

## Proposal for a session at the Future Internet Assembly

<b>Subject: Physical-based virtual worlds</b>
<b>Owner : Content Working Group</b>
<b>Scope :</b> This BO session will focus on discussing "Which mechanisms should be incorporated into the network to ensure that virtual 3D worlds are tightly coupled to physical worlds?" and "How 3D objects should be defined to ensure that they are representing the actual world?"  Several points will be discussed: <ul style="list-style-type: none"><li>• How should be done the encoding and adaptation of virtual objects so that, coupled with the network, it is ensured that the virtual (3D) world is reflecting the actual world.</li><li>• Definition of new network mechanisms to ensure reliability and temporal properties, those are important on "correct" virtual worlds.</li><li>• How should the network and the content be modified so as to allow smooth 3D navigation with physical and emotional involvement of the user.</li><li>• How should be allocated "correctness functions" to layers: tradeoff between building in the lower layers and recovering in the higher layers.</li></ul>
<b>Initiator domain : Content Working Group</b>
<b>Priority from the originator domain : 1</b>
<b>Duration of the parallel session: 3 hours</b>
<b>Other domains required to participate and how : Networks, Internet of Things</b>
<b>Some possible endorsement/support from other domains : Security, services</b>