Telco Edge Cloud and Operator Platform are progressing

The 1st one develops the business and the 2nd one defines the technical reference framework

Operator Platform Group

30 MNOs

- **Architecture, technical requirements**
- Liaison with **SDOs** for technical specs and **OSCs** for open source code

Telco Edge Cloud taskforce

22 MNOs

- Commercial and contractual models
- PoC and trials
- **Launch of the global Edge Computing service**

Operator Platform Reference Doc (Mar – Jul)
- Reqs
- Arch
- **1st Rel** (Jul)

Operator Platform Reference Review (Jul – Dec)
- Commercial Reqs
- Standards/OS updates
- **2nd Rel** (Dec)

Definition of product and commercial model / Trials (Mar – Sep)
- Value prop, product definition, comm model, customer view
- **Commerc model** (Sep)

Contractual framework / Trials (Sep – Dec)
- charging, billing, contracts
- **Ready for launch** (Dec)

Selection of entity model (Mar – Jul)
- References
- Principles, reqs, options
- **Entity model** (Jul)

Entity design and contract preparation (Jul – Dec)
- members, rules, funds
- contract terms & process
- **Ready for signature** (Dec)

TEC LAUNCH 2021

#RECONECTA

First trial is ongoing

It goes across 2 operators implementing a cloud MR game using MobiledgeX platform

- Two countries: Spain and Germany
- Two Operators: Telefonica and Deustche Telekom
- One gaming experience across the two countries

Players in Spain
with Telefonica Spain NW

Joint virtual world of
„Mythical Wars“

Players in Germany
with Telekom Germany NW

The trial connects 2 cloudlets in 2 different networks

…and challenges latency inside and across networks

Main tasks:

- Implement distributed backend and configure connection (SlavicMonsters)
- Define playing areas in the shops and set this up in the game (SlavicMonsters)
- Measure latency and test UX againts application developer Edge requiremnets, implement adjustments.