online news

Qualcomm Expands XR & Metaverse Investment With The Formation of XR Labs Europe

622 words
14 February 2022
ETMAG.com
FMETMA
English
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Qualcomm Technologies, Inc. today announced the company has opened Extended Reality (XR) Labs in Europe. Europe already has a thriving augmented and virtual reality (AR/VR) community and Qualcomm Technologies is committed to making XR the future of mobile computing. The XR Labs will focus activities on XR R&D, engineering and key technology development areas such as advanced hand tracking and gesture control, 3D Mapping and SLAM/Localization services, multi-user experiences, and image recognition. Also, XR SDKs providing access to foundational XR technology including object and geo-tracking.

The new labs in Europe build on Qualcomm Technologies' commitment to make XR accessible to the masses and will be located across six cities in Europe initially, with the intention to add more in the future. The goal is to help design lightweight, sleek headworn glasses and make innovative technology available for developers through Snapdragon Spaces XR Developer Platform to build experiences that will transform everyday consumer, retail, industrial, enterprise, education and healthcare. Qualcomm Technologies is pushing the boundaries and charting its course to everyday use through continued R&D advancements.

Enrico Salvatori, Senior Vice President and President, Qualcomm Europe, Inc., says: "The opportunities for XR are significant. Combine that with Europe's rich R&D and leadership in XR and we see the XR labs in Europe as being a big contributor to XR development worldwide. Brilliant minds are already working at speed to realise our vision of XR and bring a plethora of revolutionary experiences to everyone from consumers, healthcare and industrial. These labs join our already significant R&D presence in Europe."

Hugo Swart, VP & GM of XR, Qualcomm Technologies, Inc., says: "A new era of spatial computing is upon us and working behind the scenes on a new generation of experiences has been inspirational. Bringing XR to life for consumers and the enterprise is our mission and we are strengthening that commitment with the XR Labs in Europe. These labs will be the key to building out our XR portfolio which encompasses best-in-class platforms, software and innovative technology features and to make it available to all developers helping to build out the metaverse through Snapdragon Spaces. We cannot wait for everyone to see what is next."

Sean Seaton, Senior Vice President Group Partnering and Devices, Deutsche Telekom, says: "XR is the next stage of mobile computing and we are excited to see the opening of the Qualcomm XR R&D labs in Europe and we look forward to working closely with Qualcomm Technologies to bring our collective vision to reality. XR is incredibly exciting and stands to transform the way we work and live. 5G and future network innovations will empower experiences we could not have even imagined."

Qualcomm Technologies' XR ecosystem strategy is to help lead the XR revolution with optimized hardware powered by Snapdragon platforms, software, frameworks, tools, and broad OS support. This ecosystem develops compelling user experiences that drive demand for devices in key segments that are served by the Snapdragon platforms. Qualcomm Technologies' innovations within mobile and XR devices enable technology and content leaders to come together today to deliver breakthrough immersive experiences that are inspiring the future of XR.

Qualcomm Technologies is uniquely positioned with its leadership in technology to support the ecosystem with the foundational technology to make the metaverse a reality. Such technologies are critical to create the experience that spans both physical and digital universes.

To bring XR to the masses, many breakthrough technologies are required in tandem with industry-leading talent. The XR labs allow for the growth in all these areas to deliver breakthrough immersive experiences that will inspire the future of XR.

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Qualcomm Expands Investment in XR and the Metaverse with the Formation of XR Labs Europe - an XR R&D hub in Europe

710 words
10 February 2022
M2 Presswire
MTPW
English
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Qualcomm Technologies is Enabling the New Spatial Computing Era and Increasing its Investment in XR Technology in Europe to Further Reinforce its Role as the Ticket to the Metaverse February 09, 2022LONDON

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Document MTPW000020220210ei2a004s9

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Public.

Qualcomm Inc. - Qualcomm Expands Investment in XR and the Metaverse with the Formation of XR Labs Europe – an XR R&D hub in Europe

Qualcomm Inc. published this content on 09 Feb 2022 and is solely responsible for the information contained herein. Distributed by PUBT, unedited and unaltered, on 10 Feb 2022 09:00:35 UTC.
729 words
9 February 2022
Public Companies News and Documents via PUBT
LCDVP
English
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* Original Link

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Document LCDVP00020220210ei29009cd

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EUROTRADE
COMPUTER & COMMUNICATION MEDIA FOR IT BUYERS

online news

Qualcomm partners with Razer to launch a Snapdragon-powered handheld gaming dev kit

518 words
17 January 2022
ETMAG.com
FMETMA
English
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With the upcoming launch of Valve's Steam Deck firmly in everyone's mind, companies like Razer and Qualcomm are taking note of growing consumer interest in powerful but portable PC gaming devices. That's why the two companies have partnered to develop an all-new handheld gaming machine. Or rather, a dev kit for one. The device will run the first generation of Qualcomm's freshly-announced Snapdragon G3x silicon.

The device doesn't have a slick codename right now, so Qualcomm is just calling it the first "Snapdragon G3x Handheld Gaming Developer Kit," which doesn't exactly roll off the tongue. But that's fine. Neither Razer nor Qualcomm is trying to sell this to the average user, so a flashy product name isn't necessary. The announcement leaked a couple days ago, and we've just been waiting for the official reveal since.

So, if this gadget isn't for ordinary gamers, what is its purpose? As with any dev kit, it's intended to help game and hardware developers create products well-suited for the portable gaming market, which will likely grow substantially in the coming years.

That's especially true if the Steam Deck and its competitors sell enough units to catch the eye of developers. Given that the Steam Deck received so many reservations that Valve had to push back its estimated launch date several times, we doubt that will be an issue.

At any rate, the device is wide, rectangular, and equipped with a pretty standard array of buttons: two joysticks, a d-pad, two shoulder buttons, two triggers, four labeled face buttons, and three additional buttons for Start, Select, and one more option that we can't make out the name of.

Regarding its other physical attributes, the device boasts a 6.65-inch OLED display with a 1080p resolution and support for "up to" 120hz refresh rates. It also has a built-in 5MP webcam designed for streaming, supporting 1080p, 60 FPS recording. Additionally, you'll find two microphones nestled on the left and right sides of the display for audio capture.

Though we imagine most users will game with headphones or earbuds, the unit does contain "4-way speakers" that supposedly provide "fantastic audio." Qualcomm says the ergonomics are solid, too, but we wouldn't be able to confirm that without trying a unit ourselves.

What about under-the-hood hardware? Obviously, it features a Snapdragon G3x as mentioned before (which contains an unspecified Adreno GPU) but other details such as RAM capacity are still up in the air. The device does have a USB-C port, DisplayPort over USB-C functionality, Bluetooth 5.2 support, and a 6000mAh battery.

Interestingly, Qualcomm says the G3x Gen 1 Gaming Platform will support cloud gaming, Android gaming, PC gaming, and even Android app usage from the same device. This is obviously not impossible to achieve on a normal PC (far from it), but if switching between all those functions is seamless, Qualcomm might have something special.

Document FMETMA0020220117ei1h0000v

Gateway to Metaverse: Qualcomm to design AR chips with Microsoft

270 words
10 January 2022
Dataquest
CMDATQ
English
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The companies will collaborate on designing custom AR chips and integrating software platforms.

At the 2022 Consumer Electronics Show (CES), Qualcomm Technologies announced their collaboration with Microsoft to expand and accelerate the adoption of augmented reality in both the consumer and enterprise sector. Qualcomm Technologies is working with Microsoft to develop custom AR chips to enable a new wave of power efficient, lightweight AR glasses to deliver rich and immersive experiences, and plans to integrate software like Microsoft Mesh and Snapdragon Spaces XR Developer Platform.

“This collaboration reflects the next step in both companies’ shared commitment to XR and the metaverse,” said Hugo Swart, vice president and general manager of XR, Qualcomm Technologies, Inc. “Qualcomm Technologies’ core XR strategy has always been delivering the most cutting-edge technology, purpose-built XR chipsets and enabling the ecosystem with our software platforms and hardware reference designs. We are thrilled to work with Microsoft to help expand and scale the adoption of AR hardware and software across the entire industry.”

“Our goal is to inspire and empower others to collectively work to develop the metaverse future – a future that is grounded in trust and innovation,” said Rubén Caballero, corporate vice president Mixed Reality, Microsoft. “With services like Microsoft Mesh, we are committed to delivering the safest and most comprehensive set of capabilities to power metaverses that blend the physical and digital worlds, ultimately delivering a shared sense of presence across devices. We look forward to working with Qualcomm Technologies to help the entire ecosystem unlock the promise of the metaverse.”

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Document CMDATQ0020220111ei1a00007

TMT

Virtual event firm Zuddl raises $13 mn in round led by Alpha Wave, Qualcomm Ventures

Anuj Suvarna
373 words
7 January 2022
VCCircle
MMVVCC
English
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Zuddl, an online event and conferencing platform, has raised $13.35 million as a part of its Series A funding round led by marquee investors including DisruptAD-backed Alpha Wave Incubation (AWI) and Qualcomm Ventures LLC.

The round also saw participation from existing investors including GrowX and Waveform Ventures.

Zuddl said that it will use the fresh funds for expanding its footprint, strengthening technology operations and boosting the products' portfolio.

The company further claims that it has logged 30 times jump since its inception and houses clients including Kellogg's, Microsoft, Dicks Sporting Goods, BYJU'S, Grant Thornton and NASSCOM, among others.

In October 2020, Zuddl received $2 million in startup funding from Y-Combinator and GrowX.

Bharath Varma and Vedha Sayyaparaju founded the company in May 2020. The San Francisco-based startup works with large companies to help them hold online events like conferences, expos, industry gatherings, and product launches.

"Zuddl's growth can be attributed to enterprises' need for greater customizability and control for their virtual and hybrid events. Most of our customers are global companies with remote teams, who have complex use cases that we help solve easily, all the while being on-brand," Bharath Varma, CEO and co-founder of Zuddl said.

He added, "Attendee engagement is a critical pillar of any event - in-person or virtual. With Zuddl, we are leveraging our experience of running in-person events and using technology to solve engagement and event ROI. While the world slowly returns to normalcy, Zuddl helps enterprises abstract the complexity from virtual and hybrid events and focus on their core."

According to Grand View Research, the virtual events market is expected to develop at a CAGR of around 24% over the next several years. According to LinkedIn's research, over 65% of upcoming events will be virtual or hybrid, according to event marketers.

Alpha Wave Incubation (AWI) is a $300 million venture fund, backed by DisruptAD, ADQ's venture platform and managed by Falcon Edge Capital. The fund invests in early-stage tech-enabled, disruptive start-ups in India and Southeast Asia.

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Document MMVVCC0020220107ei1700030

CE Noticias Financieras English
Portaltic.-Qualcomm teams up with Microsoft to create chips for AR glasses for the metaverse

172 words
5 January 2022
CE NoticiasFinancieras
NFINCE
English
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MADRID, 5 (Portaltic/EP) Qualcomm has reached an agreement with Microsoft to develop new Augmented Reality (AR) tools for the metaverse, including custom processors for the next generation of AR glasses. As announced by the company specializing in processors during the CES 2022 show in Las Vegas (United States), both companies seek to accelerate the adoption of AR by both companies and end users. This collaboration includes, by Qualcomm, the development of new custom chips that enable the creation of a new generation of glasses and AR viewers with features such as lighter weight and greater energy efficiency. Also, the processor manufacturer plans that its new semiconductors allow the integration of 'software' as Microsoft Mesh and the platform for developers of extended reality Snapdragon Spaces.

"This collaboration reflects the next step in both companies' shared commitment to extended reality and the metaverse," said Hugo Swart, vice president and general manager of XR at Qualcomm Technologies.

Document NFINCE0020220105ei15005oh

GLOBAL BUSINESS: Woolworths supply issues; Qualcomm targets metaverse

By Will Paige
407 words
5 January 2022
17:45
Alliance News Global 500 Corporate
ALNEG
English
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(Alliance News) - The following is a round-up of updates by global companies, issued on Wednesday and not separately reported by Alliance News:

Woolworths Group Ltd - Sydney-based retailer - Warns of stock shortages due to Covid-19 related delays. "We're currently experiencing delays with some stock deliveries to our stores due to the impacts of Covid-19 across the food and grocery supply chain," the company says. "As a result, our stores may have reduced availability of some products at points throughout the day before they receive their next delivery. Notes that it expects to see availability improve over the coming weeks.

General Electric Co - Boston, US-based industrial company - Partners with Boston Scientific to work on diagnostic to percutaneous coronary intervention to cardiac care centres in Southeast Asia. The partnership aims to give patients easier access to treatments. GE said that Boston Scientific's medical devices and capabilities, coupled with GE Healthcare's medical imaging systems and software, will support diagnosis to treatment and the monitoring of cardiac patient-care. "Bridging the industry gap in providing an end-to-end cardiac care centre for healthcare providers, this partnership will see the integration of cardiac care solutions," comments GE Healthcare ASEAN President & Chief Executive Chris Khang.

Walmart Inc - Bentonville, US-based retailer - Aims to expand its home delivery service to 30 million US households by the end of the year from its current position delivering to just 6 million. Walmart plans to hire more than 3,000 delivery drivers this year as well as build out a fleet of all-electric delivery vans to support the expansion, it says. Walmart is looking to expand its home delivery service InHome, which has grown rapidly since being launched in 2019, partly due to the pandemic.

Qualcomm Inc - San Diego-based semiconductor and software maker - Partners with Microsoft Corp to expand augmented reality products in both the consumer and enterprise sectors. Qualcomm says it plans to integrate software like Microsoft Mesh and Snapdragon Spaces XR Developer Platform. "This collaboration reflects the next step in both companies' shared commitment to XR and the metaverse," said Hugo Swart, vice president and general manager of XR, Qualcomm Technologies. "We are thrilled to work with Microsoft to help expand and scale the adoption of AR hardware and software across the entire industry."

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Document ALNEG00020220105ei150008d

Qualcomm Announces Collaboration with Microsoft to Expand and Accelerate AR to Usher in New Gateways to the Metaverse

547 words
5 January 2022
ENP Newswire
ENPNEW
English
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Release date - 04012022

The Companies will Collaborate on Designing Custom AR Chips and Integrating Software Platforms.

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At the 2022 Consumer Electronics Show (CES), Qualcomm Technologies, Inc. announced their collaboration with Microsoft to expand and accelerate the adoption of augmented reality (AR) in both the consumer and enterprise sector. Both companies are believers in the metaverse, and Qualcomm Technologies is working with Microsoft across several initiatives to drive the ecosystem, including developing custom AR chips to enable a new wave of power efficient, lightweight AR glasses to deliver rich and immersive experiences, and plans to integrate software like Microsoft Mesh and Snapdragon Spaces XR Developer Platform.

This collaboration recognizes Qualcomm Technologies' proven spatial computing expertise, technology leadership and the desire to create transformative experiences for the next generation of headworn AR devices as we head into the metaverse.

'This collaboration reflects the next step in both companies' shared commitment to XR and the metaverse,' said Hugo Swart, vice president and general manager of XR, Qualcomm Technologies, Inc. 'Qualcomm Technologies' core XR strategy has always been delivering the most cutting-edge technology, purpose-built XR chipsets and enabling the ecosystem with our software platforms and hardware reference designs. We are thrilled to work with Microsoft to help expand and scale the adoption of AR hardware and software across the entire industry.'

'Our goal is to inspire and empower others to collectively work to develop the metaverse future - a future that is grounded in trust and innovation,' said Ruben Caballero, corporate vice president Mixed Reality, Microsoft. 'With services like Microsoft Mesh, we are committed to delivering the safest and most comprehensive set of capabilities to power metaverses that blend the physical and digital worlds, ultimately delivering a shared sense of presence across devices. We look forward to working with Qualcomm Technologies to help the entire ecosystem unlock the promise of the metaverse.'

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Qualcomm Incorporated includes our licensing business, QTL, and the vast majority of our patent portfolio. Qualcomm Technologies, Inc., a subsidiary of Qualcomm Incorporated, operates, along with its subsidiaries, substantially all of our engineering, research and development functions, and substantially all of our products and services businesses, including our QCT semiconductor business.

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Snapdragon Spaces is a product of Qualcomm Technologies, Inc. and/or its subsidiaries.

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Document ENPNEW0020220105ei150002x

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Qualcomm Announces Collaboration with Microsoft to Expand and Accelerate AR to Usher in New Gateways to the Metaverse

511 words
4 January 2022
M2 Presswire
MTPW
English
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Document MTPW000020220105ei140028o

THE TIMES OF INDIA

GADGETS NEWS

Qualcomm may have a ‘plan’ for handheld gaming devices

Shaurya Shubham
606 words
7 December 2021
The Times of India
TOI
English
(c) 2021 The Times of India Group

The advent of smartphones have more or less made handheld gaming devices rather redundant. Unless you are a 'fan’, handheld gaming devices these days don’t find too many takes. The likes of Nintendo and Sony persisted and somehow kept the category alive and now Qualcomm wants to shake things up.At its Tech Summit event, Qualcomm showcased a platform that’s truly designed for handheld gaming devices and went on to announce its all-new Snapdragon G gaming platform. There’s also the Handheld Developer Kit to make things easier for developers to optimise or create new titles of new categories of devices.The first chip under the new Snapdragon G is the G3x Gem 1.

It comes onboard with features such as Adreno GPU with Qualcomm Elite Gaming features, support for 5mmWave, thermal management, stereo haptics, Snapdragon Sound and more.The Razer-developed Handheld Developer Kit also comes with interesting hardware such as a massive 6.65-inch FHD 120Hz OLED panel, advanced thermal system with a fan for sustained performance, 5G connectivity, 4-way speaker system, dual microphone, built-in controllers with haptics and 6000mAh battery.As of now, the device is meant only as a reference point for developers and OEMs. However, it does offer a glimpse of what Qualcomm may be planning. These are just normal specs when it comes to a good gaming smartphone, but the real deal is that it runs an Android operating system unlike the Nintendo Switch or Steam Deck which runs some version of a custom operating system that’s designed to take advantage of their own closed ecosystem only. For instance, the Nintendo Switch has its own ecosystem that mostly relies on developers (including first-party titles) and gaming studios making games or at least optimising games specifically for handheld devices. The same applies to Steam devices where it takes PC gaming to a relatively compact form factor. What could make a difference is the Android operating system. The operating system has become almost synonymous with mobile gaming. It has also got several triple-A titles including popular ones like BGMI, PUBG: New State, CoD Mobile, etc. Then there are games that take advantage of Vulkan and OpenGL offering top-notch graphics performance. The operating system is continuously pushing boundaries by offering games that offer up to 144Hz refresh rate and 60fps.Another aspect of this is that OEMs are already focused on offering the best possible gaming performance from their smartphones and some even have dedicated gaming smartphones. For instance, Asus ROG Phone, BlackShark, Realme too have their GT line and similarly, iQoo is also known for making good devices that offer good gaming performance. The new Snapdragon G3x chip will enable these OEMs to build a handheld gaming device based on a familiar platform that both the companies and users are accustomed to. The games are already there, just a little bit of optimisation can change the whole scenario of handheld gaming. And that’s what Qualcomm seems to be betting on. The Handheld Gaming Kit is being aimed as a platform that will allow users to play console, PC and cloud games right on the device as it also supports Xbox Game Pass which allows players to play or stream games from Xbox Cloud, console and PC. Whether the handheld gaming devices can make a comeback or not remains to be seen but Qualcomm certainly seems to have a plan for it. (The author has travelled to Hawaii, US, on the official invite of Qualcomm)

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Document TOI0000020211206ehc70004s

WE06

Qualcomm chip aims to create new category of handheld gaming devices

Reuters
337 words
3 December 2021
Global Times
GLOTNE
WE06
English
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chip Photo:VCG

Qualcomm Inc on Wednesday released a new chip designed for gaming-specific handheld devices offering 5G connectivity, a potential new mobile platform for video gamers offering more flexibility to play streaming games on the go.

The San Diego-based firm said it has partnered with gaming hardware company Razer Inc to create an initial test device for game makers.

Qualcomm is the world's biggest supplier of chips for smartphones, which have become a key platform for video games, which in turn are one of the biggest revenue generators in mobile app stores.

With its "G3x Gen 1" chip announced on Wednesday, Qualcomm envisions handheld devices that have a touch screen similar to a smartphone, but also physical controls like a gaming console controller and much longer battery life while playing graphics-intensive games.

The most popular similar device on today's market is the Nintendo Switch, but that device does not feature cellular data connectivity, instead relying on a WiFi connection.

Qualcomm powered devices would have 5G connectivity to stream games directly from cloud gaming providers like Microsoft Corp when WiFi isn't available. The devices would also have bigger batteries to take advantage of Qualcomm's graphics processing capabilities, which often aren't fully exploited on phones because it would hurt battery life.

"The big thing about the phone is it's always going to fit in your pocket. There are a lot of compromises that go into a phone for the use cases that are not gaming," Micah Knapp, senior director of product management at Qualcomm, told Reuters in an interview. "So what happens if you build a device that's just for gaming?"

Qualcomm said it has partnered with Razer, a maker of gaming PCs and laptops, to create an initial "developer kit" that game makers can use to start writing software. Qualcomm did not give a time frame for when commercial devices for consumers might appear.

Reuters

Document GLOTNE0020211203ehc300003

Business
Qualcomm dives into handheld gaming, powering new device in partnership with Razer

Mike Freeman
867 words
2 December 2021
The San Diego Union-Tribune: Web Edition
SDUTWEB
English
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What new bells and whistles might be coming to top-tier Android smartphones next year?

Qualcomm, whose mobile processors power some 2 billion handsets worldwide, gave a few hints this week at its annual Snapdragon Summit in Hawaii.

The San Diego company introduced technologies that deliver faster 5G and Wi-Fi, crisper photos, always-on cameras and CD-quality "lossless" Bluetooth audio, among other things.

It also added a few surprises, including a standalone mobile gaming device and a revamped branding campaign that seeks to make the Snapdragon name as well-known as "Intel Inside."

Here are a few things to know about this week's event.

Gonzo gaming

There are 2.5 billion mobile gamers worldwide, and they spend a lot of money on their preferred entertainment. Qualcomm estimates the amount at $90 billion to $120 billion a year.

The company has long touted its sharp graphics and fast processing for gamers on smartphones. Now it's working with gaming hardware outfit Razer on a standalone, handheld gaming device. which includes a cooling fan for better performance.

Qualcomm isn't making any devices. It's simply providing a design template to enable electronics makers to more easily roll out gaming devices based on Qualcomm's new Snapdragon G3x Gaming Platform.

"Let's say you are connected to a 5G network, and you're doing multi-player gaming," said Alex Katouzian, senior vice president of mobile, compute and infrastructure at Qualcomm. "That is when immersive audio is very important. The fan is very important because now you can push the envelope of performance to a higher level. You can attach to a TV. Fast charging capability is on there as well."

5G, cameras, AI and security

For smartphones, Qualcomm's latest Snapdragon 8 Gen 1 processor can theoretically reach 10-gigabit per second download speeds — though that's unlikely in real life because of network congestion and other things. Still, it's faster than Qualcomm's earlier generations of 5G processors.

Snapdragon 8 Gen 1 also delivers the fastest version of Wi-Fi, which reaches 3.6 gigabits per second.

Its artificial intelligence engines help power natural language processing, the scanning of documents to find specific things, enhanced photos and video, even analysis of vocal patterns for signs of asthma, depression or COVID-19.

The integrated image processor enables 8K High Dynamic Range video at 3.2 gigapixels per second, as well as always-on cameras for fast facial recognition to unlock the phone, and quick lockdown when the owner's face isn't present.

There are other enhanced security features, as well as graphics upgrades.

The Snapdragon 8 Gen 1 is expected to begin showing up in smartphones by the end of this year, with brands such as Honor, Motorola, OnePlus, Sony, Xiaomi and ZTE expected to use the platform.

Computers go mobile

Qualcomm has been making processors for Windows and Android laptops and notebooks for a while now. It touts its connectivity prowess, as well as power efficiency that delivers multi-day battery life. Still, it hasn't been able to make significant headway against Intel and AMD in the PC processor market.

This week, it expanded its portfolio of laptop and notebook processors targeting both higher performance Windows computers as well as more affordable Chromebooks.

The upgrades include fast 5G connectivity, enhanced camera, audio and device security, as well as artificial intelligence accelerators and multi-day battery life.

"The PC is really becoming a big communications device," said Katouzian. "We are collaborating on video conferencing. We are sharing files. We are talking to each other, so the camera, the audio, the connectivity associated with those things are increasing, and we are situated really well with our integrated solutions."

Branding

Snapdragon has been around for some time. In China and India, about 80 percent of people recognize the brand. But outside of Asia, Snapdragon is less known, with just over half of people recognizing it.

Qualcomm aims to change that — in part because the emergence of faster, more reliable 5G networks is expected to drive mobile chips into many more devices beside smartphones. They include cars, virtual reality headsets, drones and security cameras, among others.

So, the company is moving to make the Snapdragon brand easier to grasp by talking more about what it enables and less about its technology pillars. It's targeting specific industries with specific Snapdragon-branded products — such as Snapdragon Ride for autos, Snapdragon Elite Gaming for video games and Snapdragon Sound for its audio technology.

"Snapdragon will be at the heart of more devices than ever before, and our brand needs a bigger tent — a longer playing field, so to speak —- to broaden its appeal while being true to its core, said Don McGuire, who was named Qualcomm's chief marketing officer in July.

A recent report from a venue trade publication claimed to have seen the Snapdragon name on a rendering of the new Aztec stadium. San Diego State University declined to confirm any naming rights deal, and Qualcomm had no comment.

Qualcomm is working with Razer on a handheld gaming device. (Courtesy of Qualcomm)

Document SDUTWEB020211203ehc200001

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CE Noticias Financieras English
Razer and Qualcomm surprise with handheld console for mobile and cloud gaming

513 words
2 December 2021
CE NoticiasFinancieras
NFINCE
English
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The new Snapdragon processor is aimed at the gaming sector, and to demonstrate its capabilities Razer has created a prototype handheld console.

Successes like the Nintendo Switch and upcoming releases like the Steam Deck have shown that handheld consoles are popular again; add to that the launch of smartphones specifically designed for gaming, like the Asus ROG Phone. To meet this demand, Qualcomm has introduced a new processor, the Snapdragon G3x Gen 1; while the Snapdragon 8 Gen 1 will be the model used in leading Android phones, this chip is more intended for dedicated gaming machines.

To demonstrate the capabilities of the Snapdragon G3x Gen 1, Qualcomm has teamed up with Razer to develop a handheld console, though for now, it's a prototype designed for developers to explore the platform's capabilities. So while it will be available in the Razer store, it's not a product intended for the end user.

All in all, this is a very attractive console from what we've been able to see. It's based on Android, so it can run all of the platform's games without any problems, and receive updates for its drivers directly from Qualcomm to improve performance, just like they do on PCs.

The integrated Adreno GPU has been boosted to be able to play content at 4K and up to 144 frames per second, with 10-bit HDR for maximum visual quality; though Razer's console sticks to Full HD+ resolution, 120Hz refresh rate, and 10-bit HDR on its 6.65-inch OLED display. So the experience may be even better than with the new Nintendo Switch with OLED display.

In addition to native Android games, the console is designed to run games in the cloud, through services like Xbox Game Pass; we can also use Steam Remote Play to remotely enjoy the games we have installed on our computer. To do this, the console controls are very similar to those of an Xbox controller, including the position of the joysticks and buttons X, Y, A B, plus top buttons and triggers with travel for shooting or racing games. The ergonomic design has been taken care of by Razer, which has experience with many gaming products such as the Basilisk V3 mice.

Thanks to the 5 MP webcam capable of recording video at 1080p and 60 fps, and the two built-in microphones, we can stream while we play, connected to services like Twitch, for example. The USB-C port will allow us to connect the console to a 4K HDR TV or monitor, as well as augmented reality devices such as glasses. The four built-in speakers with Snapdragon Sound will be responsible for delivering lag-free sound.

This console from Razer and Qualcomm doesn't have a price tag or a commercial name for now (it's called the "Snapdragon G3x Handheld Gaming Developer Kit"), but it could be a preview of more competition in the handheld gaming sector.

Document NFINCE0020211202ehc2003w8

techradar

Qualcomm Snapdragon Summit 2021 live blog: new gaming device and Snapdragon 8cx

James Peckham
3,921 words
2 December 2021
TechRadar
TECHR
English
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Everything we've heard about at Snapdragon Tech Summit 2021.

Qualcomm CEO Christiano Amon on stage at Tech Summit 2021 (Image credit: Qualcomm)

Some of the biggest upcoming phones of 2022 are likely to feature the next-gen Qualcomm Snapdragon 8 Gen 1 chipset that was revealed at Tech Summit 2021, but that's not all we heard about at the show.

The keynotes for Tech Summit 2021 are now over. We've heard about the company's new Snapdragon 8cx platform for laptops, as well as a new Nintendo Switch-like gaming dev kit for mobile gaming developers.

Flights and accommodation for this launch event were funded by Qualcomm, but the views reflect the writer's own independent opinion.

Below you'll find all the biggest announcements from Qualcomm's Snapdragon Summit 2021, and that is followed by our live blog so you can see how each of the keynotes went down.

* Everything you need to know about the Qualcomm Snapdragon 8 Gen 1

* Why Qualcomm's next flagship chip isn't called the Snapdragon 898

* Which upcoming phones will use the Qualcomm Snapdragon 8 Gen 1?

* Qualcomm Snapdragon 8cx Gen 3 is official for 2022's laptops

* Razer and Qualcomm made a Nintendo Switch-like game console

* Xiaomi 12 will be 'available soon' with a Snapdragon 8 Gen 1

* New Motorola Edge coming December 9, but likely China exclusive

* Oppo's next flagship coming early 2022 with Snapdragon 8 Gen 1

Welcome to our Tech Summit 2021 coverage where you'll be among the first to hear about everything that happens at today's keynote.

If you're interested in what features may debut on 2022 Android smartphones, this is the place to be. We expect this next chipset to feature in flagship handsets from a variety of top-end phone makers.

Qualcomm has confirmed it will reveal its new premium tier mobile platform today, although we don't know its name. Qualcomm says we can also expect announcements in "AI, gaming, and connectivity".

You can watch along with the big keynote using the YouTube embed below. The event is set to start at 3PM PST / 6PM EST / 11PM GMT (or 10AM AEDT on Wednesday, December 1).

Expect this live blog to fully kick into gear when we start to hear announcements on stage from Qualcomm. We'll be typing as fast as we can to give you the latest from the show.

Click to view video

Over 60 phones used the Snapdragon 888 platform that was revealed in 2020, and that includes a lot of big name devices. A lot of those devices then went on to feature in our ranking of the world's very best smartphones.

The Samsung Galaxy S21 series, Asus Rog Phone 5, OnePlus 9 Pro, Xiaomi Mi 11 series, Sony Xperia 1 III, Oppo Find X3 Pro, ZTE Axon 30 Ultra, Samsung Galaxy Z Fold 3, Galaxy Z Flip 3 and many other devices featured that chipset.

Logically, we'd expect 2022's best smartphones to also feature this next-gen platform... when they're revealed. Whether we'll hear from any of those manufacturers today remains to be seen.

2021 has to be a big year for Qualcomm as it has seen tough competition throughout the last 12 months. The new MediaTek 9000 Dimensity SoC was revealed less than two weeks ago, and many have agreed it seems like a major step up for that brand that has traditionally lagged a little behind Qualcomm's technology.

The iPhone chipset - that's the A15 Bionic - has proved strong in the iPhone 13 series, and Google's new Pixel 6 and Pixel 6 Pro both feature the company's first attempt at its own chipset. That's called the Tensor, and it likely means Google won't be using the new Qualcomm chipset in its 2022 devices.

Lots is changing within the chipset space, so Qualcomm will likely be looking to today to make a serious impact with its announcements.

Apologies for the delay, we've just got into the room ready for the event to start. It hasn't started yet, so bare with us while we wait for the big launch to begin.

Before the event starts, we can introduce you to our coverage of the big event. We've learned lots about the new Qualcomm Snapdragon 8 Gen 1, which is the name of the new platform.

You can read more about the chipset in its full form below, and we'll have more updates coming live as the event gets underway.

* Qualcomm Snapdragon 8 Gen 1 features, news, compatible phones and what it can do

Here we go, the music has started and the event is about to begin. We'll be talking you through everything as it happens on stage, but here's a reminder to check out our full coverage of the Snapdragon 8 Gen 1 below.

* What to know about the Snapdragon 8 Gen 1

Don McGuire, SVP and Chief Marketing Officer of Qualcomm has just taken to the stage, and he's talking about how happy he is to be running live events again.

This does feel odd being at an actual tech launch again after almost two years of virtual launches.

McGuire is talking us through how the Snapdragon brand is the number one global smartphone mobile processor brand. On stage, we can see adverts for the OnePlus 9, Oppo Find X3 Pro, Samsung phones, Xiaomi phones, Redmi phones and Black Shark.

Could that be a hint at where the Snapdragon 8 Gen 1 will be next year? It could be, but we've yet to hear anything official from any brands.

Why isn't this new chipset called the Snapdragon 898? Qualcomm is changing it up in 2021, and we've spoken directly to a few of the company's representatives about why this has changed.

* Why Qualcomm's next flagship chip isn't called the Snapdragon 898

Lightning-fast connectivity, cutting-edge performance and immersive experiences are the three main pillars of today's announcement. That's according to Cristiano Amon, Qualcomm's CEO who is talking on stage right now.

Most of this is prelude so far, so we're going to talk more about this name for the next-gen chipset. So why has this happened, and why is now the right time for Qualcomm to do this?

Ziad Asghar, VP of Product Management at Qualcomm, told TechRadar, “People know that 8 is basically the highest tier that we have. So we thought let’s simplify this – let’s call it the Snapdragon 8.

“This one will be called the Snapdragon 8 Gen 1, and then as we go further we’ll call it Gen 2, Gen 3 and so on. I think it really simplifies it, and you don’t have to remember three numbers.”

Click to view image (Image credit: Qualcomm)

Debra Marich, Senior Director of Product Marketing at Qualcomm, told TechRadar during a briefing for the new chipset, "We're strengthening our Snapdragon brand as a standalone product brand for consumers, and we'll be leveraging the equity we've built in the last Snapdragon brand for the past 10 years."

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Christano is now moving onto the technology inside the new chipset, and it includes a Snapdragon X65 5G modem-RF. It features up to 10Gbps download speeds, but the company is also keen to work on upload speeds as well.

3.5 Gbps uploads are possible with this next-gen chip. An example of what that really means is coming up on stage... and it's an 8K live video call that is being done over a 5G connection on Verizon.

The quality seemed good throughout the video call, even blown up on a massive screen in front of us. This isn't a gamechanging use case for most people, but it proves that improved upload speeds are an important innovation for the next stage of 5G.

What else would fast upload speeds mean? It'll open up further possibilities than just upload videos to your Instagram faster than ever. We're thinking about how this could have an impact on augmented reality experiences and more.

5G mmWave download speeds are 19x faster than sub-6 5G technology in the US. That's according to stats that Qualcomm has shown on stage - we missed the source - and that's why the company is making a big point about its push for improved mmWave features.

We're moving onto the camera, and this is where things get exciting. Qualcomm is talking about how the rear camera is one of the biggest reasons people upgrade their smartphone so the company needs to get this right.

It's right, especially when many of the best camera phones of 2021 didn't feature a Qualcomm chipset inside. The iPhone 13 series remains one of the big contenders for that title, while the Pixel 6 and Pixel 6 Pro both have a fantastic camera experience with its new Tensor chip inside.

8K video was just played on screen, and this new platform allows for 8K HDR on a smartphone for the first time. Whether any manufacturers include this features remains to be seen.

Christiano has moved onto Snapdragon Sound, and he has just announced this is the first chipset to include streaming lossless CD audio over Bluetooth. Musician JP Saxe is now on stage to talk about what this technology means for him.

Many camera features were skipped over in the launch, but there are lots of innovations you can read about in our full coverage. A few of the higlights are below:

* An 18-bit ISP

* Burst mode is capable of up to 240 12MP photos a second

* A new bokeh for video mode

* Improvements for wide-angle photography

* Video Super-Resolution for Extreme Zoom

A sketch on stage with Christano and JP Saxe saw the musician playing a song called "This is How CEOs Make Fun of Muscians" on a ukulele. It was one of the oddest things we've seen during a Qualcomm launch, but it was genuinely quite funny.

Click to view image (Image credit: Qualcomm)

We're onto mobile gaming. So far, we're hearing lots about why mobile gaming is so big, why it's important for the company to innovate in this area and more. Translation: Qualcomm is going even bigger on mobile gaming in 2021 and beyond.

Qualcomm is announcing a partnership with ESL, which is the world's biggest eSports company.

Craig Levine, co-CEO of ESL, in now on stage. Levine has said the two companies will announce "something really big next year", so we don't really know what this partnership means yet.

The Google Pixel 6 Pro (Image credit: Future)

Well... here's a surprise. Hiroshi Lockheimer from Google has just entered the stage. We didn't expect Google to be represented on stage, especially as the company moved away from Qualcomm for its Pixel phones in 2021.

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Qualcomm just showed a range of logos on stage for companies that use its products, and it may be we see these are the manufacturers that will use the Snapdragon 8 Gen 1.

The manufacturers mentioned were Vivo, OnePlus, Asus, Sony, Sharp, Motorola, HTC, Lenovo, Nubia, Meizu, Black Shark, Leica, Kyocera, iQoo, Xiaomi, Oppo, Honor, Samsung, ZTE, Poco, Realme, Redmi, Fujitsu and HMD Global.

This isn't a gurantee that all the new flagships from these companies will be using the Snapdragon 8 Gen 1, and we have also listed almost every smartphone maker on the planet.

We didn't get any meaty announcements from Google there. It seemed it was to further confirm that the two companies are still working together, despite Google moving to its new chipset.

It was the first time we've heard Google IO 2022 mentioned, which we expect to happen in May 2022. The company hasn't confirmed plans yet, but that heavily suggests it'll be taking place next year.

It's not a surprise, but the new Snapdragon 8 Gen 1 looks physically similar to the Snapdragon 888. Nevertheless, below are some great photos of the new chipset so you can see it in the real world.

Qualcomm's chips are everywhere, so I took its latest "everywhere" - on a roving #SnapdragonSummit photo walk.The new Snapdragon 8 Gen 1, coming soon to a high-end Android near you.(: Sony Xperia Pro-I + Snapseed. Travel, lodging and entertainment provided by Qualcomm.)
pic.twitter.com/UmTXpTGKYIDecember 1, 2021

See more

Qualcomm has been running through all the features we've heard about over the last hour or so. This feels like it may be finishing up, so that may be the end of the opening keynote.

We'll have more news throughout the rest of the day as we learn more about the new mobile platform and other announcements from Qualcomm.

Whoops, that wasn't the end. Qualcomm is now confirming the name of the new chipset (something we'd already told you) and it's the Snapdragon 8 Gen 1. The idea here is that future generations will be called the Snapdragon 8 Gen 2, Gen 3 and so on.

For its lower tier products, they'll follow a similar structure. For example, the 700 series will now be called the Snapdragon 7 Gen 1 and so on.

Lei Jun, Founder and CEO of Xiaomi is now on stage in the form of a video, and he has confirmed the Xiaomi 12 will be the first to use the new chipset. He also said the product "will be available soon".

Rumors suggest we may be seeing the 12 introduced during December. That'll likely be a China-only launch, if the company follows its normal cadence of launches. We'll then probably see it introduced in further markets at a later date.

That's the end of the big show. The keynote is now over, and we're expecting to learn further details about the new platform as the rest of this week goes on.

Below, you'll find all of our coverage on the event so far. We may be back soon with futher detail about the chip, if there's anything interesting in the next element of the event.

* Qualcomm Snapdragon 8 Gen 1 features, news, compatible phones and what it can do

* Why Qualcomm's next flagship chip isn't called the Snapdragon 898

* Xiaomi 12 will be 'available soon' with a Qualcomm Snapdragon 8 Gen 1 chipset

We're back, and it's to tell you that a new Motorola Edge phone is coming. Ruben Castano, Head of Customer Experiences at Motorola, said, "All the experiences you saw today will be available very soon on an upcoming Motorola Edge device.

"In fact, in just a few days we will reveal one of the very first smartphones to launch on this new Snapdragon 8 platform in China."

That quote suggests this device may be exclusive to those in China, so this may not be a handset you're able to buy. Previously, Motorola has introduced some smartphones in China and then brought them to other countries under new names at a later date.

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* New Motorola Edge is coming in 'just a few days', but it may be a China exclusive

Bit more Snapdragon 8 Gen 1 news for you, and it's another smartphone you may be able to buy. Oppo's next flagship - highly likely to be the Find X4 - is now confirmed to feature the new Qualcomm chipset.

* Oppo's next flagship Android phone coming in early 2022 with Snapdragon 8 Gen 1

Day 2 is underway at Tech Summit 2021, and we're waiting on the company's second keynote. It is set to start at 3PM PST / 6PM EST / 11PM GMT (or 10AM AEDT on Thursday, December 2).

Below, you can tune into the event when it starts later today. We'll be talking you through all the biggest announcements in this live blog as we're live at the tech show.

What can you expect today? Qualcomm has yet to confirm anything firm, but a representative for the company has called it the "Snapdragon Beyond The Smartphone" keynote.

The company's website gives us more detail where it says, "Qualcomm President and CEO Cristiano Amon’s keynote discusses his vision for the intelligent edge and Qualcomm’s role across Infrastructure (5G + Wi-Fi 6), Compute, Handheld Gaming, Auto, and more."

Click to view video

Since yesterday's big show, the Qualcomm Snapdragon 8 Gen 1 has been confirmed for two new products. The first is the next flagship phone from OnePlus, which we believe will be called the OnePlus 10.

That's according to the company's CEO, who confirmed the new Qualcomm chip will be in its next device.

The upcoming Realme GT 2 Pro is also confirmed to be using the Snapdragon 8 Gen 1. This is the first time Realme has made a flagship phone, so we're excited to see what this is able to do.

* Which phones will use the Snapdragon 8 Gen 1?

Here we are again. Today's big show has yet to begin, but we're not able to tell you all about today's announcements.

There are two biggies you need to know about. There's a new computing platform called the Qualcomm Snapdragon 8xc Gen 3 that has debuted today. You can read all about that here.

Meantwhile, Qualcomm has also announced its first ever mobile gaming dev kit. It's made in collaboration with Razer, and it is something you won't be able to buy yourself. This is design as a device for developers to use to make the most of the Qualcomm platform.

* Razer and Qualcomm made a Nintendo Switch-like game console... but you can’t buy it

We are now in the room for day 2's keynote, and we're just waiting for it to begin. Expect the show to begin in the next few minutes, and we may soon hear more detail about each of these new announcements.

I expect them to start off with the new computing products.

Don McGuire, SVP and Chief Marketing Officer at Qualcomm is now on stage. It's time for the preamble. It's clear today is around other products that aren't mobile.

Christiano is talking about the metaverse as part of the opening for this show. Qualcomm is outlining its intention that it wants to be the company that will be supplying the devices for the eventual metaverse.

"Snapdragon is your ticket to the metaverse", according to the rear screen at the moment.

Andrew Bosworth, CTO and Head of Reality Labs at Meta has just appeared on stage inside the company's own VR video calling app. That's the one we saw earlier this year when Facebook originally changed its name to Meta.

Click to view image (Image credit: Qualcomm)

Qualcomm and Meta seem to be working closely together on upcoming projects.

There's nothing firm here about any clear announcements, but they're talking about how devices powered by Qualcomm are allowing for the metaverse to come to fruition.

The new Snapdragon G3x Gen 1 gaming platform has just been revealed on stage. The below is the new mobile gaming console that Qualcomm has made, but be warned that this is just dev kit for the timebeing.

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Click to view image (Image credit: Quallcomm / Razer)

It sort of looks like a smartphone in between an Xbox controlle. It's called the Snapdragon G3x handheld developer kit. The idea here is that it'll allow gaming studios to ready their games ahead of the new chipset being made available.

Qualcomm is moving quickly here, and we're onto Automotive announcements.

Advanced driver-assisted systems is the topic on stage right now. IF you're new to the concept, it's a variety of technology that can help improve road use.

This is a future concept, but it seems to be becoming more of a reality. Qualcomm is announcing a new platform called Snapdragon digital chassis.

The idea is this is a platform that car manufactrers can build upon to create smarter car tech. It's made up of smaller ections called car-to-cloud, ride platform, cockpit platform and auto connectivity.

Panos Panay, Chief Product Officer for Windows devices at Microsoft is on stage now talking about the relationship with Qualcomm. There isn't much here to share, but the two companies are working closely together as you probably already realize.

Miguel Nunes, VP of Product Management at Qualcomm, has entered the stage. He is about to talk us through the company's new computing platform, which you can learn about in our coverage of it so far.

* Qualcomm Snapdragon 8cx Gen 3 is official, and it wants to tempt you away from Apple's M1 chip

This noise suppression technology has worked really well during demos I've seen this week. It is designed to cut out noises such as sirens, typing or other people (such as children crying).

If it works as well as I've seen in demos, I'm super excited to see it come to smartphones and laptops. This is also a feature on the Snapdragon 8 Gen 1 smartphone chipset, so it isn't just for laptops.

We're coming to the end of this week's keynotes, so don't expect many more announcements from Qualcomm. There are other elements happening at Tech Summit 2021, but this is the end of the big livestreamed shows.

Expect further news on TechRadar from the show throughout the rest of the week, but the new reveals are mostly out there.

The show is definetly wrapping up. We've heard from a variety of OEMs right now such as Microsoft, Lenovo and Acer. Thisfeels like the end of the big reveal, and Qualcomm's keynotes this week.

I take that back, Micah Knapp is here to talk about mobile gaming some more.

The Snapdragon G3x Gen 1 is the company's new gaming platform, and it's what you'll find inside the company's new Developer Kit.

The screen says it comes with support for cooling fans, intergrated game controller support, display out to TV, 5G connectivity and more.

Justin Cooney, Razer's Global Director of Business Development and Partnerships has just walked on stage. Razer and Qualcomm have worked together on that developer kit.

They're talking us through how developers can use the kit. I've played with the kit for a little while, and it's truly impressive. It does feel like a smartphone put between an Xbox controller but it was comfortable to play.

Thing is, you won't be able to play this. This is just for developers, and we may have to wait a while for any other third-party manufacturers to make a consumer device like this.

That's it - it's the end of the show. Thank you for joining us over the last two days. We may be sharing more here with you over the next few days as we publish more articles around Qualcomm's new technologies, but this is the end of the company's keynotes.

Christiano Amon: Qualcomm CEO Christiano Amon on stage at Tech Summit 2021 (Qualcomm)

Document TECHR00020211202ehc20008d

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Qualcomm Introduces Snapdragon G3x Gen 1 Gaming Platform to Power a New Generation of Dedicated Gaming Devices

926 words
1 December 2021
M2 Presswire
MTPW
English
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- Qualcomm Partners with Razer on a Handheld Gaming Developer Kit Powered by the First Generation of Snapdragon G3x - December 01, 2021HAWAII

Highlights:

* Snapdragon® G3x Gen 1 Gaming Platform delivers cutting-edge performance and the entire arsenal of Snapdragon Elite Gaming™ technologies to run all Android games, play content from cloud gaming libraries, stream games from your home console or PC, and enjoy entertainment from your favorite Android apps.

* Razer, a global leader in gaming hardware, has launched a handheld gaming developer kit powered by the first generation of Snapdragon G3x that is available today.

Qualcomm Technologies, Inc. announces the Snapdragon® G3x Gen 1 Gaming Platform, a purpose-built platform that allows gamers the best place to play their favorite games. The platform delivers cutting-edge performance to run all Android games, play content from cloud gaming libraries, stream games from your home console or PC, and enjoy entertainment from your favorite Android apps. Amassing the entire arsenal of Snapdragon Elite Gaming™ technologies together to create a premium category of dedicated consumer gaming products, the platform is designed to power incredible experiences for gamers on-the-go.

The Snapdragon G3x platform brings next-generation gaming to player's hands. It features:

* The Qualcomm® Adreno™ GPU to run games at an ultra-smooth 144 frames per second and 10-bit HDR for gaming in over a billion shades of color.

* Powerhouse connectivity from Qualcomm® FastConnect™ 6900 Mobile Connectivity featuring Wi-Fi 6 and 6E for low latency and fast upload and download speeds. 5G mmWave and sub-6 for ultra-fast, lag-free cloud gaming while streaming the most bandwidth-intensive games from services like Xbox Cloud Gaming or Steam Remote Play.

* Snapdragon Sound™ technology is optimized for quality, latency, and robustness so gamers can pinpoint opponents and hear all the action around them.

* With support from AKSys, it provides precise touch to controller mapping technology to enable use of the built-in controllers across a wide array of games.

* Multi-screen, augmented experience can be unlocked with the ability to tether to an XR viewer via USB-C to a Snapdragon G3x powered device. It also allows for a device to act as a companion controller to a 4K display television.

Developer Kit

To showcase the platform, Qualcomm Technologies partnered with Razer to build the first Snapdragon G3x Handheld Gaming Developer Kit, which is available exclusively for developers starting today. Razer is a global leader in gaming hardware and has already constructed one of the world's largest gamer-focused ecosystems of hardware, software, and services.

"Razer is extremely excited to partner with Qualcomm Technologies and support them on their way to introduce new cutting-edge technology to the global gaming industry," says Min-Liang Tan, Razer co-founder and chief executive officer. "Together, Qualcomm Technologies and Razer will lead the way with new and innovative solutions that push the boundaries of fidelity and quality available in portable gaming, transforming the way these games are experienced."

To provide developers a device with high-end graphics and ubiquitous connectivity, the dedicated handheld developer kit was designed around the Snapdragon G3x platform for uncompromised performance.

* Display: 6.65-inch OLED display with Full HD+ resolution and 10-bit HDR: Operating at up to 120hz, the OLED dazzles with over a billion shades of colors.

* Performance: Provides outstanding sustained performance enabling long-lasting game play on the most demanding titles.

* The Ultimate Streaming Tool: A 5MP/1080p60 webcam with two mics that players can use to capture themselves playing and stream games to their audiences as the ultimate broadcasting tool.

* Connectivity: 5G mmWave and sub-6 and Wi-Fi 6E for the fastest connectivity for low latency, ultra-fast uploads and downloads, and the most reliable connection.

* Ergonomics: Well balanced and easy to grip controls, for comfortable gameplay over an extended period. The developer kit also has built-in controller mapping from AKSys to provide precise touch to controller mapping technology to enable use of the built-in controllers across a wide array of games.

* Snapdragon Sound: On device 4-way speakers provide fantastic audio and when paired with Snapdragon Sound enabled earbuds, gamers can experience lag-free wireless audio.

For more information on the Snapdragon G3x Gen 1 Gaming Platform, please visit our website. To inquire about ordering G3x dev kit, visit developer.razer.com.

About Qualcomm

Qualcomm is the world’s leading wireless technology innovator and the driving force behind the development, launch, and expansion of 5G. When we connected the phone to the internet, the mobile revolution was born. Today, our foundational technologies enable the mobile ecosystem and are found in every 3G, 4G and 5G smartphone. We bring the benefits of mobile to new industries, including automotive, the internet of things, and computing, and are leading the way to a world where everything and everyone can communicate and interact seamlessly.

Qualcomm Incorporated includes our licensing business, QTL, and the vast majority of our patent portfolio. Qualcomm Technologies, Inc., a subsidiary of Qualcomm Incorporated, operates, along with its subsidiaries, substantially all of our engineering, research and development functions, and substantially all of our products and services businesses, including our QCT semiconductor business. Qualcomm contacts: Pete Lancia Mauricio Lopez-Hodoyan

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Document MTPW000020211202ehc1001xl

Tech
Here's Qualcomm and Razer's take on a stand-alone gaming handheld

Mark Sullivan
1,169 words
1 December 2021
Fast Company
FSTC
English
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Mobile chip kingpin Qualcomm and gaming hardware maker Razer are betting that a new wave of faster and more powerful dedicated handheld gaming devices will soon be the objects of gamers' desire.

The two companies worked together to build a prototype version of such a device, which is powered by a new Qualcomm system-on-a-chip called the Snapdragon G3x, which was designed specifically for dedicated mobile gaming devices. The companies announced the new prototype device and the new gaming chip at Qualcomm's annual Snapdragon Tech Summit on Wednesday.

[Photo: Qualcomm Technologies]

This month, Razer will begin distributing the new prototype Android device to developers to help them start creating games for the new hardware. Although no plans or timing have been announced, Razer is likely to release a consumer product that's similar to the developer prototype sometime in the next year. Qualcomm believes other hardware makers will use the G3x chipsets in their own gaming device designs.

They'd be hopping on a trend that's already gaining steam. CNET's Scott Stein recently called 2021 "the year of the handheld," stating that the debut of Valve's Steam Deck and Nintendo's new update to its 4-year-old Switch (now with an OLED display), are driving the buzz around handheld gaming. Panic's quirky-cool Playdate and Analogue's retro Pocket handhelds are also worthy of mention.

Qualcomm and Razer's prototype device can run all Android games, play content from cloud gaming libraries (such as Xbox Cloud Gaming and Steam Remote Play), and stream games from gaming consoles and PCs, the companies say. Micah Knapp, senior director of product management at Qualcomm, tells me gamers are more loyal to games than to platforms, and that they like having access to all of their games in one place. "You have to observe the behavior: Gamers are just gamers; they're cross-platform," he says.

[Photo: Qualcomm Technologies]

Asked why Qualcomm and Razer are convinced that now is the right time to bet big on dedicated mobile gaming devices, Knapp says that even during the pandemic it was mobile gaming, not PC or console gaming, that grew fastest. He cites Newzoo data saying that mobile gaming revenue (including phone, tablet, and handheld gaming devices) has grown 15% during the past year and now accounts for 52% of all gaming revenue, while PC gaming accounts for 21% and console gaming accounts for 28%.

Qualcomm and Razer believe there are still a lot of smartphone gamers who will opt for more powerful dedicated mobile gaming devices. Knapp says gamers and game developers continually ask for more processing power and graphics quality, regardless of the platform they're gaming on.

Mobile gaming beyond smartphones

The prototype device, which is roughly 11 inches across, has large grips at both sides and looks fairly similar to gaming controllers used with console games, with its own built-in screen. The display is 6.65 inches on the diagonal, which is not much larger than most high-end smartphones. For example, Samsung's Galaxy S21 Ultra 5G has a 6.8-inch screen.

When I got to try the device for myself, its overall size was a bit larger than I anticipated, but that turned out to be a good thing. Its size resists giving the impression of being toy-like, and also makes holding the thing in both hands for extended periods more comfortable. Razer clearly put some thought into the weight of the device, too—at just over 500 grams it's not heavy, but when you pick it up it feels like you're holding something solid. The developer kit allows game creators to easily map the joysticks and buttons situated on both sides of the device to their own games.

For the time being, the new G3x chip and the prototype device are mainly big news for developers.

Taken together, all of these design decisions create a more robust gaming experience than what you get on a smartphone. Yet most mobile gameplay still happens on smartphones. And smartphones, of course, aren't built specifically for gamers, so some aspects of their design put limitations on some aspects of gaming. For instance, the chips inside smartphones rely on passive cooling (no fan), which limits the speed at which the processor can run. The G3x prototype device raises that ceiling by using a small fan to keep its innards cool.

This also affects the performance of the Qualcomm Adreno graphics processing unit (GPU) in the G3x. The prototype device supports video frame rates of up to 120Hz, matching high-end smartphones. The G3x chip is powerful enough to deliver frame rates up to 144Hz, Qualcomm says. The prototype device can also port gameplay to a TV using a USB-C to HDMI cable.

During my hands-on demo, I played Minecraft Dungeons (Xbox Cloud Gaming), Air Derby 2 by Snapdragon Studios, and Asphalt 9 from Gameloft on the Qualcomm-Razer device. In those games at least, the combination of high resolution and frame rate created a gaming experience that seemed smoother and more vivid than phone-based games.

[Photo: Qualcomm Technologies]

The device also supports haptic engines at both hand grips that deliver vibrations well beyond what a smartphone can do, with significantly bigger and more powerful engines than those in smartphones. During gameplay this contributed a heightened immersive feel relative to smartphone gaming.

On smartphones, the front-facing camera is located at the top of the device in portrait orientation; when holding the phone in landscape mode during gameplay, that puts the camera in an awkward position. The G3x prototype device puts a 5-megapixel 1080p webcam just above the display. This lets gamers capture and stream video of themselves playing games to their audiences on social platforms such as Twitch. The device uses two microphones to pick up the player's voice.

The prototype uses a four-speaker system to play sounds. The G3x chipset also supports a surround sound effect when the user plugs in a Snapdragon-powered headset or earbuds, Qualcomm says.

[Photo: Qualcomm Technologies]

In order for cloud-based games to run smoothly and without lag, gaming devices rely on a fast and uninterrupted connection to the cloud. The G3x chipset includes Qualcomm's fastest 5G chip, which supports 5G mmWave (the fastest kind of 5G service) as well as sub-6. It also connects to Wi-Fi 6 or 6E networks.

For the time being, the new G3x chip and the prototype device are mainly big news for developers. But Qualcomm and Razer are wise to try to fire up the gaming ecosystem around a new wave of dedicated Android gaming devices. Even if gamers can't buy devices based on this platform yet, they'll want there to be plenty of titles optimized for it by the time the first devices show up.

Click to view image.

Document FSTC000020211202ehc10002t

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Qualcomm leans into cameras, gaming with new flagship smartphone chip

299 words
1 December 2021
04:30
Reuters News
LBA
English
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Nov 30 (Reuters) - Qualcomm Inc on Tuesday released its new top-tier smartphone chip aimed at premium-priced Android phones with features like sharper photos and graphics than handsets using chips from rivals.

The San Diego, California-based company is the biggest supplier of the chips at the heart of many Android phones, competing against rivals such as Taiwan's MediaTek Inc and Samsung Electronics Co Ltd, which uses Qualcomm chips in some of its phones but self-supplies chips for some models.

The Snapdragon 8 Gen 1 chip released Tuesday will have similar computing cores to rivals like MediaTek, which this month announced a chip aimed at premium phones. But almost every other part of the chip are custom designed by Qualcomm, including those playing a role in the visual quality of photos and graphics-intensive apps like games.

Alex Katouzian, senior vice president and general manager of mobile, compute and infrastructure for Qualcomm, said the company has been crafting software that will let handset makers tap deeper into those parts of the chip.

"It's not just saying, I've got the biggest CPU and I can hit a benchmark that lasts one minute," Katouzian told Reuters in an interview. "We have all these capabilities, and it's really about the user experience. That's going to make a difference."

Qualcomm said that more than a dozen phone makers - including Xiaomi Corp, Sony Group Corp and Honor, the brand spun out of Huawei Technologies Group Ltd - have signed up to use the new chips and that phones featuring it will be on the market before the end of the year. (Reporting by Stephen Nellis in San Francisco; Editing by David Gregorio)

Released: 2021-12-1T00:00:00.000Z

Document LBA0000020211130ehbu04wup

LightReading

Qualcomm hopes to lead 5G pivot into metaverse

Mike Dano
629 words
16 November 2021
Light Reading
LITEREAD
English
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Qualcomm has long been a major technology supplier to mobile network operators. From CDMA to 5G, the company's patents and silicon have helped to brace significant portions of the world's wireless infrastructure for years.

And now Qualcomm is hoping that the metaverse turns into the next big thing.

The metaverse "has the potential to be the next computing platform," Qualcomm's new CEO Cristiano Amon said Tuesday during his company's investor event. He suggested that the metaverse opportunity could even grow as big as the smartphone industry is today.

Also: "If you're going to spend time in the metaverse, Snapdragon [Qualcomm's chipset platform] is going to be your ticket to the metaverse," Amon added.

Amon's comments - and Qualcomm's broader interest in the metaverse - come as no surprise. Large sections of the tech and entertainment industries - from Disney to Facebook, er, Meta - are increasingly leaning toward the concept of a metaverse. After all, if large chunks of the world's population do end up living significant portions of their lives inside virtual, "metaverse" spaces, they probably will be amenable to spending money on the experience.

Qualcomm isn't even the only telecom company eying the concept of the metaverse. "The metaverse is our future business model. It will be our core business platform," Cho Ik-hwan, SK Telecom's vice president and head of mixed reality development, told Bloomberg recently.

A message of diversification

But Amon's interest in the metaverse is noteworthy because it coincides with Qualcomm's ongoing attempts to expand beyond its core focus on smartphones and 5G. And that's happening at a time when investors appear to have become frustrated with the falling share prices of 5G providers like Verizon and T-Mobile. The situation is becoming such a concern that some carrier executiveshave been shown the door.

"We're truly diversifying," Amon said of Qualcomm. "We're no longer defined by a single end market and a single customer relationship."

Mobile remains a big part of the company's business, Amon said, but: "There's more to Qualcomm."

Broadly, Amon argued that Qualcomm will continue to focus on developing technology and silicon for high-end smartphones, but will leverage that research and development work to also sell products into a wide variety of other industries, ranging from robots to automobiles to laptops.

And "XR" devices - those sporting augmented and virtual reality capabilities - represent one big category of devices on which Qualcomm is betting. Amon made sure to point out that Qualcomm's Snapdragon silicon powers the new Oculus headset from Facebook, a company so sure the metaverse will be a "thing" that it rebranded itself as "Meta."

Qualcomm is putting the metaverse and its associated headsets into its IoT business segment, next to its products for drones, wearables, smart city operations, industrial sensors and other gadgets. And that's still a relatively small business compared with Qualcomm's massive smartphone division.

But Qualcomm's desire to move beyond smartphones and 5G is clear.

"We have an incredible opportunity to grow," Amon said, arguing that a wide variety of trends, ranging from edge computing to artificial intelligence, would drive demand for the company's silicon designs that support inexpensive, low-powered computing connectivity. He said that Qualcomm's overall addressable market will grow by seven times due to those efforts, eventually representing a $700 billion opportunity.

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"Virtually all roads lead to Qualcomm," Amon assured investors.

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* The metaverse will save 5G? That's so cute!

* Qualcomm sings a song of diversification

* Manon Brouillette named new boss of Verizon's consumer group

- Mike Dano, Editorial Director, 5G & Mobile Strategies, Light Reading | @mikeddano

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Document LITEREAD20211116ehbg0002w

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PR Newswire
a CISION company

Baseus GaN Charger as the Only Wall Charger in Qualcomm's QC5.0 Elite Gaming Package

493 words
2 November 2021
15:17
PR Newswire
PRN
English
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SHENZHEN, China, Nov. 2, 2021 /PRNewswire/ -- An unboxing of a package of gaming gear sent to epic gamers from Qualcomm has been one of the main topics on instagram, TikTok and social media platforms. This is one of Qualcomm's campaigns to spread the word on their new Quick Charge 5 technology. Gamers received a ROG phone that features the latest fast charging technology Quick Charge 5 and a 100W Baseus GaN Wall Charger - so far the only wall charger featuring Quick Charge 5 as listed on Qualcomm's page.

Baseus, one of the leading brands on charging devices strives and focuses on the super-fast charging domain from wall chargers to power banks and innovative power strips. After stacking more than a decade of experience and know-how, by combining GaN material and Quick Charge 5, Baseus has pioneered the first-and-only GaN wall charger featuring Qualcomm's latest Quick Charge 5 fast charging technology.

With the favor of GaN (Gallium Nitride) material, Baseus achieved to make the 100W QC5.0 GaN charger 40% smaller than Apple's 96W charger. As being backed up with Quick Charge 5, this charging brick is 4 times faster than its previous version, allowing phone gamers to "Charge while Charging" on the battlefield.

For users not familiar with fast charging, Baseus is inviting them to keep in mind the following fundamental knowledge. Fast charging requires that the charging set and device both support fast charging, otherwise it will only charge at the optimal level. For instance, a smartphone designed to support up to 65W fast charging will only charge at 50W when using a 50W cable with a 100W charger, same with the opposite; or will only charge at 65W even using both 100W charger and cable.

To support phone gamers to the fullest, Baseus has prepared the 66W Fast Charging Cable to be teamed up with the powerful GaN charger. For an optimal experience even with a cable plugged in, the L-shaped connector and joint is made of unibody zinc alloy that is resistant to oxidation and wear-and-tear, allowing you to perform your best.

About Baseus: Founded in 2011, an industry-leading brand in consumer electronic industry that integrates design, research and development, production, and sales. Baseus products have earned numerous top international awards in industrial design (Reddot, IF, iDEA, Golden Pin, Pentawards), available in more than 180 countries and regions around the world with 30+ online shopping platforms and up to 600 worldwide physical stores.

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Document PRN0000020211102ehb20004e

Qualcomm Says WiFi Dual Station Reduces Gaming Latency for Windows 11 Devices

Aleksandar Kostovic
343 words
7 October 2021
Tom's Hardware
TOMHA
English
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Qualcomm has partnered with Microsoft to enable WiFi Dual Band support in Windows 11 Devices, reducing latency and jitter.

Latency is one of the biggest problems in the modern gaming industry, and laptop gamers tend to use their WiFi connection to play multi-player games. Qualcomm has partnered with Microsoft to deliver a potential solution for this problem with its WiFi Dual Station modules that use Qualcomm 4-Stream Dual Band Simultaneous (DBS) for the Windows 11 operating system.

High WiFi latency can significantly impact response times in online games like Counter-Strike and Dota, so gamers tend to use an ethernet connection over anything else.

Qualcomm has been working on a solution for this specific problem with Microsoft and introduced Dual Station WiFi in Windows 11 OS, with modules designed using Qualcomm 4-Stream DBS. The company says this keeps latency low and reduces jitter to a level similar to using an ethernet connection.

Qualcomm says the reduced latency results from harnessing multiple WiFi bands and antennas concurrently. Qualcomm notes that "by simultaneously utilizing the 2.4 GHz and 5 GHz band (or 6 GHz where available), latency issues in one band can be easily resolved at a system-level both quickly and transparently to the end-user."

As per the company's testing, some performance benchmarks show that WiFi Dual Band mode can be very beneficial. The results using an off-the-shelf WiFi 6 access point, WiFi Dual Station, and Qualcomm 4-Stream DBS were similar to an ethernet cable. The testing between single-station WiFi showed that Dual Band systems yielded four times lower latency over the more common Single Station systems, indicating a significant improvement.

It's important to note that Valve has added initial support for WiFi Dual Station in the Steamworks software development kit (SDK), allowing CS: GO and Dota 2 gamers to use the new technology with their Windows 11 PC.

Qualcomm 4-stream Dual Band Simultaneous 2-in-1 performance (Qualcomm)

Document TOMHA00020211007eha7000b8

EUROTRADE
COMPUTER & COMMUNICATION MEDIA FOR IT BUYERS

online news

Qualcomm Unleashes Wi-Fi Gaming Performance for Windows 11 PCs

843 words
7 October 2021
ETMAG.com
FMETMA
English
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Qualcomm Technologies, Inc., together with ecosystem leaders spanning key platforms and OEMs, is set to redefine wireless expectations for latency-sensitive gaming, productivity and learning applications on Window's 11 PCs with Qualcomm FastConnect systems. Wi-Fi Dual Station designed using Qualcomm 4-Stream Dual Band Simultaneous, harnesses multiple Wi-Fi bands and antennas concurrently, to outperform traditional single band connections. By simultaneously utilizing the 2.4 GHz and 5 GHz band (or 6 GHz where available), latency issues in one band can be easily resolved at a system-level both quickly and transparently to the end user.

"Microsoft is pleased to bring 'Wi-Fi Dual Station' to the Windows 11 ecosystem, enabling our Windows OEMs and ecosystem leaders to deliver low-latency performance on the latest Wi-Fi hardware. Games and other latency-sensitive applications can now leverage two concurrent Wi-Fi connections providing best-in-class user experiences," said Ian LeGrow, vice president, program management for windows platforms and services, Microsoft. "More so now than ever before, high-performance, robust and low-latency wireless connectivity is the critical factor in delivering compelling, engaging and immersive experiences," said Dino Bekis, vice president and general manager, mobile and compute connectivity, Qualcomm Technologies, Inc. "This unique collaboration with Microsoft was essential in realizing the promise of Windows 11 with Qualcomm Technologies' latest Wi-Fi 6E 4-stream Dual Band Simultaneous devices. Through focused collaboration, we address today's unprecedented wireless challenges and dramatically extend these premium capabilities to the entire ecosystem."

Valve has added initial support for Wi-Fi Dual Station to the Steamworks SDK to deliver low latency and jitter-free online play for the millions playing games that utilize the Steamworks SDK for networking. This includes Valve's popular online titles Dota 2 and Counter-Strike: Global Offensive (CS:GO), which will now benefit from the improved and sustained responsiveness when played on a Windows 11 gaming device with supporting FastConnect connectivity systems.

Even occasional high latency (jitter) events significantly deteriorate online game play which has historically caused PC gamers to stay tethered to Ethernet. Wi-Fi Dual Station with Qualcomm 4-stream Dual Band Simultaneous addresses the need for sustained low latency over extended periods of time, unleashing gaming experiences with wire-class responsiveness.

"We're seeing considerable reductions in jitter and packet loss with Wi-Fi Dual Station enabled, especially when the AP is heavily loaded," said Fletcher Dunn at Valve. "This is important for any online title, and especially beneficial for competitive online titles such as CS:GO and Dota 2. Games using the Steamworks SDK for networking will experience these same benefits with no added development time."

In testing conducted by Qualcomm Technologies, Inc. with off-the-shelf retail Wi-Fi 6 Access Points, Wi-Fi Dual Station with Qualcomm 4-stream Dual Band Simultaneous consistently delivered sustained jitter free wireless gameplay similar to Ethernet latency under the same conditions. Further, in head-to-head wireless comparisons with Single Station Wi-Fi, Wi-Fi Dual Station yielded 4x lower latency and sustained jitter-free gameplay, underscoring the immediate value to online gamers.

"Acer's new gaming notebooks that feature FastConnect 6900 connectivity will provide ethernet-grade Wi-Fi," said James Lin, General Manager, Notebooks, IT Products Business, Acer Inc. "With responsiveness offered by the Qualcomm 4-stream Dual Band Simultaneous, gamers will be able to enjoy a low-latency gaming experience without the wires."

Beyond gaming, these technology advancements and capabilities provide material improvements for the ever-increasing demands of the enterprise PC industry. The combination of superior Wi-Fi 6 feature implementation (such as Wi-Fi Dual Station) and the extension of those capabilities to new 6 GHz spectrum (Wi-Fi 6E), are at the heart of addressing the exponentially growing demand for intense two-way data traffic (video calls, collaboration tools, remote management) and ensuring sustained productivity whether in a centralized office or decentralized remote work environment.

"We are excited to work with Qualcomm Technologies to deliver best-in-class connectivity solutions on AMD enterprise platforms," said Jason Banta, Corporate Vice President and General Manager, Client OEM, AMD. "Leadership connectivity performance is critical, and together, FastConnect, Microsoft Windows and AMD raise the bar for speed, capacity and latency performance to bring exceptional hybrid-work experiences to a demanding workforce."

"Working, learning, collaborating have all become distributed beyond what we could have imagined even two years ago, and connectivity must rise to the occasion to deliver the speed, capacity and reliable low latency needed to handle modern computing applications and environments. Wi-Fi Dual Station with Qualcomm 4-stream Dual Band Simultaneous, together with 6 GHz operation (Wi-Fi 6E) have enormous potential, and we applaud all involved in bringing these advanced wireless technologies to fruition. Lenovo is committed to delivering game-changing technology solutions and we look forward to harnessing these next gen features for a better customer experience in the future." Luis Hernandez, vice president, PC and Smart Solutions Development, Lenovo Intelligent Devices Group.

Document FMETMA0020211007eha70000n

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telecompaper

Qualcomm boosts Wi-Fi gaming performance on Windows 11

199 words
6 October 2021
Telecompaper World
TELWOR
English
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Qualcomm Technologies said it has teamed up with numerous ecosystem leaders to boost low-latency gaming performance on Windows 11 PCs . The Wi-Fi Dual Station combined with the company's FastConnect 4-stream Dual Band Simultaneous (DBS) harnesses multiple Wi-Fi bands and antennas concurrently to outperform traditional single band connections, said Qualcomm.

By simultaneously utilising the 2.4 GHz and 5 GHz band (or 6 GHz where available), latency issues in one band can be easily resolved at a system-level both quickly and transparently to the end user, said the company, adding that the new technology effortlessly delivers ethernet-like reliability and latency.

Qualcomm added that the combination of superior Wi-Fi 6 feature implementation (such as Wi-Fi Dual Station) and the extension of those capabilities to new 6 GHz spectrum (Wi-Fi 6E) will also provide material improvements for the ever-increasing demands of the enterprise PC industry (video calls, collaboration tools, remote management).

Qualcomm received ecosystem support from Acer, AMD, Lenovo, Microsoft, Snapdragon Compute Platforms and Valve for the feature, which will only work with devices upgraded to Windows 11 supporting the Qualcomm FastConnect systems.

Document TELWOR0020211006eha600030

Qualcomm Unleashes Wi-Fi Gaming Performance for Windows 11 PCs

1,111 words
5 October 2021
M2 Presswire
MTPW
English
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* Microsoft Windows 11 native support for Wi-Fi Dual Station, coupled with Qualcomm FastConnect 4-stream Dual Band Simultaneous and broad industry support, enables Gaming and PC OEMs to effortlessly deliver ethernet-like reliability and latency.

* Ecosystem support from Acer, AMD, Lenovo, Microsoft, Snapdragon Compute Platforms and Valve

SAN DIEGO — Qualcomm Technologies, Inc., together with ecosystem leaders spanning key platforms and OEMs, is set to redefine wireless expectations for latency-sensitive gaming, productivity and learning applications on Window's 11 PCs with Qualcomm® FastConnect™ systems. Wi-Fi Dual Station designed using Qualcomm® 4-Stream Dual Band Simultaneous, harnesses multiple Wi-Fi bands and antennas concurrently, to outperform traditional single band connections. By simultaneously utilizing the 2.4 GHz and 5 GHz band (or 6 GHz where available), latency issues in one band can be easily resolved at a system-level both quickly and transparently to the end user.

Qualcomm 4-stream Dual Band Simultaneous

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Qualcomm 4-stream Dual Band Simultaneous 2-in-1 performance

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Qualcomm FastConnect

For more information about FastConnect please visit https://www.qualcomm.com/products/wi-fi/fastconnect.

About Qualcomm

Qualcomm is the world’s leading wireless technology innovator and the driving force behind the development, launch, and expansion of 5G. When we connected the phone to the internet, the mobile revolution was born. Today, our foundational technologies enable the mobile ecosystem and are found in every 3G, 4G and 5G smartphone. We bring the benefits of mobile to new industries, including automotive, the internet of things, and computing, and are leading the way to a world where everything and everyone can communicate and interact seamlessly.

Qualcomm Incorporated includes our licensing business, QTL, and the vast majority of our patent portfolio. Qualcomm Technologies, Inc., a subsidiary of Qualcomm Incorporated, operates, along with its subsidiaries, substantially all of our engineering, research and development functions, and substantially all of our products and services businesses, including our QCT semiconductor business. Qualcomm contacts: Pete Lancia Mauricio Lopez-Hodoyan

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Document MTPW000020211006eha5000ji

THE TIMES OF INDIA

GADGETS NEWS

Qualcomm Snapdragon 888 Plus will boost gaming, AI in premium 5G phones

455 words
24 September 2021
The Times of India
TOI
English
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A number of new flagship 5G smartphones will be coming with Qualcomm’s highest-end processor, the Snapdragon 888 Plus, which was revealed in June 2021. This new chipset is an upgrade of the Snapdragon 888 that has already arrived in premium phones like the Samsung Galaxy S21. Qualcomm has increased the CPU clock speed of the new Snapdragon 888 Plus chipset from 3GHz to 2.84GHz. It increases the performance of the smartphone and gives you a better experience in streaming videos and games. Qualcomm claims to have increased the AI capabilities by more than 20%, resulting in entertainment and video calls to be more immersive. According to Qualcomm, phone makers around the world are making 130+ smartphones using Snapdragon 888 and 888 PlusUS-based Qualcomm’s new CEO Cristiano Amon, in a virtual conference at Mobile World Congress 2021 held said, “It fuels profoundly intelligent entertainment experiences with AI-enhanced gameplay, streaming, photography and more.

It's all designed to bring the most premium mobile experiences to flagship Android devices across the globe.” Advancement of 5GThe major topic at the MWC 2021 held at Barcelona, Spain was the continued advancement of 5G. The ongoing coronavirus pandemic has brought in radical changes to our world. The next-gen cellular technology that boasts to boost up 4G speed from 10 to 100 times can reduce the response time. From a simple video call to telemedicine and advanced virtual and augmented reality.Although there are many 5G phone owners around the world, they still don’t have the 'killer app’ that can show them what the connectivity can do. Qualcomm is trying to push 5G beyond phones. Its cellular tech is now used in cars, PCs, smart IoT (Internet of Things) devices, fixed wireless products and infrastructure to power 5G networks. "Qualcomm is really ... executing on the opportunity that we have now for our technology to go beyond mobile," Amon said to the media before MWC. Improvement of Artificial IntelligenceThe evolution of phone cameras is a small example of the difference that AI brings to smartphones. Previously, brands were going after a larger megapixel camera to lure in more consumers believing their phones can take better pictures.Nowadays, the trend has resurfaced with 48, 64 and even 108MP cameras, but some flagship phones -- iPhones, Google Pixel phones mainly -- still rely on processing and software optimization for capturing high-quality pictures.AI helps in improving the user experience when using multiple different aspects of your phone. Social media filters rely on AI to detect your face properly and then apply the relevant filters or stickers on top.

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Document TOI0000020210927eh9o0005l

India
MediaTek, Qualcomm popular among users for 5G, mobile gaming: Report

260 words
7 September 2021
Indo-Asian News Service
HNIANS
English
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New Delhi, Sep 7 (IANS) Chipmakers MediaTek and Qualcomm are the popular choices among consumers when it comes to 5G performance and mobile gaming, a report said on Tuesday.

According to market research firm CyberMedia Research (CMR), MediaTek has made in-roads into the value for money 5G smartphone segment (Rs 7,001-Rs 24,999), while Qualcomm dominates the premium 5G smartphone segment (over Rs 25,000).

"Whether it be for gaming or for enhanced content creation and consumption, India's young consumers demand the best-in-class experiences," CMR's Head, Industry Intelligence Group (IIG), Prabhu Ram, said in a statement.

"As 5G capable smartphone offerings diffuse to lower price tiers, and 5G gets more democratised, they make powerful experiences possible for consumers," he added.

The report mentioned that three in every four smartphone users feel that a chipset is very important while selecting a smartphone brand.

Seven in every eight smartphone users are aware of MediaTek HyperEngine gaming technology, and 92 per cent of the consumers are satisfied with MediaTek HyperEngine's performance, the report said.

Qualcomm scores highest in industry leadership (93 per cent) while considering chipsets offering 5G technology. 86 per cent of those surveyed are aware of Qualcomm Elite Gaming and an overwhelming majority are satisfied with its performance, it added.

The survey -- that included 1,184 smartphone users -- indicated that 81 per cent are aware of Apple Bionic Chip and 84 per cent of those believe Apple is a visionary brand.

--IANS

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Document HNIANS0020210907eh97008vh

techradar

Qualcomm's new mobile shows power isn't everything for gaming phones

Tom Bedford
932 words
30 August 2021
TechRadar
TECHR
English
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Qualcomm's Smartphone for Snapdragon Insiders has top specs, but gaming phones need a lot more than that.

In early July, smartphone component maker Qualcomm unveiled its new Android phone, made in collaboration with Asus. The Smartphone for Snapdragon Insiders - that's literally the name, we're not using some bizarre synonym - costs a princely $1,499 / £1,099 (roughly AU$2,020), but justifies its price in a few key ways.

The phone acts as a showcase for many of Qualcomm's technologies: it uses the top-end Snapdragon 888 chipset, comes with earbuds that use Snapdragon Sound tech, uses the company's fast-charging tech, and utilizes some camera features designed by the company too.

This isn't just a showcase phone though, and judging by the marketing and Asus partnership, it seems Qualcomm is hoping mobile gamers will pick up the phone.

We can certainly see mobile gamers being attracted to the phone's specs and features, but testing the thing has made us realize that there's a lot more to a gaming smartphone than its specs.

* These are the best gaming phones

Playing games

We tested some of the biggest mobile games on the Smartphone for Snapdragon Insiders, and found they always played flawlessly.

Games played without lag or stutters, and on titles with graphics options, we could always use the top offering without having to worry about the phone giving up on us.

Click to view image (Image credit: Future)

We used the phone with the bundled headphones - these have the Snapdragon Sound branding, but it seems they're actually just repurposed Master & Dynamic MW08s. We gave those wireless earbuds a very positive review, though, so that's no bad thing. Audio sounded great on these, in part due to the Snapdragon Sound lossless audio.

If we were watching someone use the Smartphone for Snapdragon Insiders, maybe peering over their shoulder as they wander through a game of PUBG Mobile, it would seem like a great device. But actually playing with the thing made made us realize what we actually need from a gaming phone, and it's not just specs.

It's in the details

The one big problem with mobile gaming is that touch controls on a smartphone can be quite finickity, so the time between 'thinking you need to react' and 'actually reacting' can be quite long, as you work out where the right button is and stretch your fingers to press it.

Many gaming phones, like the Nubia Red Magic 6 or Lenovo Legion Phone Duel, solve this by using physical trigger buttons. These sit on the side of the handset, so they're on top when you hold the device landscape to play games, and are super easy to reach. You can map them to controls - say, in a shooting game, tapping one trigger shoots your gun.

Once you've played a competitive mobile game on a device with triggers, it feels hard to go back to on-screen controls, because they're so convenient and natural. They turn a 'powerful phone' into a real 'gaming phone'.

Another feature of gaming phones that makes them great is the software, as they have launchers you use to play the games. There are various optimizations from this as the phones will generally silence notifications, dedicate all the processing power to the game, and sometimes boost the cooling systems too.

Some smartphones even have physical triggers for this, so you can just flick a switch and easily jump into a game in no time, without having to scroll through your app drawer or phone menus to find the title you're looking for.

Click to view image (Image credit: Future)

These are things we've come to take for granted on most gaming phones, but the Smartphone for Snapdragon Insiders doesn't have triggers or a gaming space - and we really started to notice this when we were playing games.

Getting triggered

We're so used to testing smartphones with triggers and game spaces that it was a little jarring using a gaming device without the features - in a busy Call of Duty: Mobile match we'd find our fingers idly drifting north and tapping the sides of the device, even if it didn't actually do anything.

Despite the fact we were staring at high-res graphics, on a display with a top refresh rate that was big enough to see the details of every visual, we didn't find ourselves loving gaming on the Smartphone for Snapdragon Insiders, mainly because of the lack of these two features.

Qualcomm has kitted out its device with all the best tech it's created, but the issue lies in the tech it hasn't created - now that most gaming phones have triggers and game spaces, it's hard to adjust to a device that doesn't.

Before testing the Smartphone for Snapdragon Insiders, we were sure a gaming phone just needed to be powerful and have a great-looking display. It was only when playing games that we noticed that, while the power was great, it's the extra features that really make a gaming phone stand out.

That's not to say you should avoid the Smartphone for Snapdragon Insiders for what it lacks - the price is much more of a disincentive - but it's a lesson in what really makes a great gaming phone.

* A quiet revolution is currently happening in the cheap phone market

Smartphone for Snapdragon Insiders (Future)

Document TECHR00020210830eh8u0008g

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CE Noticias Financieras English
Qualcomm presents first Snapdragon smarphone with Asus, focused on gaming

493 words
11 July 2021
CE NoticiasFinancieras
NFINCE
English
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Qualcomm is one of the most prestigious technology brands among consumers, especially for its Snapdragon processors. Now, the U.S. firm is collaborating with Taiwanese Asus to launch its first high-end smartphone, focused on a better gaming experience.

m{1499621}The phone specializing in video games will feature features such as Snapdragon Sound certification, with 24-bit sound, 96 KHz music streaming and low latency when playing with wireless headphones; and of course, it will feature the snapdragon 888 eight-core processor, of which the Plus version was recently introduced, improved from its predecessor.

To this is added an ambitious memory of 16GB in RAM with LPDDR5 technology and 512GB of storage; with UFS 3.1, as well as a 4 thousand mAh capacity battery with 65W Qualcomm Quick Charge 5 fast charging, promising to charge 100 percent in 52 minutes. It will use the Android 11 operating system in factory version.

This chip will give you the ability to have a remarkable frequency of 2.84 GHz, and you will be coupled with an Adreno 660 graphics card. In addition to support for new generation networks: 5G in terms of mobile data connectivity and WiFi 6 and WiFi 6E.

As for user comfort, they assured that it will have a screen with AMOLED technology of 6.78 inches with resolution of 2448x1080 and an amazing support for up to 10 touch points.

As for the design, the Snapdragon logo on the back, under the rear physical fingerprint reader will light up, as a nod to the 'gaming' look of the device.

As additional aspects, it attaches an image with 144 hertz of refresh rate and a millisecond of response time for the most demanding, to which is added the protection with the Gorilla Glass Victus glass and the certification of high dynamic range HDR10 +.

As for its camera, it will have a triple sensor, with a 64MP Sony IMX686 main lens that works together with the Spectra 580 image signal processor, triple and 14-bit, with support for recording video in 8K resolution; while the front, is 24MP and provides the equivalent of 27mm images.

Its price would be close to that of high-end phones, such as the iPhone 12 Plus or the Samsung Galaxy S21 Ultra, because they report that it would be one thousand 500 dollars, that is, about 30 thousand Mexican pesos; but there is still no confirmation of its arrival in Mexico or its price.

Smartphone for Snapdragon Insiders-Designed by ASUS-6.78" FHD+ 144Hz OLED-Triple Camera-Qualcomm Snapdragon 888-512GB USF3.1 + 16GB LPDDR5-5G Sub6 + mmWave-WiFi 6 + WiFi 6E-Snapdragon Sound-Stock Android 11-Rear 3D Sonic Sensor Gen 2-4000mAh w/ Quick Charge 5.0$1499 pic.twitter.com/lshEFf5dRm

— Safwan AhmedMia (@SuperSaf) July 8, 2021m{1499605}WITH DPA INFORMATION

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INDIA TODAY

Qualcomm's premium gaming phone to cost Rs 1,11,990 in India even with compromise in specifications

771 words
9 July 2021
India Today Online
INTYON
English
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Qualcomm Smartphone for Snapdragon Insiders is the latest top-shelf phone, particularly suited for mobile gaming, that joins the elite club of flagships. This is Qualcomm's first Android phone that it has built in collaboration with Asus, and it has a Snapdragon 888 chipset, a 144Hz display, and gaming-centric features, among others. The phone will arrive in the US and some other markets in August. It will also come to India, but a bit later. When? I am not sure. However, Asus seems to have let the cat out of the bag. Asus has listed the phone on its India website to reveal how much the Qualcomm Smartphone for Snapdragon Insiders will cost in India.

Since Qualcomm has not given a particular launch date of its new gaming phone for India, it did not think so much as announcing the Indian price of the Qualcomm Smartphone for Snapdragon Insiders. But Asus has jumped the gun here. It has listed the phone with the "Notify me" option, along with the price for the Indian market. The Qualcomm Smartphone for Snapdragon Insiders is going to cost you a bomb in India, and it is surprisingly lower than what the Dollar-Rupee conversion projects. That is one thing. Qualcomm is making another bizarre choice for the Smartphone for Snapdragon Insiders, but this time, it is exclusive to India. So, the Indian Qualcomm Smartphone for Snapdragon Insiders will not feature 65W charging as the US variant will. Instead, you will have only 30W charging support on the Indian variant, and that does not make sense either.

Click to view image Qualcomm Smartphone for Snapdragon Insiders price in India

According to the Asus India website, the Qualcomm Smartphone for Snapdragon Insiders will cost Rs 1,11,990 in India. Now, the phone will cost $1,499 in the US, which translates to approximately Rs 1,12,200, so, you see, the phone is going to be marginally cheaper in India than in the US. But that is not going to hide the fact that this is a bizarre price for a phone that is as frilled as the Asus ROG Phone 5 for a gaming phone. And the Asus ROG Phone 5 costs Rs 49,999 for the entry-level model. If we take into account the 16GB RAM and 512GB storage version, the Rs 1,11,990 price tag does not make sense.

The Qualcomm Smartphone for Snapdragon Insiders is clearly a phone for people with money and without the understanding of value-for-money.

Qualcomm Smartphone for Snapdragon Insiders features

The Qualcomm Smartphone for Snapdragon Insiders is an outcome of the partnership between Qualcomm and Asus. This means everything you see on the Smartphone for Snapdragon Insiders (can we have an easier name for this phone, Qualcomm?) is going to look familiar to those who either own a ROG Phone or know about it. You have the top-end Snapdragon 888 processor obviously, but Snapdragon 888 Plus would have been better. Qualcomm said that the development of the phone began last year, while the Plus variant of the processor came into existence only recently.

Other specifications of the Qualcomm Smartphone for Snapdragon Insiders include a 6.78-inch Full-HD+ AMOLED display with up to 144Hz refresh rate, 1,200 nits of peak brightness, support for HDR and HDR10+, and Corning Gorilla Glass Victus protection. There is 16GB of LPDDR5 RAM and 512GB of internal storage. There is support for both mmWave and sub-6GHz 5G bands on the phone.

The gaming phone has a 64-megapixel Sony IMX686 sensor on the primary camera, along with a 12-megapixel ultra-wide camera and an 8-megapixel telephoto camera. Qualcomm is touting its Qualcomm's Spectra 580 image signal processor will give better photos and up to 8K-resolution videos with the AI Zoom feature. On the front, the phone has a 24-megapixel camera for selfies and video calls. The Qualcomm Smartphone for Snapdragon Insiders has a 4000mAh battery with Quick Charge 5.0 technology with 65W output, but the India variant is not going to get that. According to the Asus India website, Qualcomm will bring only a 30W charger for the Indian Smartphone for Snapdragon Insiders for some reason.

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EUROTRADE
COMPUTER & COMMUNICATION MEDIA FOR IT BUYERS

online news

Qualcomm is apparently working on a handheld gaming console

432 words
12 April 2021
ETMAG.com
FMETMA
English
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The world of Android gaming phones continues to expand with outlandish devices like the Asus ROG 5 or Xiaomi's Black Shark series; however, a dedicated gaming handheld is something of a rarity these days. The category has been pretty much cornered by Nintendo's wildly popular Switch, and it now looks like Qualcomm is prepping an Android-powered rival with detachable Joy-Con-like controllers that it plans to release early next year, potentially showcasing the power of its next-gen Snapdragon chips and an effort to inspire partners to experiment with more form-factors. Gaming handhelds like the retro Playdate and the Ryzen-powered Aya Neo are certainly interesting new players in this console category, but as with high-end gaming phones, they're likely going to remain niche devices that'll do little to shake the Nintendo Switch off its throne.

Qualcomm, it appears, is up next to launch an Android-powered competitor, which will not only mark the US chipmaker's debut into consumer electronics but could also make it a mainstream rival to the Switch, especially since Sony decided to discontinue the PS Vita.

According to Android Police, who had a look at the "non-final" images of the device, Qualcomm's offering bears a similar design to Nintendo's hardware, featuring detachable controllers on either side of the main module and display-out capabilities for attaching to a TV or monitor. It will have an SD card slot for storage expansion and a 6,000mAh battery with Quick Charging technology. The company is also said to be in touch with a "premium supplier" for the console's gamepad design and manufacturing.

Powered by Android 12, Qualcomm's console is expected to come with a customized launcher and full support for Google's apps and services. There's also word that it will feature Epic's upcoming Games Store app for Fortnite players as well as some sort of dedicated content portal built by Qualcomm. Other details include 5G capability, though with telephony services absent, and the usual bevy of sensors and haptics.

Qualcomm is targeting a $300 price point for the console, which it plans to launch in the first quarter of next year. Interestingly, the company is also said to be all too aware of Nintendo and its shining legacy. While Qualcomm may potentially end up with an Android-powered Switch knock-off, its real objective looks to be showcasing next-gen Snapdragon silicon for gaming and inspiring partners to try out different form-factors.

Document FMETMA0020210413eh4c0000f

Qualcomm working on Nintendo Switch-like portable gaming console

410 words
25 March 2021
Asian News International
HNASNI
English
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Washington, March 25 -- : American multinational corporation Qualcomm, which was earlier said to be working on a brand of gaming smartphones, will now reportedly be developing a handheld console of its own that will be powered specifically by the upcoming Android 12.

According to Mashable India, a source revealed that this portable gaming console will strongly resemble the Nintendo Switch, but it will run on Android and house a Snapdragon chipset. The source claimed that it had viewed non-final images of the device but decided not to share them.

In short, Qualcomm's portable gaming console will supposedly resemble a thicker smartphone, with detachable controllers on the left and right sides.

The source familiar with Qualcomm's plans further stated that the San Diego chip company is planning to use a 6000mAh battery that will support its Quick Charge technology. Though the exact dimensions are not available yet, if the aforementioned information is anything to go by, it could be a modified smartphone with a taller display.

Luckily, it will provide the same options as a premium handset, such as a dedicated display output and an SD card reader for future storage expansion. This device will also be running Android 12 with a customized launcher, and yes, users will be able to download Google Play-supported apps and services.

Since Qualcomm aims to launch the portable gaming console as early as Q1, 2022, it should be expected a Snapdragon 888 successor to be a part of the innards. It is also believed that this silicon can run at higher clock speeds since this device's thickness will allow Qualcomm to use a beefier cooler.

Additionally, it will feature an older Snapdragon X55 5G modem, allowing users to wirelessly connect with other players. However, it is unclear if Qualcomm intends to offer Wi-Fi-only variants to the masses.

As per Mashable, the targeted price point will be USD 300, with customers expected to be offered direct sales. At the same time, Qualcomm wants U.S. carriers to display the future product on their store shelves to encourage more sales. In a nutshell, we should expect a slightly bigger gaming smartphone from Qualcomm with all the additions and core components.

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Document HNASNI0020210325eh3p002xl

Qualcomm working on Switch-like handheld gaming device

318 words
24 March 2021
Deccan Herald
DECHER
English
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American chip-maker Qualcomm is reportedly planning to launch a compact gaming console.

Qualcomm's gaming device will resemble Nintendo Switch and also have the option to connect accessories such as a detachable Joy Con-like controller. The company has roped in a reputed supplier (name unknown) to design and build a quality gamepad, reported Android Police citing industry sources.

It will run Android OS and powered by a Snapdragon chipset. Also, it is understood that the company wants the gaming device a bit bulkier to accommodate a big 6,000mAh battery with fast charging capability.

If Mishaal Rahman head of XDA Developer Forum is to be believed the Qualcomm device is expected to sport a 6.5-inch full HD display, but will not come with the rear-side camera hardware.

I heard it'll have a 6.65" Full HD+ display, a 6000mAh battery, and support a fan. It apparently doesn't even have a rear camera.

You can see some work for a fan controller in CAF: https://t.co/hfOxIfVzi9 — Mishaal Rahman (@MishaalRahman) March 23, 2021

It may even support an attachable fan to dissipate over-heating of the device during the long gaming session. Also, it will come with wireless connectivity features including Wi-Fi, Bluetooth, and even a 5G modem.
REUTERS FILE PHOTO: Nintendo Switch game console is displayed at an electronics store in Tokyo

If things go as planned, Qualcomm will bring its gaming device in the first quarter of 2022 with a price-tag of around $300 (Rs 21,774). This probably means it may come with Snapdragon 900 series, the successor to Snapdragon 888 series.

It will be interesting to see how consumers respond to Qualcomm's new gaming gadget.

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Document DECHER0020210324eh3o001p6

techradar

Qualcomm could be working on a handheld gaming console running Android

Bodhisatwa Ray
486 words
24 March 2021
TechRadar
TECHR
English
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A new report suggests that Qualcomm is looking to create a Nintendo Switch-like gaming device with Android to boot.

The Nintendo Switch was a runaway success of a device from the Japanese gaming company. And yet it had limitations in the number of games available on the platform, albeit the ones available are rather polished. But the thought of an Android-based dedicated handheld gaming device is something even Switch users may have thought at a point.

And it seems like Qualcomm is gearing up to fulfil that wish, where it is developing an Android-based Nintendo Switch-like handheld gaming device, which will not just be limited to being a prototype, reports Android Police.

* Nintendo Switch vs Nintendo Switch Lite: is bigger really better?

* Qualcomm latest to object to Nvidia-Arm deal

Much like the Nintendo Switch, Qualcomm's device will apparently feature Joy-Con style detachable controllers which would also mean support for an external display. The thicker form factor would also allow for bigger batteries and SD cards for storage. Reports claim it would feature a 6,000mAh battery with fast-charging, and one of the variants would even support 5G.

Qualcomm will apparently use a custom variant of the Android 12 OS with support for Google Play Store as well as Epic Android Games Storefront. Qualcomm is expected to launch the console in the first quarter of 2022 and price it around $300. This would make it a direct competitor for the Nintendo Switch.

And for users in India, we can hope that Qualcomm, unlike Nintendo, would officially launch the device in the country considering it has one of the biggest mobile gaming communities in the world.

And while gaming smartphones are considered a novelty because they are not built and priced for the common market but only for a niche one. While gaming smartphones pass off as high-performance smartphones they are priced similar to premium flagships, while not all features may not be comparable.

The Android-based console from Qualcomm could hit a different note though. Since it is being built exclusively as a gaming console, it is expected that Qualcomm would approach developers to make exclusive games for the platform. Besides this, it would feature things like a bigger display, physical controllers, and options to connect an external display which gives it a different dimension altogether.

Late last year, information surfaced stating that Qualcomm will be making its own gaming device running on the latest Snapdragon chipset. We believe that the earlier information was a reference to the same handheld console.

* Sophos and Qualcomm want to secure the new generation of 5G PCs

* Qualcomm reportedly developing its own smartphones powered by Snapdragon 888

toCheeeek

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Fortnite on Nintendo Switch (Pixabay)

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