**Next Generation Networking for Virtual Reality and Game Player Collaborative and Multi-Player**

This project's main objective is to look at how can networking be improved for virtual and augmented reality, including games. This means improving latency and other aspects of networking. We will also look at the latest in networking for this topic, in particular, Software-Define Networking (SDN). Depending on the student, the project may be more research orientated or applied. If applied, it is possible that some programming will be needed.

**Network latency –** how much time a packet gets from point A to point B

**Issues with Connectivity –** connectivity issues with VR games, especially between multiplayer campaigns.

**Why Cybersecurity in VR/AR/Multiplayer is important -**

**What is VR Gaming**

­VR gaming is where a person can experience being within a 3D environment and interacting with its content within the game.

**What is SDN**





