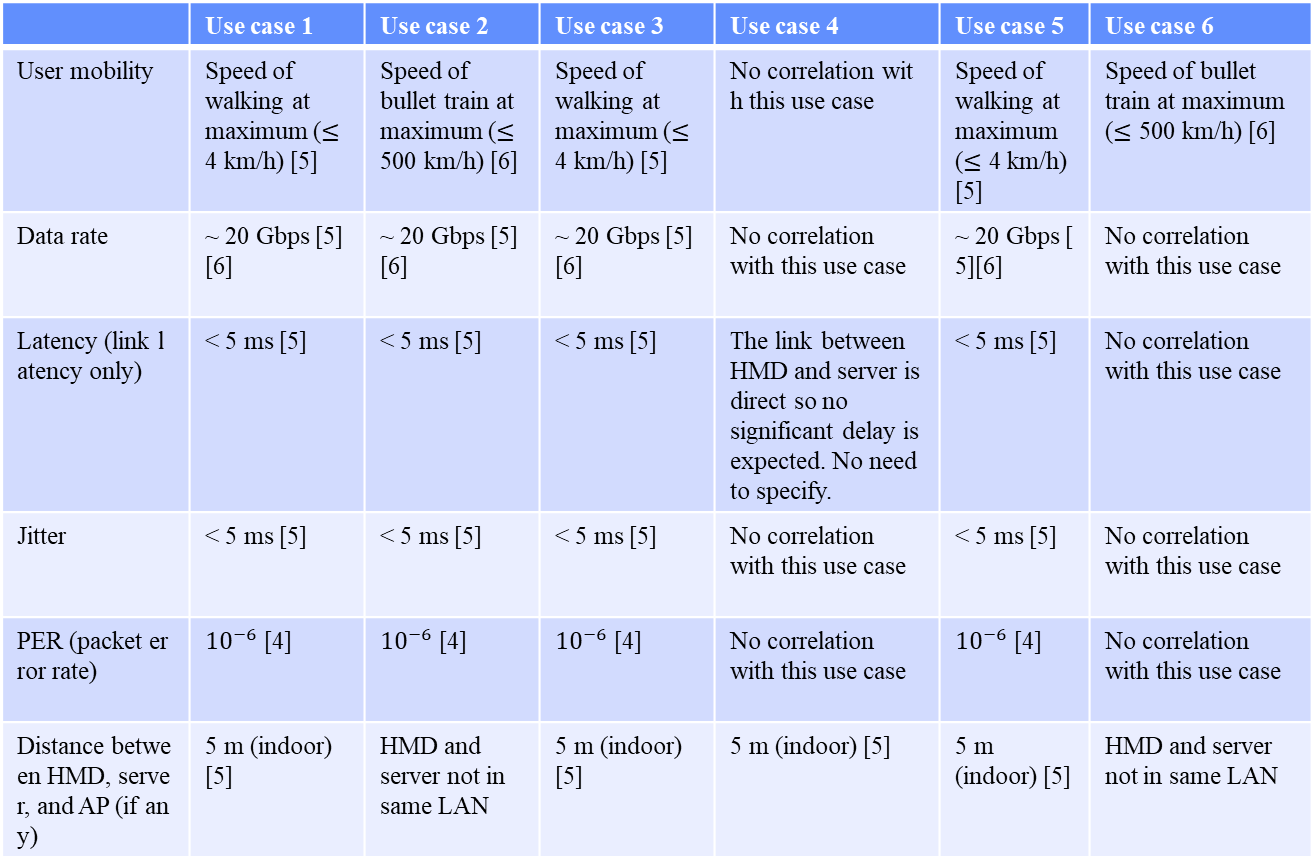
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| --- | --- |
| Project | **IEEE 802.21 Working Group for Media Independent Services**  **<**[**http://www.ieee802.org/21/**](http://www.ieee802.org/21/)**>** |
| Title | **Network property for HMD based VR** |
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| Re: | IEEE 802.21 Session #84 in Chicago, Illinois, USA |
| Abstract | This document presents the issue of how meaningful values and validated information are presented in the network attributes of each section in service of HMD-based virtual reality. |
| Purpose | This document is composed to request professional opinion and comments from the experts of IEEE 802 WG on these values of network attributes. |
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# The following table is from the contribution document 21-18-0003-02-0000 from Prof. Minseok Oh



However, for each use case, the values ​​specified in the property are universally known or estimated values. We want to know the empirical values ​​that are validated and have real meaning for the values ​​written above because we are not experts in the field of networks.

The table demonstrates the required environment and conditions for each use case under the assumption that the user experiencing the content is not in discomfort state and VR content service is provided at its optimal state. For each use case, IEEE 802 experts should comment on how much performance can be provided for each network section and how to define the procedure for it.

If the optimal environment, performance, and conditions are presented through proven data, it will provide good guidelines for network operators who are struggling to develop network-based virtual reality content or to facilitate virtual reality services.