





# Building the Metaverse

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2022





 Physical world

 Augmented reality

 Virtual reality



# portal

from ∞ Meta



oculus

from ∞ Meta



# RAY-BAN STORIES





2 YEARS AGO





NOW

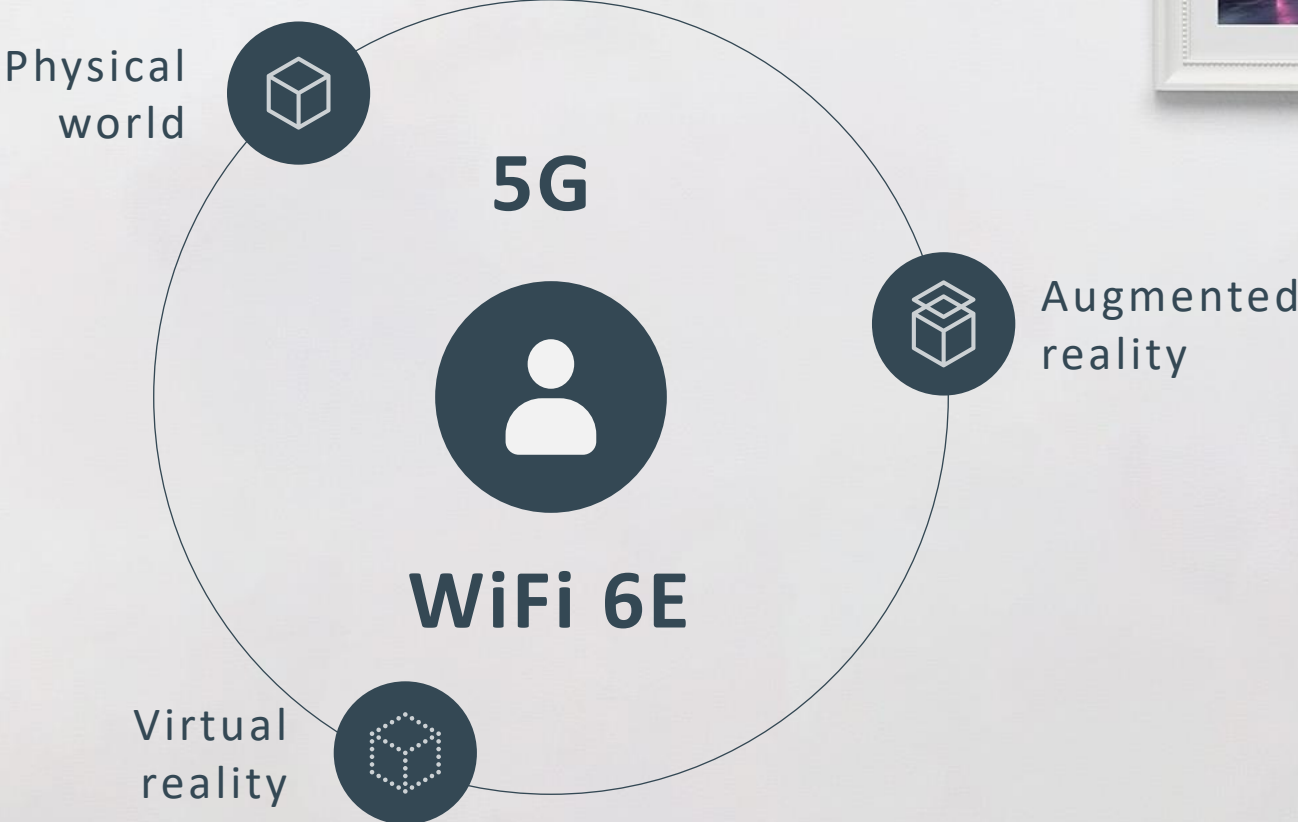




Screen images simulated. User experience may vary.



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





# XR Wireless Challenges



AR and 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

As we go to the cloud or split compute architectures, this becomes an **E2E challenge to be solved at device, network and infra level**



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

As said AR\VR devices will benefit largely of the **high bandwidth** and **low latency** advantages of **5G** and **Wi-Fi 6E and 7 (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 **160 MHz and 320 MHz channels**, futureproofing the spectrum to support future traffic increases





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