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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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| Source(s) | **Sangkwon Peter Jeong** ceo@joyfun.kr **(JoyFun Inc.,)****Dongil Dillon Seo** dillon@volercreative.com **(VoleRCreative)** |
| 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