The Making of an Ambient World: The Future of XR is Now

Hugo Swart
Head of XR Business
Qualcomm Technologies, Inc.
XR is the next mobile computing platform
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The past, the present and the future of XR devices
Past XR use in education

- Target-based
- GPS/Compass mapping
Present XR use in education

- Eye, head and hand tracking
- Inside/out motion tracking (6DoF)
- Low latency connectivity
- 3D audio
- 4K graphics
- AI
Present XR use in education

- Room scale mobile head tracking
- Image and Object Recognition
- Plane Detection
- Immersive 3D Audio
- Scene depth understanding
Future XR use in education

- Whole body tracking
- Object occlusion
- Scene understanding
- Common illumination
- AI
- 5G

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Future XR use in education

Ambient computing
No wearable devices

- Natural interaction UI
- AI
- World motion tracking
Technology lays the foundation
Convergence of multiple touchpoints

Immersion
- Visuals
- Audio
- Interaction
- 6-DoF VIO

Artificial Intelligence
- SLAM
- 3D reconstruction
- Object detection & recognition
- AI for advanced cognitive processing
- Local and cloud machine learning
- Security and privacy

Connectivity
- Pioneering 5G technologies
- Connectivity convergence

Heterogeneous computing is fundamental for power-efficient processing of all this
How do we make this happen?
Introducing the first dedicated XR platform

Designed for XR

Virtual

Audio

Interactions

Visual

Artificial Intelligence

High quality XR experiences for mainstream audiences
Today’s technology is laying foundation for tomorrow’s world

Call to arms for XR market acceleration: cooperation is key