

The future, according to Huawei

Global Industry Vision 2025



At this year's Asia Pacific Innovation Day held in Chengdu, Sichuan, China, networking and consumer technology giant Huawei showcased Global Industry Vision (GIV) 2025. With 5th generation telephony expected to usher in a new age of connectivity and technologies like cloud computing, artificial intelligence and Internet of Things reaching a tipping point, Huawei is predicting a monumental shift in the way humans live, work and move. With GIV 2025, they have identified ten areas where they expect these advanced technologies to come into play, powered by the speed and connectivity of 5G.

LIVING WITH BOTS

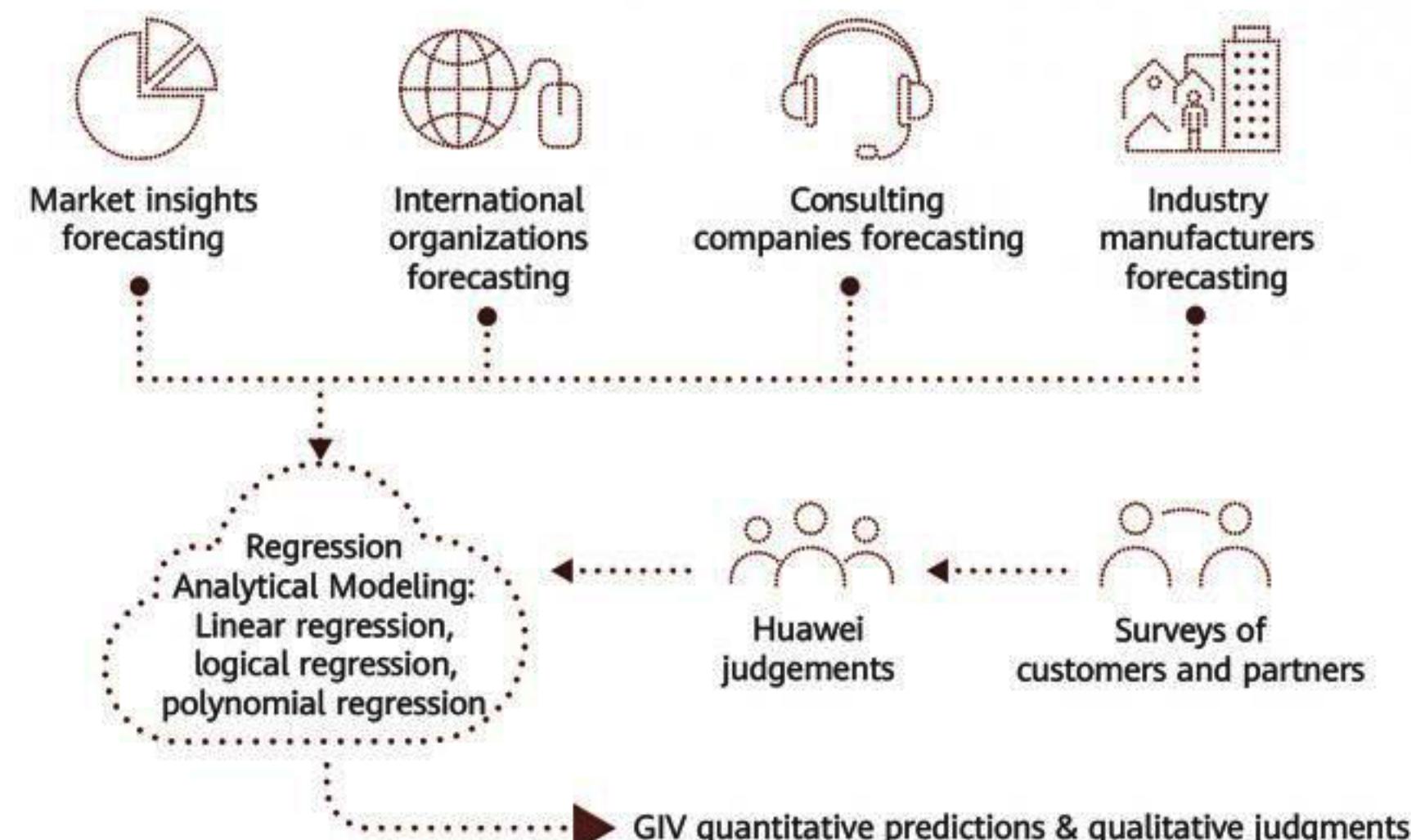
Robots, despite the repeated warnings of Terminator movies, are quickly becoming a reality. With connected services and IoT already a mainstay of homes even in developing countries, the next logical step is the introduction of home robots. Function-rich robots powered by perceptual AI is expected to enter the consumer market by 2025, with a range of tasks from mundane reminders to home security is expected to be met.

SUPER SIGHT

Using machine learning, AR/VR, and 4K/8K video, GIV predicts humans will be able to see more and learn more about the things we see. With super sight, Huawei predicts we will be able to see beyond time and space—by analysing surfaces and historical data, we will be able to recreate everything from shattered archeological artifacts to crime scenes. Super sight also has applications in the manufacturing and mining industries—site inspection and repair will be conducted exclusively by robots, assisted by human engineers from a control room from a safe distance.

ZERO SEARCH

Similar to super sight, zero search will streamline maintenance and repair by making these tasks predictive and automated. With machine learning playing a crucial role, AI operated bots can take over rail and flight maintenance by laying out a maintenance



Huawei's methodology for prediction based on current data

plan that just needs to be vetted by senior engineers. With time, overseeing these mundane tasks will be reduced as zero search enables engineers and technicians to focus on advanced safety features, instead of spending time on finding faults and assessing wear and tear on machinery.

TAILORED STREETS

Nascent connected car technology will only get more advanced with time, and as the number of connections increase, so does the potential for optimising city traffic. With the advent of 5G, these connections will become more active

and help with the transfer of information from vehicle to vehicle. GIV 2025 predicts a network of connected vehicles that can recognise and automatically make space for emergency vehicles, not to mention suggest better routes in trying to avoid congestion. At the same time, self-driving technologies can benefit from connected car tech, as vehicles communicate to make the streets safer for pedestrians and passengers alike.

WORKING WITH BOTS

Fire-fighting, surgery, waste-removal, crime-scene clean-up—hazardous work will be

a thing of the past for humans as advanced materials technology combines with AI powered robots and connectivity takes a leap. The workplace of the future, whether it's in the emergency services, hospitals, factory floors or even inside corporate spaces, will be dominated by robots that raise efficiency, increase chances of success and generally leave humans to creative endeavours.

AUGMENTED CREATIVITY

Huawei believes creativity is one of the biggest areas where human augmenting technology can play a role. With advancements in hardware, humans will be better at identifying key elements within art, design, music, composition and more—thus enabling the creation of a huge library of knowledge of the arts that any amateur can work with to create their originals.

FRictionless COMMUNICATION

With all of our uniting factors, humans still have major barriers to access when it comes to areas like national borders, language and information access. Huawei's GIV 2025 predicts that, with the rise of connected devices, communication across these key areas will be seamless. From real-time AI powered translation devices, to data-driven tailored advertising, to information terminals at airports and bus/train stations that predict your needs as you approach, travelling to a strange new place need not be daunting anymore—even if you are a business looking to go global. Customer needs, habits and wants will be factored in—with privacy being paramount, of course.

SYMBIOTIC ECONOMY

As a direct by-product of the above factors and more, the economy is predicted to be better at prediction—with connections reaching critical mass, policy-makers will be better equipped to assess everything from business cycles to the health of the economy. Digital services will depend on one another and the economy will grow beyond unprecedented levels as a result of it.

5G'S RAPID ROLLOUT

GIV predicts that by 2025, there will be 6.5 million 5G base stations deployed and 2.8 billion 5G users around the world. Full 5G coverage will be available to 58% of the world's population, creating new business models, new services and applications, and a new level of experience.

GLOBAL DIGITAL GOVERNANCE

With so much data floating around (predicted to be a total 180 zettabytes or 180,000,000,000 terabytes in 2025), data privacy and data-driven businesses will be in a position to hash out terms and balance the rights and needs of data owners/users. Digital governance in the form of protecting data assets will see a huge wave of policy makers striving to treat the matter with urgency, with informed regulation playing a crucial role in maintaining standards across borders and governments in the interests of citizens.

SHAER REAZ

Best of Tokyo Games Show 2019

Commonly referred to as TGS, the Tokyo Games Show is an annual event on video game hardware and software, focusing on primary Asian developers' and publishers' upcoming work. While this year's event focused on existing games, it was exciting to unravel them and get a closer look.



DEATH STRANDING

Death Stranding was easily the highlight from this year's event. Hideo Kojima's long awaited game, starring Norman Reedus from The Walking Dead has left more questions than it has answered, but the nearly hour long gameplay from Death Stranding helps to shed some light on the enigmatic directors vision. The graphical fidelity of the Decima Engine makes the already lush environments ooze details from even the tightest corners. There is still a shroud of mystery regarding the games story.

FINAL FANTASY VII

It feels like it's been forever since Square Enix revealed that the company was working on releasing a remake for the critically acclaimed Final Fantasy VII. And at TGS 2019, we got a chunk of uncut gameplay, showing off the new combat mechanics, the characters and of course the graphics. The footage shows the game from the start leading to the first boss with some additional mini games and a sewer section. The Final Fantasy VII remake is slated to launch on March 3, 2020.



DRAGON BALL Z: KAKAROT

If you're a Dragon Ball Z fan then you have been waiting for this game forever. With an art style that resembles the anime, Dragon Ball Z: Kakarot is looking like it's going to be an honest adaptation of what we grew up with. Bandai Namco showed off gameplay of Vegeta and Teen Gohan at the event. The game is a 3D isometric fighter with open world, survival and story elements to really make you feel like you are in the Dragon Ball Z universe. The game is slated to drop on January 16, 2020.

RESIDENT EVIL PROJECT RESISTANCE

After relishing the successes of the Resident Evil 2 remake, Capcom decided to keep things light with their latest instalment in the series. Titled Project Resistance, this online multiplayer game will pit you and three other players against an opponent player who can unleash zombies on the team. The gameplay mechanics are pretty much ripped from the recently released Resident Evil 2 with one small caveat, the role of the opponent player is similar to old school turn-based RPGs.



SHENMUE III - SPIRIT OF THE LAND

Dreamcast and Sega fans have been clamouring for a Shenmue III since the early 2000s and any bit of footage creates hype like no other title. The same was felt during the trailer for Shenmue III- Spirit of the Land, which debuted at TGS 2019. While the trailer was mostly a cinematic look into the game world, the game is slated to launch on November 19, 2019.

ASIF AYON

