

#### Session 3: SPECTRUM MANAGEMENT AND THE FUTURE OF 5G

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> ITU REGIONAL SYMPOSIUM FOR EUROPE AND CIS ON SPECTRUM MANAGEMENT AND BROADCASTING 1 - 2 JULY 2020



### AGENDA

- 5G PROSPECTS IN THE MEDIA SECTOR
- 5G FOR CONTENT PRODUCTION
- 5G FOR CONTENT DISTRIBUTION
- CONCLUSIONS

### EUROPEAN BROADCASTING UNION



#### EBU MEMBERSHIP

116 Members in 56 countries + 34 associates worldwide

The EBU is the world's largest association of public service media

EBU members together provide around 2000 TV & radio channels and online services.

The EBU's headquarters are in Geneva, Switzerland.



#### PERMANENT SERVICES

Legal & Policy, Technology & Innovation, Media, ...

#### **EUROVISION SERVICES**

Worldwide contribution network, production support, ...

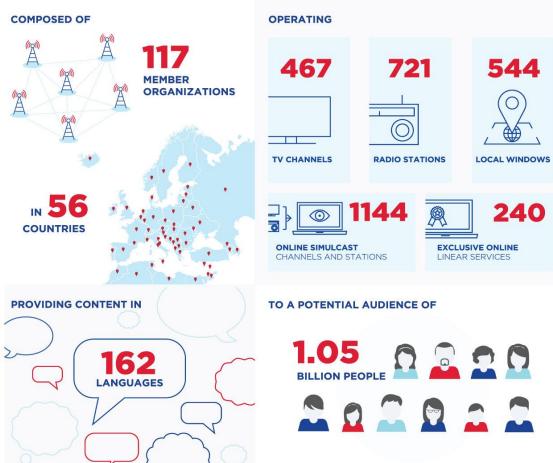
#### **EUROVISION SONG CONTEST**

World's biggest live music event (~200M viewers)

#### THE EBU COMMUNITY IN NUMBERS

The European Broadcasting Union is the world's leading alliance of Public Service Media





Corporate web site: <u>www.ebu.ch</u>

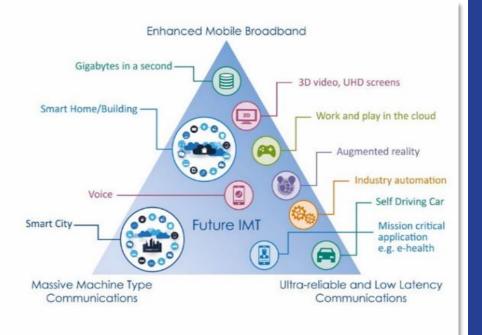
Technical web site: tech.ebu.ch

Learn more about the EBU: www.ebu.ch/about EBU Media Intelligence Service 2018 Source: EBU based on Members' data

# ABOUT 5G VIEWPOINT OF A MEDIA COMPANY

#### WHAT DO WE KNOW ABOUT 5G?

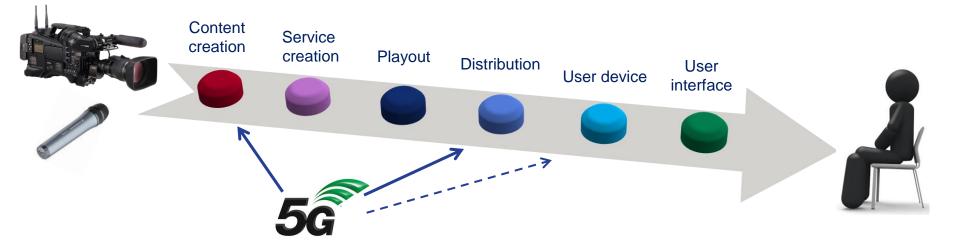
'The fifth generation of mobile communications'



#### INSIGHT

- 5G is a communications technology
- 5G aims to serve many different sectors. It could be beneficial to media organisations.
- Current deployments focused eMBB and telco-centric business models.
  - Limited added value to the media sector
- It is necessary to adapt 5G to the needs of the media organisations and their audiences. This goes beyond the technical performance.
- 5G is still being developed. There is an opportunity for the media industry to influence the technological and regulatory solutions for 5G.

#### WHERE IN THE MEDIA SECTOR 5G COULD PLAY A ROLE?



#### INSIGHT

- 5G has the potential to be used in content production and distribution, with an impact on user devices.
- Without further development, 5G will not be able to meet all requirements in the media sector.
  - There is an opportunity for media organisations to influence 5G developments.
- Production and distribution requirements are substantially different and must be considered separately.

## **5G FOR CONTENT PRODUCTION**

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#### **MANY PRODUCTION USE CASES**

- News gathering
- Broadcast of a live event
  - remote live TV production
  - live commentary
- On-site live event
  - wireless microphones for stage performers
  - in-ear monitors
  - service links
  - telemetry and remote control
- 'Wireless studio'
- Audience services in a venue
- Non-live production (drama, documentary)
- Media file transfer



### **ABOUT PMSE**























# ONE UNIT - STEADICAM

Up to 11 different radios on a single camera Spectrum used currently 400 Mhz -> 5 Ghz

1	PGM video	/
1	Return video	
1	Teleprompter video	
1	Tally	
1	Telemetric - CCU	
1	Follow Focus	
1	DMX	
	CuePilot	
1	Intercom	
1	IFB	
1	Wireless audio	
1	AR/VR tracking	
1	Timing information	

5G ?

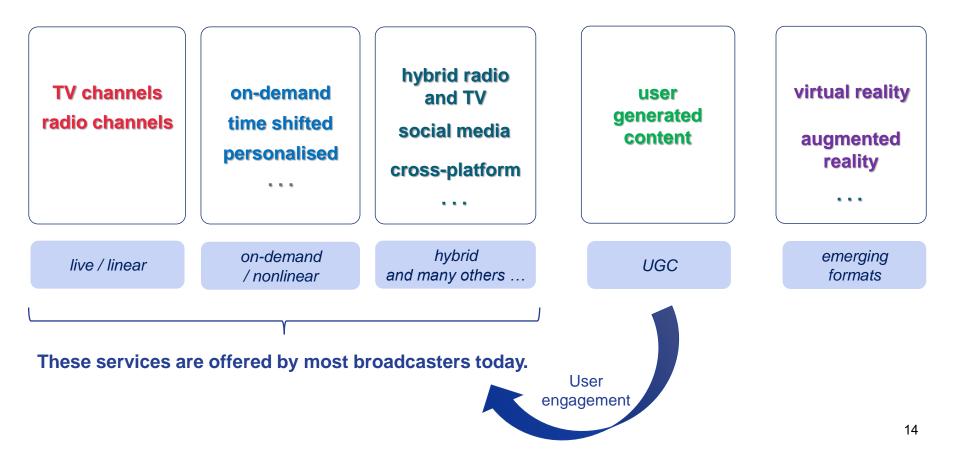


#### **LEARNINGS, SO FAR, ABOUT 5G FOR CONTENT PRODUCTION**

- 5G is a promising technology that is still being developed
  - If left to the telcos, 5G will not be able to meet the requirements in professional content production
  - The media community is engaged to influence the standards and the regulation
- Required 5G functionality to be available in the coming years; timing is uncertain
- Public networks are not well-suited for the demanding production use cases
- Non-public 5G networks will be needed in addition for public networks
  - Similarities between content production and other sectors (industrial automation, medical, ...)
- In 5G, many operational, regulatory, and commercial aspects are yet to be addressed
- Non-public 5G networks need a regulatory framework and access to spectrum
  - · Regulators to lead the way, verticals to be involved
- 5G-based solutions will coexist with conventional PMSE for many years
  - PMSE access to spectrum needs to be ensured

## **5G FOR CONTENT DISTRIBUTION**

### **MANY KINDS OF AUDIOVISUAL MEDIA**



### **DEVICES, DEVICES, ...**



#### **THE USER CONTEXT**



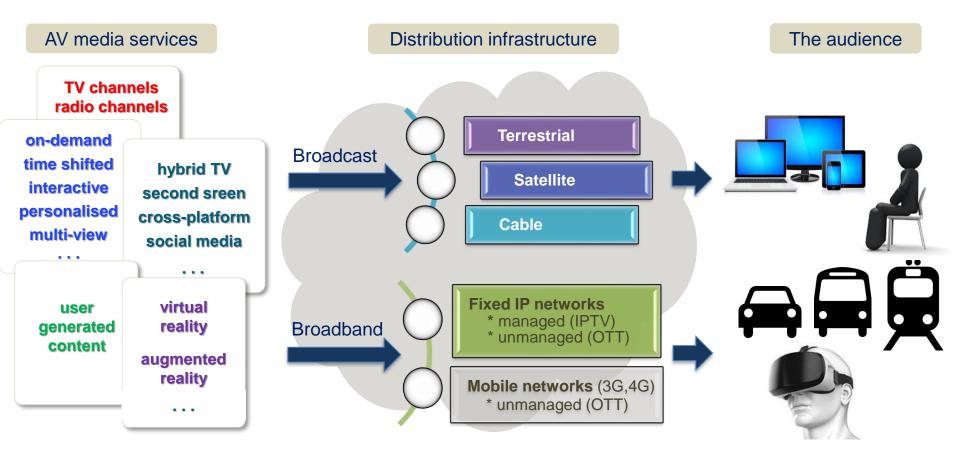




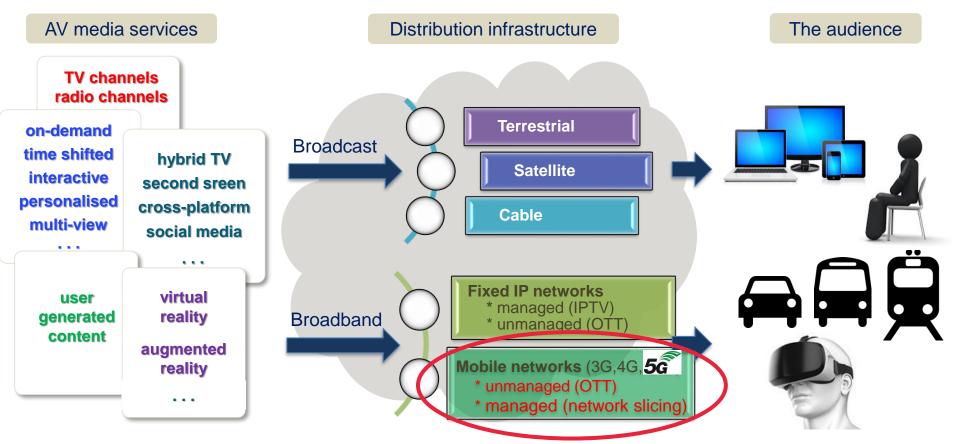




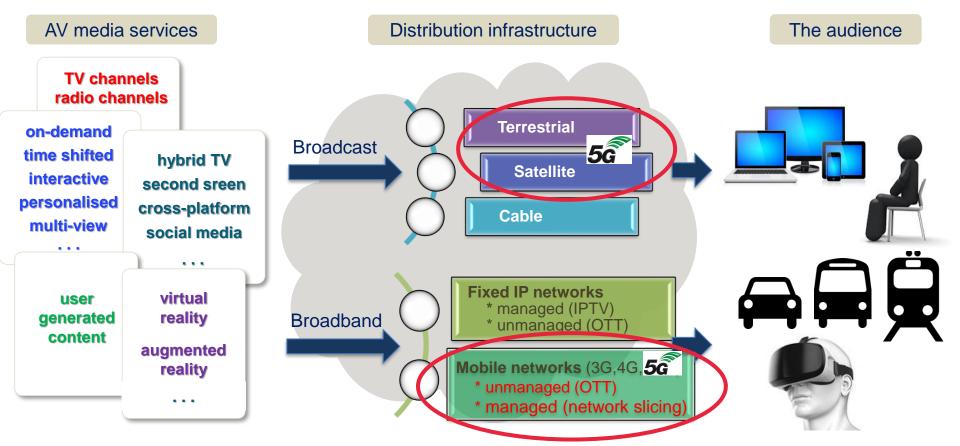
#### **CURRENT DISTRIBUTION OPTIONS**



#### WHAT ROLE 5G COULD PLAY IN CONTENT DISTRIBUTION?



#### WHAT ROLE 5G COULD PLAY IN CONTENT DISTRIBUTION?



#### **KEY REQUIREMENTS IN CONTENT DISTRIBUTION**

- **Network performance** that meets the service requirements (capacity, reliability, resilience, security, ...)
- Large coverage (country-wide; ~100% population)
- High user adoption
- The ability to reach the whole population in emergency situations
- Suitable **business models** 
  - compliant with sector specific regulation, including public service media
  - · affordable for both the broadcasters and the end users
  - ensuring an unconstrained access to the audience and the usage data
  - allowing for different distribution models, both free-to-air as well as subscription-based access
  - sustainable in the long term

#### INSIGHT

- Cellular networks alone and conventional MNOs' business models do not meet all these requirements.
- No single type of infrastructure can deliver all services to all viewers and listeners
  - Multiple distribution means are used
  - Increased complexity and costs
- Conventional terrestrial and satellite broadcast networks will continue to be important for the foreseeable future.
- 5G could harmonize the way how media content is distributed to the audiences at scale by a combination of different networks types (cellular, terrestrial broadcast, satellite)

## CONCLUSIONS

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### **CONCLUSIONS**

- 1. The biggest value of 5G will come from services and applications it enables.
- 2. In the audiovisual media sector, 5G needs to be adapted to the service requirements. The main benefits can come from:
  - non-public 5G networks for content production
  - harmonization of content distribution over different types of networks (cellular, broadcast, satellite, fixed)
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- 3. 5G will not replace the existing technologies in the media sector, which continue to evolve.
  - 5G will coexist with the conventional networks for a long time
  - Spectrum for terrestrial and satellite broadcast networks, and PMSE needs to be retained

# **Thank you** for your attention!

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