Computer Networks Assignment -

**Critique on “5G realising next generation immersive multimedia experiences”**

Contents

[Abstract 2](#_Toc186323045)

[Introduction 2](#_Toc186323046)

[Discussion 2](#_Toc186323047)

[References 2](#_Toc186323048)

## Abstract

This report provides a critique of a whitepaper titled '5G Realising Next-Generation Immersive Multimedia Experiences' generated by ChatGPT-4o, a generative AI chatbot developed by OpenAI. The critique focuses on validating and verifying the analysis provided by ChatGPT in relation to the challenges in delivering immersive XR (Extended Reality) experiences, the role of 5G in enhancing user Quality of Experience (QoE), and the network management strategies required to enable these advancements. By assessing the whitepaper against key criteria and verifying sources of the data provided by ChatGPT, the accuracy and relevance of the AI-generated content can be verified and reported.

## Introduction

“5G and XR technologies enable new mobile and immersive experiences for both consumers and professional users. This combination opens a broad range of business opportunities for [Communications Service Providers] in collaboration with the wider XR ecosystem.” [1]

The development of 5G technology has created new opportunities for improving immersive Extended Reality experiences, encompassing Augmented Reality (AR), Mixed Reality (MR), and Virtual Reality (VR). Industries such as entertainment, healthcare, education, and manufacturing should be considering how they can implement XR in their organisations. However, for effective implementation of XR, low latency, high bandwidth, and ultra-reliable connectivity is required. 5G networks can provide this. Therefore, it is essential to understand the interconnection of 5G technology and XR.

A whitepaper focused on the challenges of delivering XR experiences, the role of 5G in improving Quality of Experience, and the network management strategies to support these advancements would offer valuable insights into leveraging these technologies to create tangible business assets.

## Discussion

## References

[1] “Immersive technology: The future of entertainment,” www.ericsson.com. <https://www.ericsson.com/en/5g/immersive-technologies>

‌

‌