



Advances in Mobile Immersive Media in 5G and Beyond

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Message from the Guest Editors

In recent years, a tremendously increasing interest in immersive mobile media applications and services has been observed. The different levels of computer-generated virtual worlds are supported by novel human-machine interfaces (HMIs) and head-mounted displays (HMDs). In particular, the paradigm of extended reality (XR) captures all real-and-virtual combined environments generated by computers including virtual reality (VR), augmented reality (AR), and mixed reality (MR) as well as 360-degree video streaming.

Furthermore, fifth generation (5G) mobile networks and beyond will be essential enablers to carry mobile immersive media beyond video gaming to the general consumer and industry markets. An increased portfolio of mobile immersive media including digital twins and holopresence are foreseen to shape sixth generation (6G) mobile networks. 5G and future mobile networks are being developed to also cater for ultra-reliable low-latency communications such as mobile XR (360-degree video, VR, AR, and MR).





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Message from the Editor-in-Chief

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