

ALL THE REALITIES POWERING THE FUTURE OF IMMERSIVE EXPERIENCES

Frank Soqui, General Manager | Virtual Reality Group

VIRTUAL & AUGMENTED REALITY THE EVOLUTION OF COMPUTING



WHY DOES IT MATTER

BY 2020 BY 200 BY





INTEL POSITIONED TO LEAD THE REALITIES REVOLUTION





POWERING ALL THE REALITIES



VIRTUAL Reality





IMMERSIVE, INTERACTIVE, LATENCY, COLLABORATION, BUSINESS VALUE



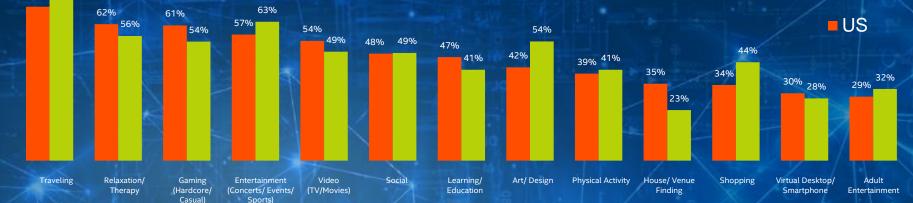
UNLOCKING VR'S AWESOME POTENTIAL



SCORE

VOU ROCK

WHAT DO CONSUMERS REALLY WANT?



54%

52%

52%

WHERE DO THEY WANT TO GO?

| Travel to historic/fantasy places | |
|---|--|
| Travel to real places you'd like to visit | |
| Travel to real places difficult to get to | |



US

PRC

78%

69%

A WORLD WITHOUT LIMITS



ALL FUN AND GAMES

FUN FACT Over 140 'VR Ready' PCs available in North America on Newegg and over 300 available in China on JD.com

More than 1200 VR titles available for the PC

FUN FACT "Raw Data" VR game #1 seller of ALL PC games at launch summer '16







ROAD TO THE FINALS

🗢 oculus 🖉 ESL

STARTING JULY 12 - AUGUST 24

Online Qualifiers for The Unspoken & Echo Arena

OUALIFY IN TOP 4 TO ADVANCE TO THE REGIONALS

Oculus Connect 4, ESL One Hamburg, IEM Oakland & DreamHack Winter

TOP 8 COMPETITORS WILL TRAVEL TO

IEM Katowice, Poland

\$200,000 Total prize winnings

VR COMES TO ESPORTS

CHO/AREND

UNSPOKEN



2017 BEST OF

PRESENTED BY: (intel)



THE FUTURE OF IMMERSIVE MEDIA INTEL® TRUE VR AND INTEL® FREED®





| A STATISTICS | | | | | M | Total Game time: 98:2 | | | | | |
|--------------|-----|----|----|-----|---|-----------------------|----------|--|-------|------------|--|
| venti "a | | IJ | | 1.0 | | | 1-1 ③ | | | 1-2 ⊙ ↔ | |
| 4. | 114 | 30 | 61 | | | | | | - 362 | CUTTER | |





THE FUTURE OF HEALTHCARE SURGICAL THEATER PRECISION VRTM

Clinical case cr Dr. Neil Martⁱ UCLA Medi

THE FUTURE OF THE AUTOMOTIVE SHOWROOM

R8 V10 plus

(**ZL**) ZeroLight



(intel)

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CHANGING THE FACE OF RETAIL









Innovation Network



VR/AR Projects



Academic Network



Facilities



Visibility

- Democratizing VR/AR Innovation -

www.vrfirst.com

INTEL PARTNERING WITH HTC AND VR FIRST LAUNCHING "WORLD'S FIRST VR BUNDLE FOR INNOVATION AND RESEARCH"

Transform current academic facilities to tomorrow's VR/AR hubs

VR First is lowering entry barriers for innovators to build the immersive future today.



Network Partners















THE VR REVOLUTION. POWERED BY INTEL.





experience what's inside[™]