3GPP TSG SA WG4#113-e meeting TDoc S4-210662

E-meeting, 6 – 14 April 2021

**Title: [DRAFT] LS on Online Gaming Efforts in 3GPP SA4**

**Response to: -**

**Release: 17**

**Work Item: FS\_5GVideo, FS\_XRTraffic**

**Source: 3GPP TSG SA WG4 (SA4)**

**To: ITU-T SG12**

**Cc: -**

**Contact person: Thomas Stockhammer (Rapporteur FS\_XRTraffic, FS\_5GVideo)**

 **tsto@qti.qualcomm.com**

**Send any reply LS to: 3GPP Liaisons Coordinator,** **mailto:3GPPLiaison@etsi.org**

**Attachments:**

* TR 26.955: Video codec characteristics for 5G-based services and applications, Latest Version here: https://portal.3gpp.org/desktopmodules/Specifications/SpecificationDetails.aspx?specificationId=3741
* TR 26.926: Traffic Models and Quality Evaluation Methods for Media and XR Services in 5G Systems, Latest Version here: https://portal.3gpp.org/desktopmodules/Specifications/SpecificationDetails.aspx?specificationId=3890
* **PD on XR Traffic**

# 1 Overall description

3GPP TSG SA WG4 (SA4) has ongoing Rel-17 work related to Online Gaming in at least two of our study items, namely FS\_5GVideo and FS\_XRTraffic. SA4 also collaborates with other 3GPP groups on Online Gaming, for example with RAN1 on potential 5G radio optimization for Cloud gaming efforts.

Based on recent exchange with ITU-T SG12 experts on cloud gamin efforts related to characteristic video sequences, ITU-T SG12 experts expressed interest to receive more details on the work in 3GPP on this matter.

In particular on FS\_5GVideo with envisioned completion date in September 2021 and with the latest information in draft TR 26.955 (see details above), we invite ITU-T SG12 experts on concrete feedback on

* Metrics to be used for characterization
* Reference sequences used for gaming or different applications
* Any other comments

For FS\_XRTraffic with envisioned completion date in September 2021 and with the latest information in the Permanent Document (as attached) and draft TR 26.926 (see details above), we invite ITU-T SG12 experts on feedback on

* Quality Evaluation Method
* Traffic models and characteristics
* Any other comments

While it is unclear if any feedback can be still add to the close-to-be-complete work items, we expect that beyond the ongoing work, Online Cloud Gaming will be relevant also in future work items in 3GPP and hence, we ask ITU-T SG12 to keep us informed on any relevant developments on your end.

We look forward to you input on the above matters.

# 2 Actions

**ACTION:**

**To ITU-T SG12**

We kindly ask to

1. Take the above information into account.
2. Provide feedback on the concrete issues above, if appropriate.
3. keep SA4 informed on any relevant developments for Online Cloud Gaming wrt to quality evaluations and traffic models.

# 3 Dates of next TSG SA WG 4 meetings

3GPP SA4#114-e 19 – 28 May 2021, e-meeting

3GPP SA4#115-e 18 – 27 August 2021, e-meeting