

# Rich Communication Services for leading carriers and platform providers



- RCS Clients and SDKs for OEMs
- Downloadable RCS Clients
- UP 2.0 Accredited end-to-end RCS Clients & Networks
- RCS MaaP application servers, Chatbot Builders and Ai
- Products designed for high scalability and global interworking
- Commercial IMS & RCS launches around the world
- eCommerce platform and service provider since 1996



#### **Dual and Single registration**

Multi-platform IMS stack supporting RCS Universal Profile and VoLTE / VoWiFi for Android, Wearables, iOS, Windows, macOS, Linux & WebRTC

#### **Business VolTE**

- Multi-Line, Multi-Identity, Multi-MSISDN
- Fixed-mobile convergence
- Digital assistants / Ai
- · Voice / Video Conferencing
- · Whiteboard / Screen share

#### **IMS Digital Assistants**

- · Powered by Summit's Ai Engine
- · Supporting AI Enriched Calling



#### IMS Core, SBC, ACS, IM-AS, PNS, MaaP, WebGW, TAS

- World's first GSMA accredited Universal Profile network
- · High availability, reliability & scalability
- Rapid deployment on virtual, physical or NFV infrastructure
- · Carrier certified NNI support

IMSRCScloud.com



INNOVATIVE
IMS SOLUTIONS
DESIGNED
to amaze





- WYSIWYG bot creator
- Natural Language Processing (NLP)
- Template library
   Retail mCommerce
   Gaming & Entertainment
   Restaurant ordering
   mWellness services

# RCS MaaP

#### Messaging as a Platform

- Interworking with bot platform providers
- · Leverage existing bots with RCS API
- A2P Service Creator
- Chatbot Directory
- · Chatbot control of IoT devices
- · User identity / GSMA Mobile Connect
- Chatbot Analytics
- Web bots

RCSMaaP.com



#### IMS enabled smart speakers

- Standardized device interface with IMS
- LTE-M / Cat-M1 support
- Advanced AI within telecom services
- Deep Machine Learning, optimized training, intelligent adaptation
- · Al computer vision & speech processing
- · Voicebots / Chatbots



5G 8K Edge Computing LTE 4K streaming IR92 | IR94 | IR39

AR / VR Multi-Party Video Calling Immersive Telepresence with AI Presentations | Training | Customer Service

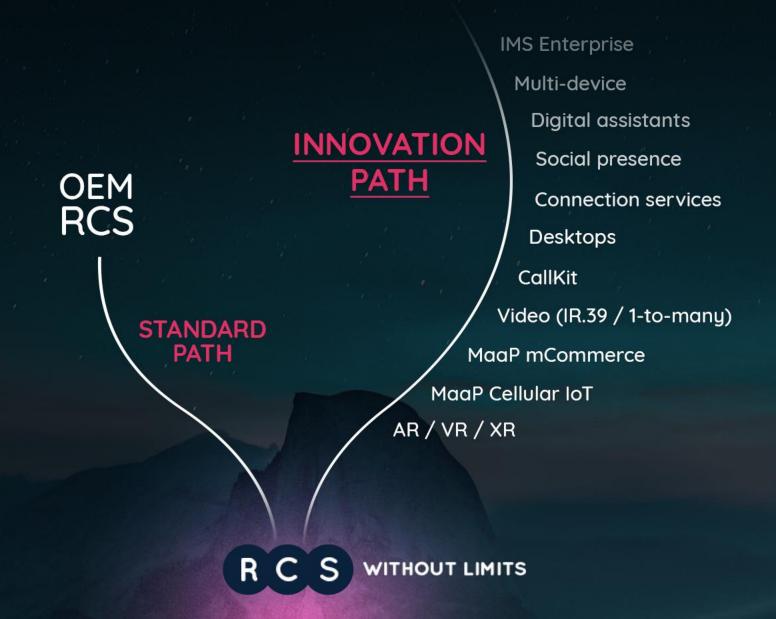
#### Real-time 360° Live Experiences

Travel Destinations | Concerts Sporting Events | Gaming

VRcalling.com

## **RCS** without Limits



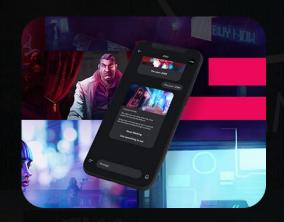


# **Chatbot Innovation: Beyond Ads and Customer care**

#### Gaming, IoT and interactive VR Chatbots

#### **Gamification**

- Brands can increase interaction through chatbot gaming offering their own games & contests or via ad placement within games
- MNOs can offer a gaming platform (GaaS) to enterprise customers to enable creation of chatbot-based games



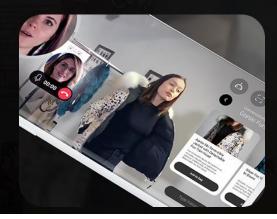
#### **Advanced Customer Care**

- Replace call center with RBM chatbots and RCS "Rich Call" for live agent interaction escalation
- Digital identity for secure information sharing and transactions



#### **VR Boutique**

 Interactive, social, and e-commerce integration within VR Livestream 360 shopping experience



#### **IoT**

 Home automation and security solution driven through chatbots and Al



# **Chatbots: Gamification, Gaming, Entertainment**



- Marketing gamification builds brand awareness and increases reach
  - Attracts new customers in an original way and adds innovation to brand engagement
  - Discover products & services in a fun, interactive way: Selling an experience come play & learn about products & earn rewards
- Gamification produces clear results
  - Boosts user commenting by 13%, social sharing to Facebook, Twitter, and networks by 22%, and content discovery by a whopping 68% Gigya study of billions of user actions with partners like Pepsi, Nike, and Dell
  - Up to 150% engagement increase: unique views, page views, community activities, and time on site (M2 Research)
  - Not only online: Pokémon GO drove 500 million visitors to sponsored locations like McDonald's, who were reportedly charged anything between \$0.15 to \$0.50 USD for each visitor

#### Games are social

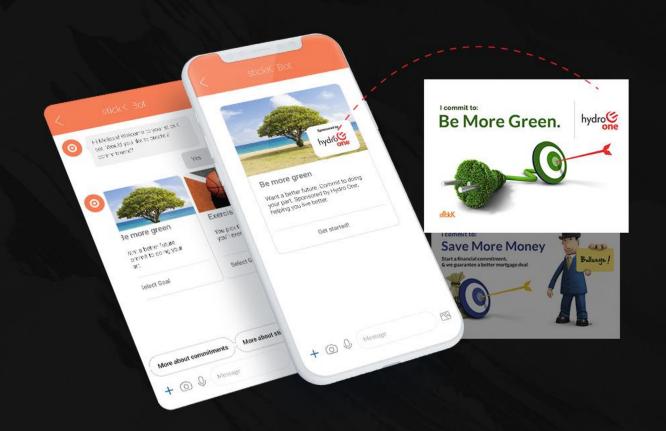
• Games such as Fortnite have demonstrated high demand for social based gaming, bar to entry for most brands is too high to develop social services, and RCS gaming chatbots can enable brands to easily design and build social games

### **Chatbots: Gamification**



- Stickk created a chatbot to gamify commitment creation
  - Users create commitments
  - Place stakes on the line
  - Add referees or friends to validate progress
  - Chatbot can verify through referees

Stickk can be brand supported, example, weight loss commitments can be sponsored by a diet food brand, saving money by a bank, etc.



# **Chatbots for Gaming and Entertainment**



Consumer appetite for new and updated content is voracious.

- Through AI, chatbots can be a limitless source of content creation generating user engagement
- Creative chatbots can provide additional engagement outside of traditional games
- Links to entertainment brands to keep consumers aware of new content
- Chatbots as a link to launch video sessions and VR sessions to access live events, esports...
- Can also be used for add-ons for events to handle ticketing and access to queues and venue information

# **Chatbots: Engagement Outside of Games**



- Provide an experience to keep users connected outside of game play
  - Games can be developed to support chatbots which can act on a user's behalf when gamer is not actively playing
  - Examples: Chatbot notifies you, "User A is selling Object X for Y coins, do you want to make an offer?" Or, your village is under attack, which of these battle plans would you like to execute? Then display a rich card carousel of options.
  - RPG gamers get summary game play via RCS chatbot while not connected
- Brands benefit by keeping users engaged during downtime
  - 1980s games like Tamagotchi people had to click buttons to feed virtual pets
  - Summit's reference game for MaaP, 2084, has chatbots for both smartphones or VR gameplay, demonstrates interplay between mediums

# 2084

# An Interactive Role-Playing Tech-Noir Adventure

made with Summit RCS

Game Bot - Video Preview:

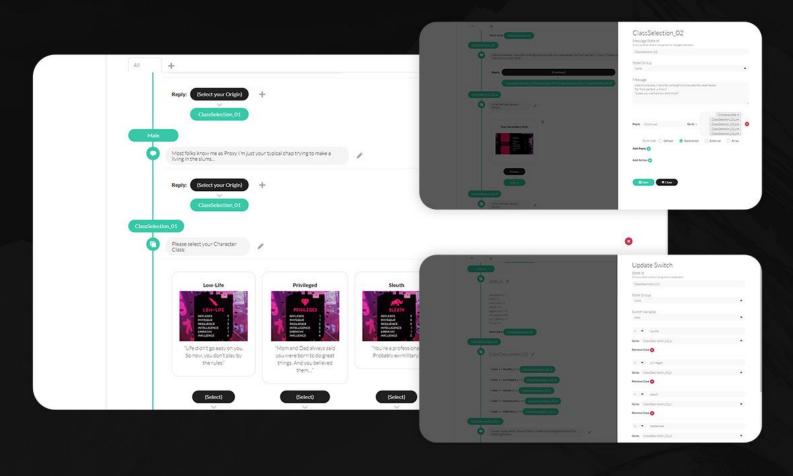
http://www.summittech.ca/2084/jp (Japanese)

http://www.summittech.ca/2084



# **Summit Chabot Gaming Platform**





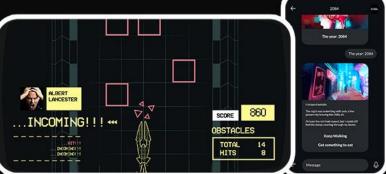
- The Summit RCS Chatbot Gaming Platform allows game developers to lay out complex narrative for interactive social game playing.
- A fully fledged system containing data states, functions, arrays and other programming-oriented tools can bring to life roleplaying game systems
- GaaS
  - Account management / Mobile Connect
  - Scalability (building platforms for large number of users globally can be challenging)
  - IMS Social Presence to connect users, Enriched Calling to enable comm services
  - GaaS RCS Chatbot APIs for existing gaming platforms, digital assistants, smartwatches...

# **RCS Multi-platform Gaming SDK**



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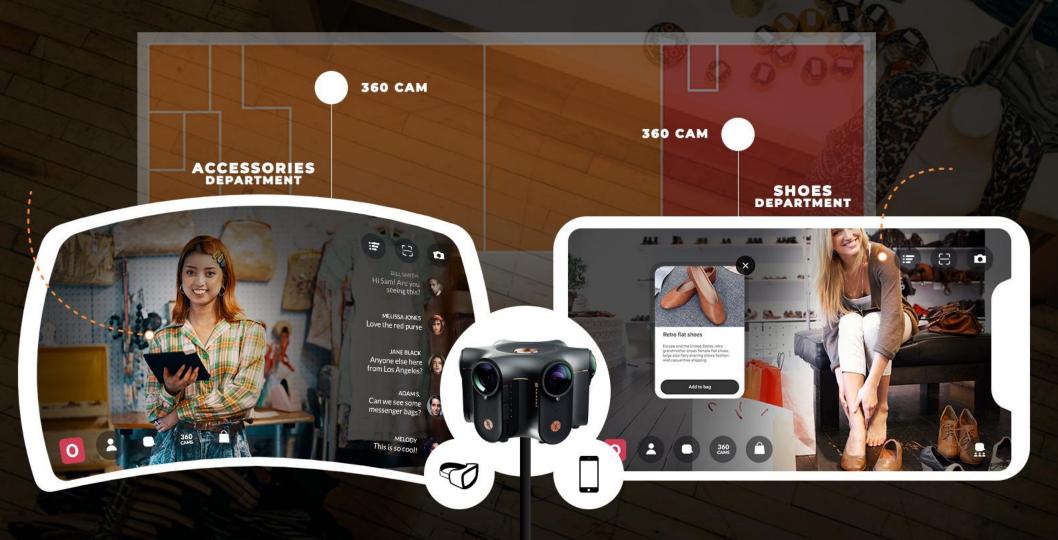






# RCS VR Shopping & Chatbots





Video Demo: https://www.summit-tech.ca/rbm/

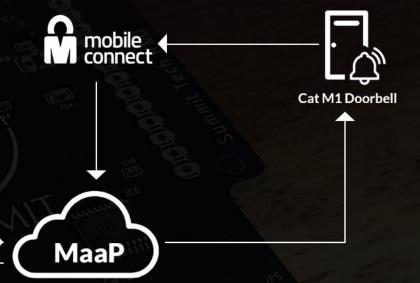
# Cellular IOT (cIOT): Home Automation / Security

SUMMIT

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Chatbots for IoT Device Control Video: https://www.summit-tech.ca/c-iot/





Summit IoT Dev Kit with Mobile Connect



# RCS MaaP VR AI & more #summitrcs #rcsbots #vrcall

#### **Video Demo:**

https://www.summit-tech.ca/rbm/



RCS MaaP is an A2P channel designed to enrich conversation, commerce and automation through RCS chatbots for airlines, banks, restaurants & retailers to healthcare, security & telematics.

IMS-based **Digital Assistants with RCS** & **Cellular IoT** for innovative LTE-M/NB-IoT & enhanced communication services enabled through voice commands & automation - powered by neural networks.



Extended reality RCS chat, voice & video calling immersed within 360° live video or simulated VR/AR. End-to-end services for live VR Concerts, AR Conference Calls & Telepresence.



summit-tech.ca VRcalling.com RCSmaap.com



In Network Trials
Available