The Digital Society

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Where are we today – India and World

7.3 Billion People

1.3 Billion People

101.2% Tele-density

81.8% Tele-density

3.2 Bn Internet penetration

331 Mn Internet penetration

97.5% of our billion phones are mobile;

94% of our internet users are wireless

Smartphone is now a part of human anatomy

A tale of 3 decades – the story of 3 Vs

Voice
2001-2010

Video
2010-2020

Virtual Reality
2020-2030

Feature phones
Digitally connected, kbps

Smart Phones
Digitally consuming, mbps

Connected Devices
Digitally living, gbps

The virtual digital life is getting real

25 Virtual Reality Use Cases
And their leading innovators

Venture Radar

Use Case	Innovator
Cinema	JAUNT
Meditation	Guided Meditation
Sports Training	STRIVR
Recruitment	Wade & Wendy
Pain Relief	DEEPSTREAM VR
Mental Health	CleVR
Travel	Marriott Hotels · Resorts · Suites, relevent, FRAMESTORE
Architecture	iris
Education	UNIMERSIV
Surgery Training	conquer mobile
Automotive Design	WORLD VIZ
Sports Spectating	livelike
Pilgrimage	MECCA3D
Social Networking	AltspaceVR
Workspaces	Breakroom
Industrial Training	eon reality
Marketing	10X ARMY
Courtroom	Universität Zürich
Journalism	EMBLEMATIC GROUP
Flying	FLYBi
Data Visualisation	Lumacode, MASTERS OF PIE
Cognitive Training	CEREVRUM
Manufacturing	VIRTALIS
Gaming	CYBERITH
Shopping	TRILLENIUM

"People Will Spend the Majority of Waking Time in Virtual Reality by 2020"
- Zack Kanter
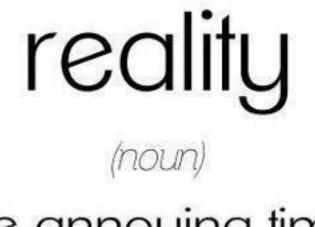
Digital Society – The positive outlook

- National vision of Digital India

- Largest youth population – easy adoption

- Resource readiness

    - Spectrum harmonization and availability

    - Policy movement towards RoW and site permissions

Digital Society – Some points to ponder

- It is no more an industry; it is an ecosystem

- It's not about regulating, its about enabling

  - Collaboration on technology

  - Same service Same rules

- It is not geography limited

  - Privacy and security issues need to be understood

reality

(noun)

the annoying time
in between sleep
and internet.