

# **On Media-related Topics in 3GPP Rel-19**

**We support Work/Study Items  
that enhance  
*native-IP production & delivery*  
of media services  
over  
Mobile Networks**

# High-level requirements for Rel-19

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- **Audio and Video content Distribution**
  - Universal access
  - Broadcast-equivalent QoS (i.e. quality, reliability and latency)
  - Live, on-demand and new forms of immersive media services
- These can be delivered by enhancements that target:
  - **Coverage** (of services from all operators)
  - **Capacity** (sufficient capacity both in High Density Demand areas and rural areas)
  - **Adoption** (reducing barriers to uptake for consumers and MNOs - through widespread feature support, features that can be used across multiple services/verticals, cost reduction and a complete and supportive standards-based ecosystem, backwards compatibility)
  - **Environmental sustainability** (through design, measurement and reducing impact)

# Feature Proposals for Release 19

## RAN

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- **Study Items on advanced MIMO techniques to further enhance spectral efficiency**
  - Techniques to enhance the spectral efficiency of unicast-only delivery, and joint unicast/multicast delivery
    - Rate Splitting Multiple Access (RSMA) for Multi-User MIMO - Enhancement of Unicast and Joint Unicast/Multicast Delivery [[RWS-230044](#)]; and
    - MBS Enhancements - Efficient Broadcast/Multicast Unicast Superposition Transmission (BMUST) for Single-User MIMO [[RWS-230043](#)].
- **Reducing latency of live media distribution over mobile networks to at least match that of broadcast**
  - congestion-aware RAN could help to trim buffer lengths for latency-sensitive applications such as XR [[Ericsson & Deutsche Telekom White Paper](#)], but could this also benefit media streaming?