

VISUAL SOLUTIONS PARTNER SUMMIT

September 13, 2019

Catalina Varela – Manager of Visual Information

VISUAL SOLUTIONS VERTICALS

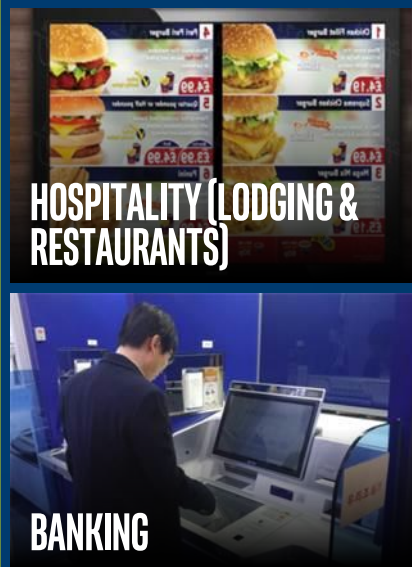
VISUAL RETAIL



VISUAL INFORMATION



VISUAL COMMERCE



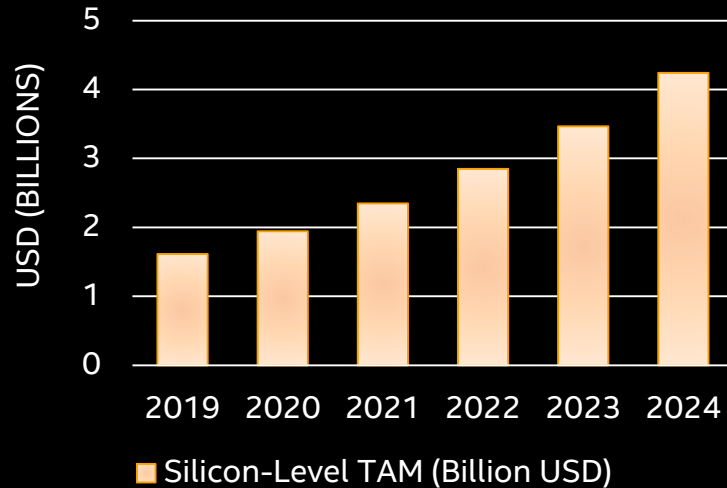
VISUAL COLLABORATION



THE GLOBAL PROCESSOR-LEVEL TAM SIZE OF INTEL'S VISUAL SOLUTION CATEGORIES IS ESTIMATED TO GROW AT 21% CAGR OVER NEXT 5 YEARS

Smart Cities & eGov, Restaurants, Healthcare, Retail, and Transportation are expected to be the fastest-growing verticals across the VS portfolio in the next 5 years

Global IoTG VS Portfolio TAM Size, Processor-Level (USD) – Consumption View



GLOBAL VS PORTFOLIO WIDE 5-YEAR CAGR SILICON-LEVEL TAM (USD)	
VERTICAL	5-YEAR CAGR (2019-2024)
SMART CITIES & EGOV	29%
RESTAURANTS	28%
HEALTHCARE	26%
RETAIL	23%
TRANSPORTATION	22%
BANKING	20%
EDUCATION	18%
ENTERTAINMENT	18%
CORPORATE	17%
HOSPITALITY	17%

VISUAL SOLUTIONS @ HEALTH SELF CARE KIOSK SEGMENTATION

Interoperability

Self-service Kiosk

Performance



Rich Media



Standardization



Connectivity



Security



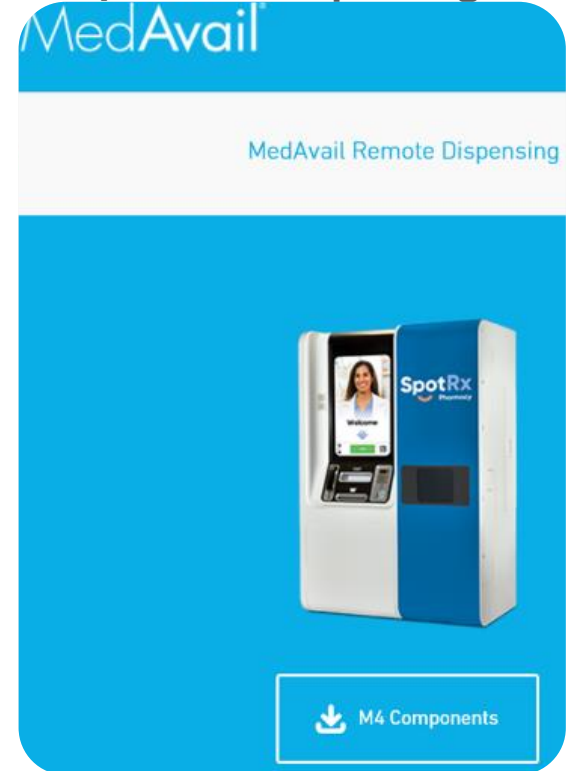
Manageability



Selfcare Diagnostic Kiosk



Self/Remote Dispensing Kiosk



VISUAL ENTERTAINMENT

SERVICE EXPERIENCE



Entertaining Tour Guide MSK in Museum

Ticketing & Information MSK in Amusement Park/Live Events/Theater

Kids Entertaining MSK in Theme Parks

VISUAL ENTERTAINMENT SERVICE EXPERIENCE: MOBILE SERVICE KIOSK



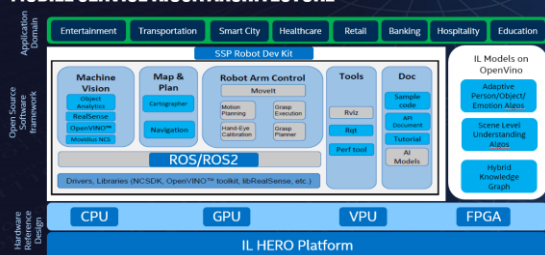
Goods delivery MSK in KTV

F&B delivery MSK in Casino

F&B Ordering & Delivering MSK at Sportsbook/ eSports Lounge

Security MSK in Casino/Theme Park

MOBILE SERVICE KIOSK ARCHITECTURE



Mobile Service Kiosk

O2O CONNECT



eSports/Live Event Management System



Live Stream & Virtual Studio



Mini Live Streaming Studio



Mini KTV

V. Entertainment Box

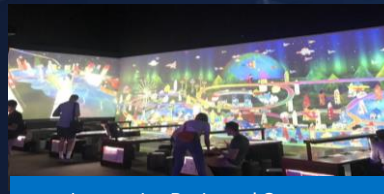
VISUAL EXPERIENCE



Glasses-Free 3D Display



Glasses-Free 3D Content



Interactive Projected Content

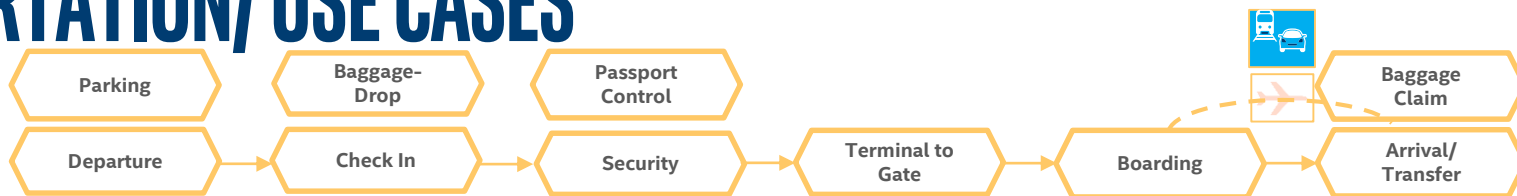
Multi-Dimensional D.S.

Incubate Latest Visual Entertainment Technology in Visual Entertainment and Scale Horizontally

TRANSPORTATION/ USE CASES



Passenger Journey



In vehicle /Digital signage, infotainment



Smart parking /Digital signage , Payment Kiosk



Bus shelter /Digital signage



Airport shuttles /Digital signage with Advertising AAA



Ticketing & Information Kiosk



Kiosk wayfinding / Guide for passengers



Health check point / Kiosk



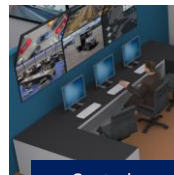
On the go/ Vending machines / Digital signage AAA



Connected Retail Digital Signage, analytics



Security object detection Digital signage, mobile service kiosk



Control rooms /Digital signage, analytics



Charging stations /Digital signage, analytics



Digital Signage/ Infotainment



Baggage claim / Digital signage AAA



Emigration process/ Kiosk, facial detection



Information about arrivals and departures /Digital signage



Information tourist guide / DOOH Kiosk, wifi, charge station

VISUAL SOLUTIONS FOR SMART CITIES

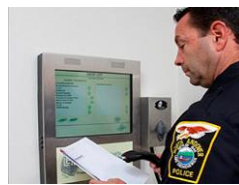
Indoor and Outdoor (City Streets and Public environments) digital touchpoints that provide Value Added Services & Social Impact to Citizens. They are primarily funded through Advertisement Services.

Capabilities

Wayfinding
Environment
Internet Browsing
Touch
Emergency Calling
Building Directory
Service Messaging
Safety/Security
Analytics
Document/Evidence Processing
WiFi Hotspot (Free)
Audio
Accessibility

Sub-segments

Real Estate/
Smart Buildings
Light Poles/Energy
Companies
Police Courts
University Campus
Smart Parking
Border Security
Motor Vehicles
Department



Digital Signage & Kiosks are a part of the Smart City Infrastructure

Join us at the first-ever EdgeX Open!

Chicago, October 7-8, 2019 at Tech Nexus

First of a series of hackathons focused in building solutions for real-world use cases using commercial content, contributions from sponsor organizations, all unified by the EdgeX framework.

The inaugural EdgeX Open will focus on Retail use cases. This work stems from Intel's Open Retail Initiative (ORI) and the EdgeX Commerce Project. The event is sponsored by Dell, HP, Intel, IOTech, IoTium, and the Retail Industry Leaders Association (RILA), among others.

Software developers in the Retail technology community are invited to participate as part of a team of up to five members. Registration is open and will be taken on a first come, first-served basis.

Cash prizes and opportunity to network with sponsors, other teams and judges.

For additional details and to register your team, please visit: <https://www.lfedge.org/event/edgex-foundry-hackathon/>

