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| Project | **IEEE 802.21 Working Group for Media Independent Services**  **<http://www.ieee802.org/21/>** |
| Title | **Table of contents for Network Enablers for seamless HMD based VR Content Service White Paper** |
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| Re: | IEEE 802.21 Session #86 in San Diego, California, USA |
| Abstract | This document provides the basic layout for table of contents that will be used to organize the thought process of new white paper for IG. |
| Purpose | Discuss if this proposed table of contents is suitable for the white paper and assign the writers for each different topic. |
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1. Introduction
   1. Industrial Problem

* Describe VR industrial problem – VR sickness
* Why is this problem important to discuss?
* How is the problem related to the network issue?
  1. Purpose
* Why are we writing this whitepaper?
  1. Scope
* What are the topics that this whitepaper will cover?

1. Use Case
   1. Case 1: Simple VR System Layout via LAN
      1. Diagram
      2. Use Case Scenario
   2. Case 2: Simple VR System Layout via WAN
      1. Diagram
      2. Use Case Scenario
   3. Case 3: Extension of Case 1
      1. Diagram
      2. Use Case Scenario
   4. Case 4: Extension of Case 2
      1. Diagram
      2. Use Case Scenario
   5. Case 5: More complicated extension (Mobility of Network)
      1. Diagram
      2. Use Case Scenario
2. Requirements
   1. Pre-conditions
   2. Network Specifications
   * Draw Technical Requirements Summary Table for Each Use Case
   * Provide Basic Descriptions of Technical Requirements for Each Use Case
3. Recommendation
   1. Summary
   2. Proposal (Questions that SG should answer)

* What is currently available today?
* What is needed from the published 5G network specification to resolve this problem?

1. Conclusion
2. Appendix
   1. Terms & Definition
   2. Cause of VR Sickness
      1. Characteristics of VR Content Service
      2. Sensory Conflict
      3. Industrial Data
   * Provide MPEG Data Publication
   1. Types of VR HMD
      1. Motion-to-Photon Latency Diagrams
   * Stand Alone Type vs Display Type
3. References