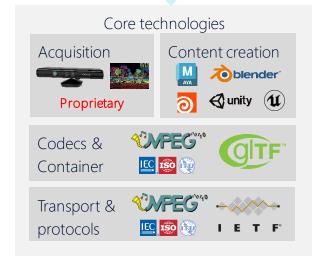
Industry and ecosystem landscape for Metaverse













How ITU can help

Coordinate Industry Foras with governements

2

Collection of realistic business and use cases from industry

3

Enhance interoperability to accelerate metaverse deployment



The metaverse will never move beyond our living rooms without a powerful network"

- Nishant Batra, CSTO of Nokia

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