Ink, Wear, Touch:
Evolution of Personal Tech

Steve Jones

EVP, Collaborative Data Ecosystems Lead

Capgemini

MWC24

Cathy Hackl

CEO

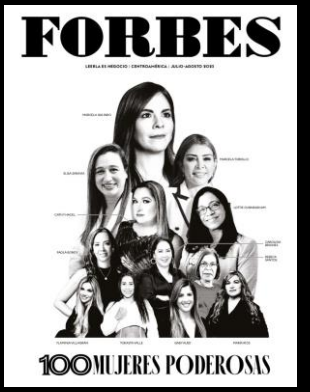
Spatial Dynamics

Unlocking the Future w/ Cathy Hackl:

The Age of AI Hardware, Smartglasses, & Spatial Computing is Here

MWC 2024

Nice to meet you



When did you have your last aha moment?

“I believe even more about how profound spatial computing is. When you’ve tried it, it’s an aha moment, and you only have a few of those in a lifetime,”

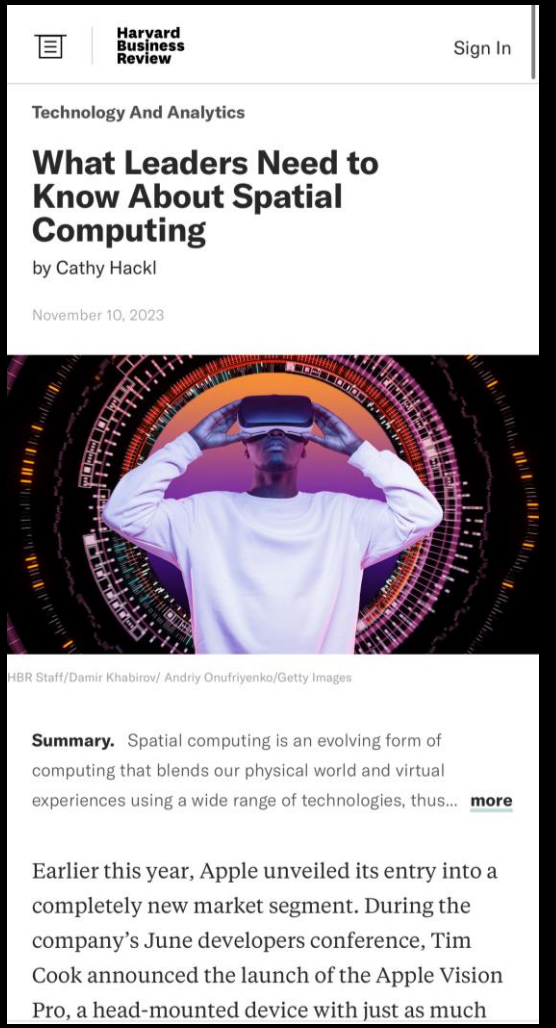
Tim Cook, CEO of Apple, Sep. 2023

“The era of spatial computing is here.”

Tim Cook, Apple’s CEO

Spatial Computing is:

- An evolving 3D-centric form of computing
- That, at its core, uses AI, Computer Vision, XR & a wide range of technologies to blend virtual experiences into the physical world
- Making almost every surface a spatial interface
- It combines software, hardware, data/information & connectivity
- It enables humans to interact & communicate in new ways with each other & with machines/tech, as well as gives machines/tech the capabilities to navigate & understand our physical environment in new ways.
- From a business perspective, it will expand computing into everything you can see, touch, and knowion & Perception



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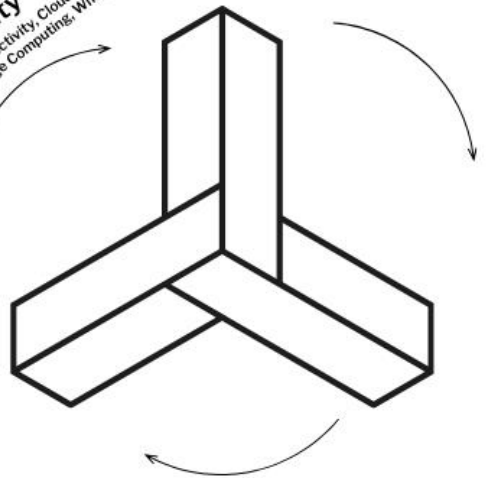
Spatial Computing

Information

Real-World Data, Data Lakes, Images, Text, Video, Pixels, Voxels, Wearer Data. Digital Assets, etc.

Connectivity
5G/6G, IoT Connectivity, Cloud Computing, Edge Computing, Wifi 6, etc.



Hardware

Head-Mounted Displays (HMDs), Pins, Wearables, Robots, Sensors, Cameras, Audio Devices, Input Devices, Processing Units, etc.

Software

Operating Systems, AI (including Generative AI), Computer Vision, Content Creation Software, Development Tools, Tracking and Calibration Software, Cloud Services, Game Engines, etc.

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The Next Big Thing in AI:
The ongoing convergence of the physical and virtual worlds is producing new applications and investment opportunities. Enter spatial computing, AI hardware, wearables/smartglasses and Large Vision Models.

AI is One of the Keys to Unlocking Spatial Computing

TECH

Samsung to announce new phones ‘powered by AI’ on Jan. 17

AI Hardware / AI Wearables

AI in 2024 and Beyond

- Vision
- Perception
- Perspective
- Context

Smartglasses

“The most advanced piece of technology on the planet in its domain. In the domain of consumer electronics, it might be the most advanced thing we have ever produced as a species,” Andrew Bosworth, CTO of Meta, Dec. 21, 2023.

They might be unveiled in 2024.

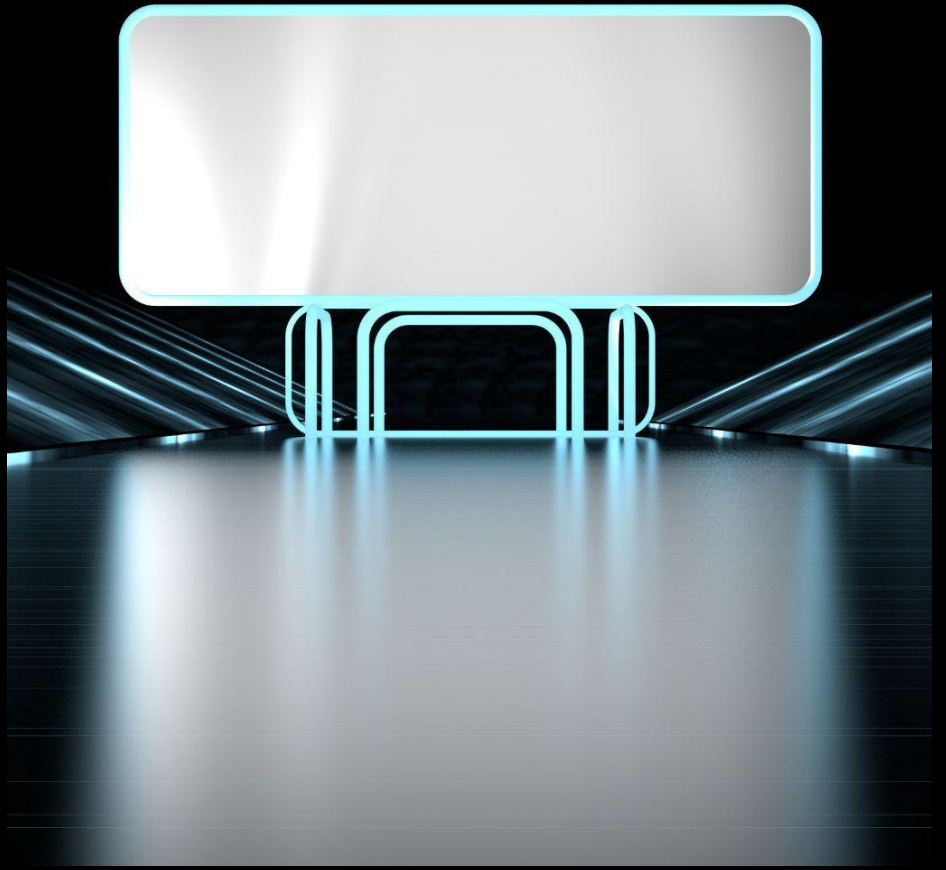
Large Vision Models

World modelling
World building

The Physical world becomes the canvas/catwalk.
The possibilities are infinite

A revolution on wheels. Every surface is a spatial interface.

A new frontier for entertainment, services, and experiences.



Spatial Memories

PAY ATTENTION TO GAMING

Gaming is for everyone and is everywhere (CES)

- **Gaming will be the biggest growth in software spend in 2024**
- **Two of the biggest films of 2023 were based on Games (Super Mario Bros & FNAF)**
- **One of the biggest TV hits too (The Last of Us)**
- **The Gaming industry is around eight times bigger than the Movie industry**
- **1 in 3 people in the world is a gamer**
- **Gaming will permeate business in the years to come, executives are ill prepared**

Gen Z and Gen Alpha

What happens in the virtual world is very real to them

The future looks...

spatial.

We will navigate the world with virtual beings, robots, autonomous vehicles, holograms, and humans.

New ways to communicate, work, shop, entertain, etc.
AI will be infused into every aspect, even space travel.

The Year of Vision

Thank you!
Gracias!

Connect with me & stay tuned

New Course: Spatial Computing for Business Leaders coming soon. Scan for more info.

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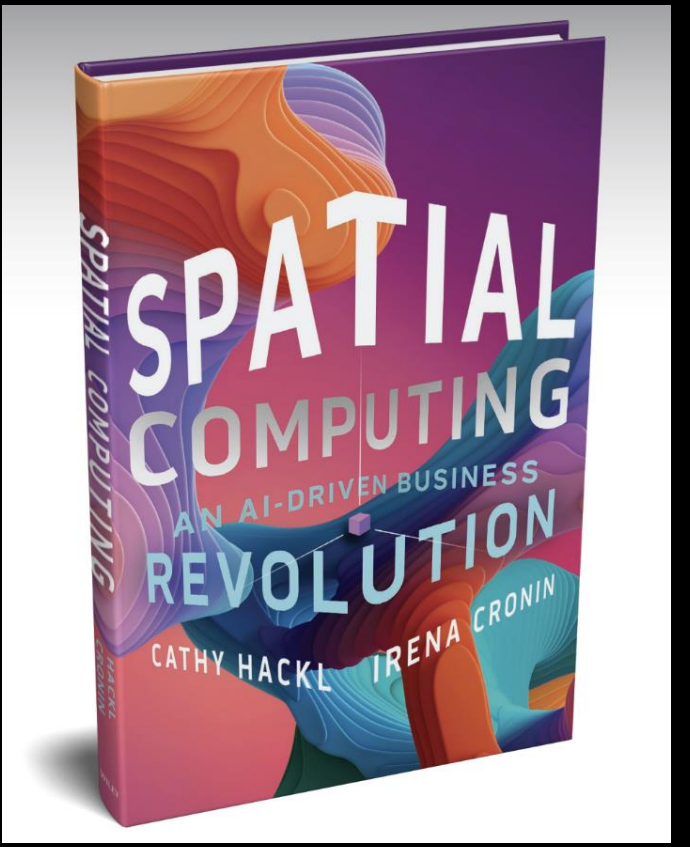

SpatialComputingBook.com

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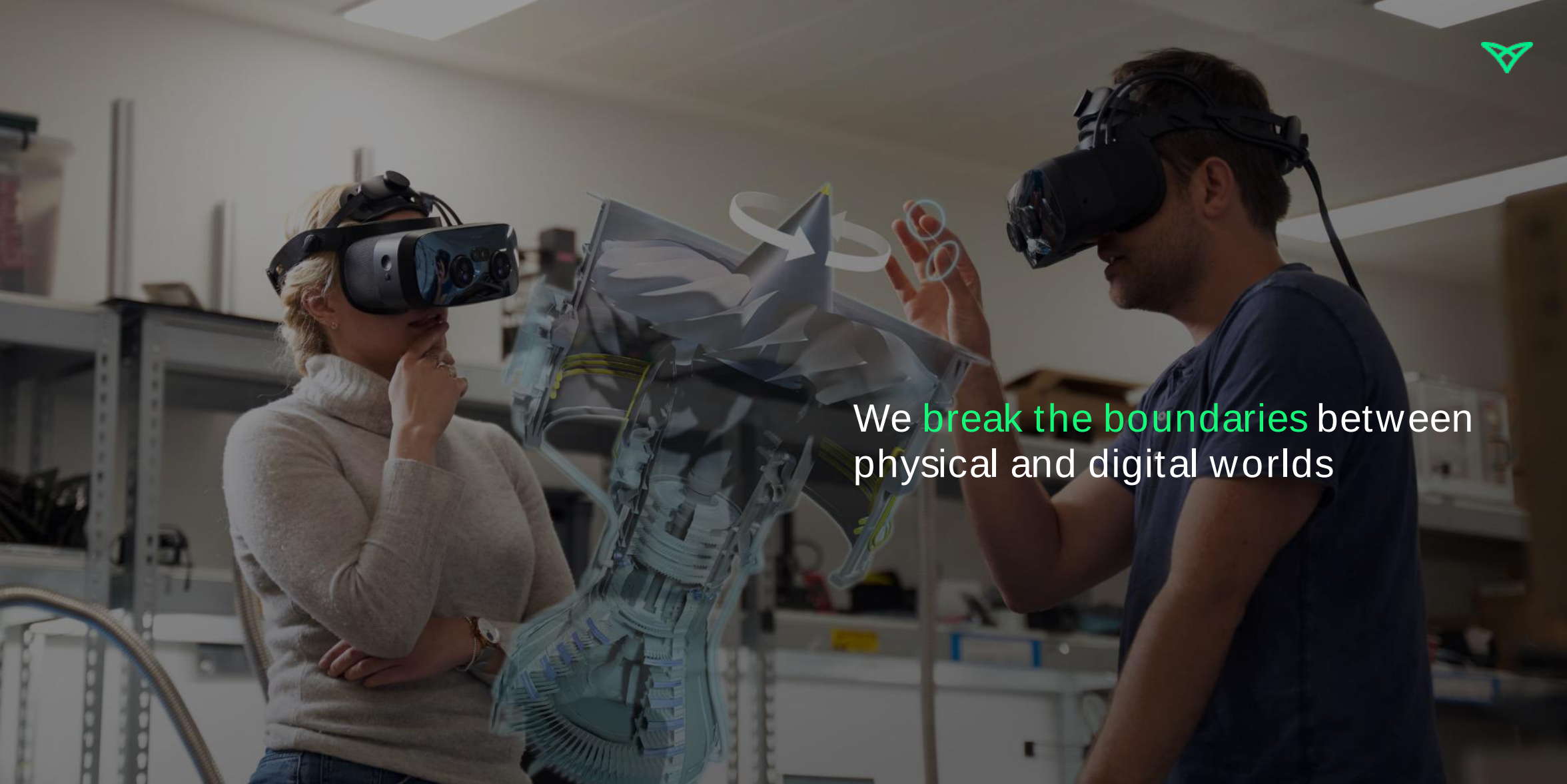
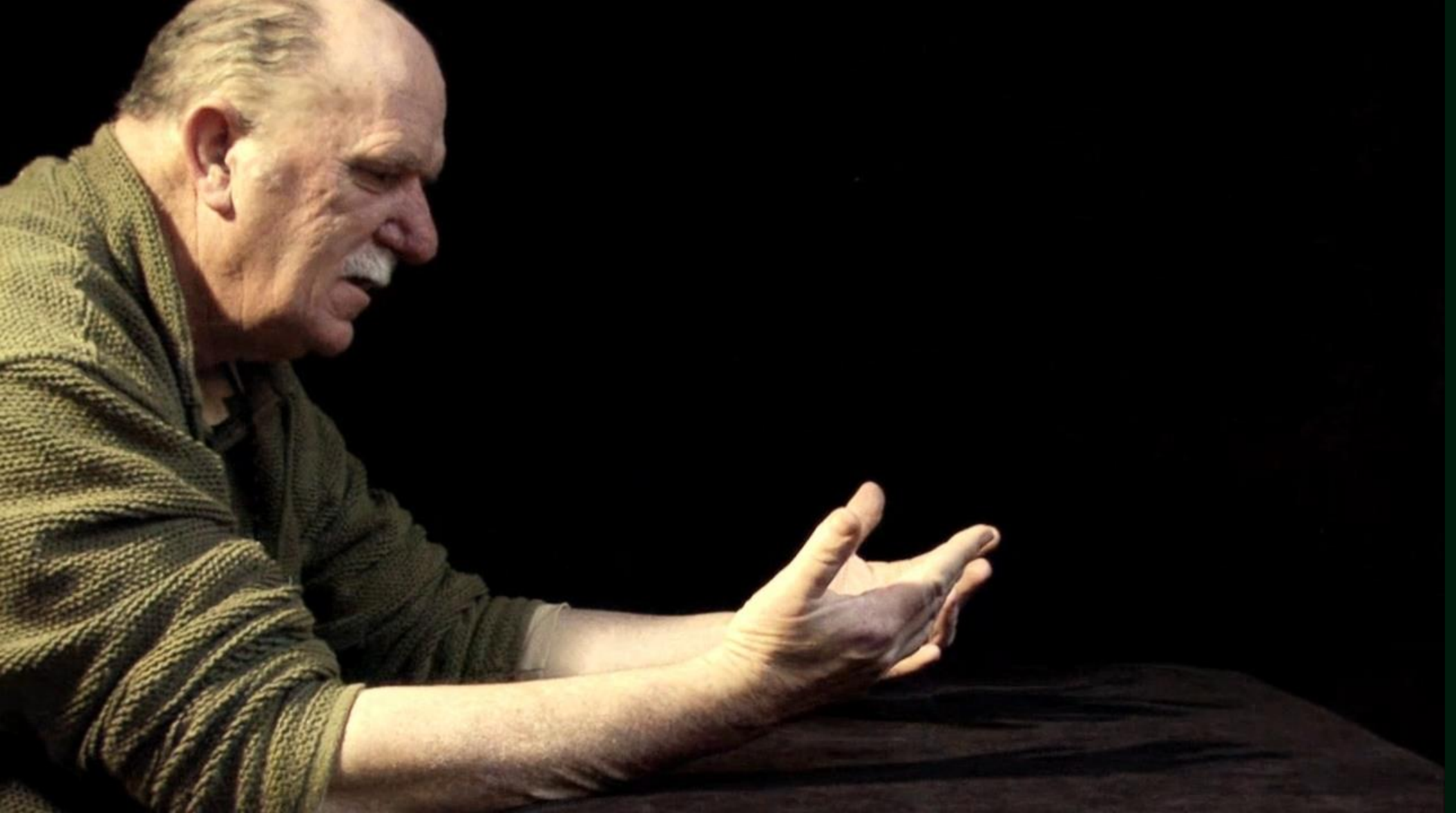
Tom Carter

CEO & Co-Founder

Ultraleap


We break the boundaries between
physical and digital worlds



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Valerie Allie

Video Solution Senior Director

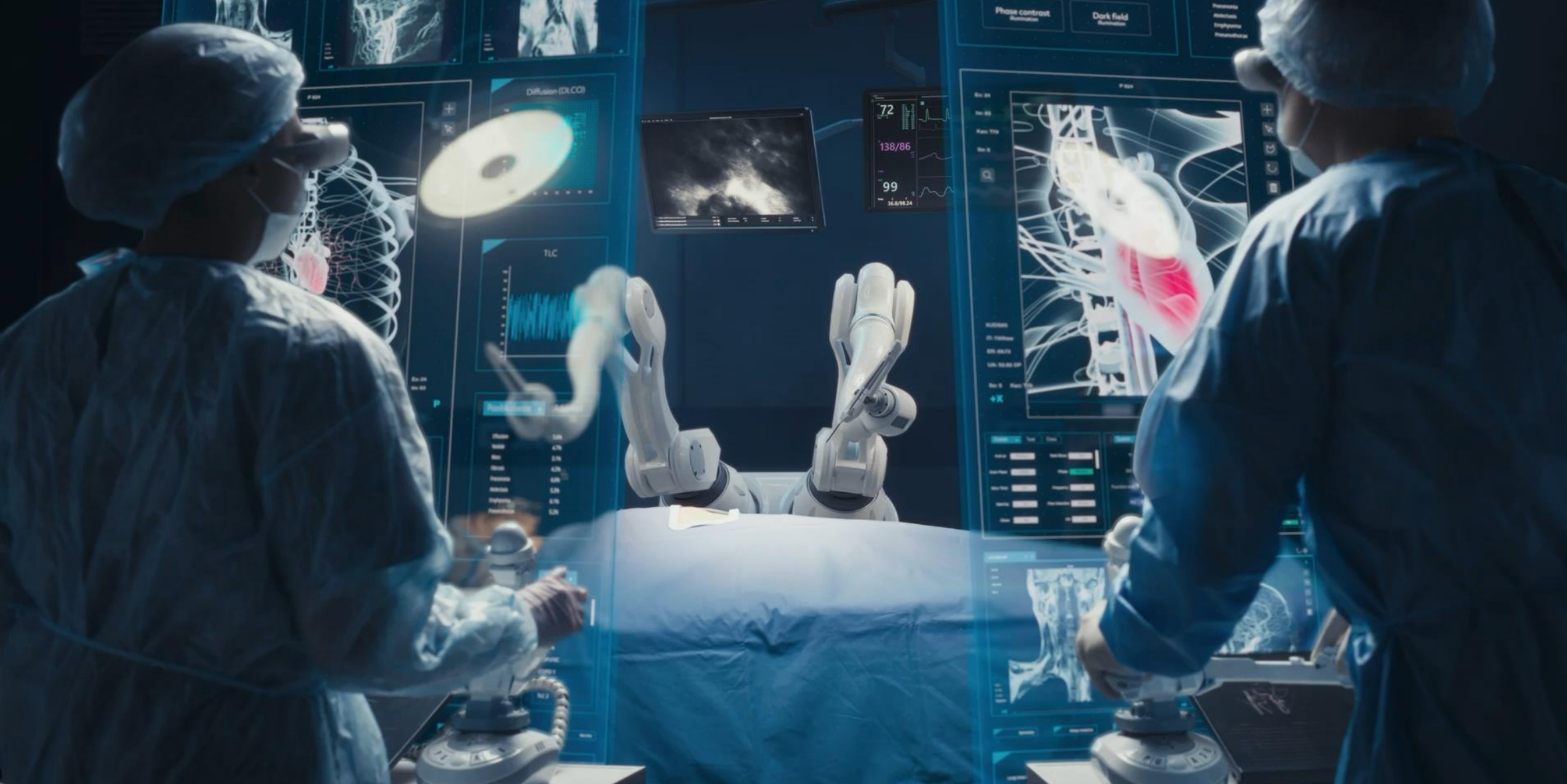
InterDigital

interdigital

Empowering Haptic-Enhanced Immersive Experiences

MWC 2024 I InterDigital Innovation: Empowering Connected Experiences

Innovating Today,
Empowering Tomorrow


Phase contrast
Dark field
Diffusion (DLCO)
TLC
72
138/86
99

Understanding the Evolution **of Immersive Communications**

2D Video

3D Video & Immersive

Sensory & Haptics

Understanding the Evolution **of Immersive Communications**

2D Video

3D Video & Immersive

Sensory & Haptics

Research and Innovation
Making the Future Possible

Collaborations Helping to **Realize the Possible**

interdigital

Experience our Haptic-Enhanced Immersive Video Demo at Hall 7 Booth 7B31

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Up Next

Molding Tomorrow: Innovating with the Materials of the Future

14:45 - 15:45

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