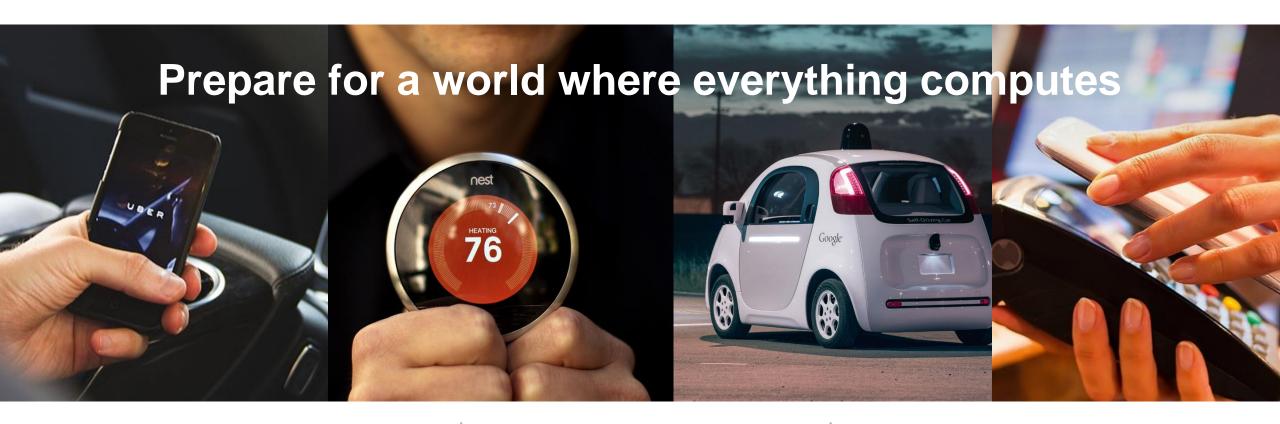




Intel Inside®.

Leistungsstarke Produktivität Outside.





Technology will be embedded everywhere

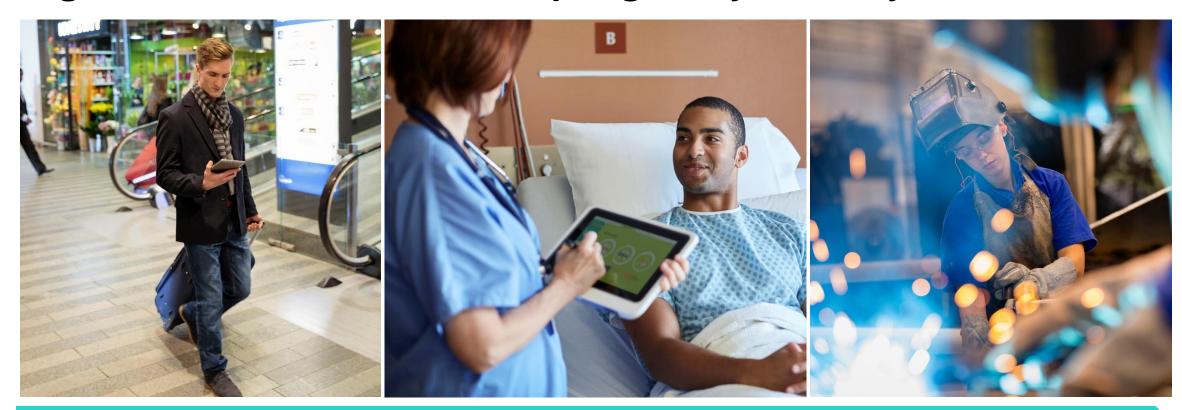
Everyone & everything will be connected

Everything will be understood





Digital transformation is disrupting every industry



Transforming

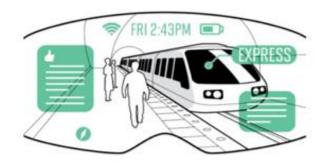
Vertical Industries (Finance, Manufacturing, Education, Healthcare,...)







VR/AR/MR - VRG What's the difference?

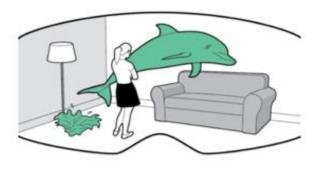


Augmented Reality



Virtual Reality





Mixed Reality

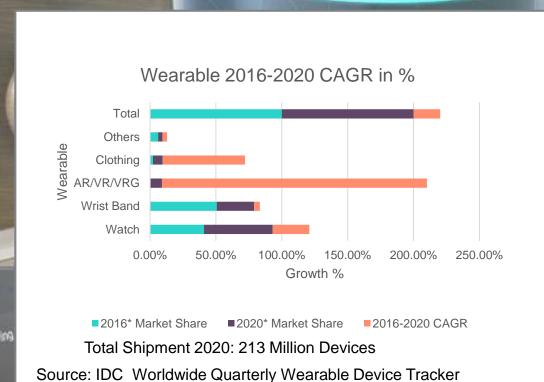








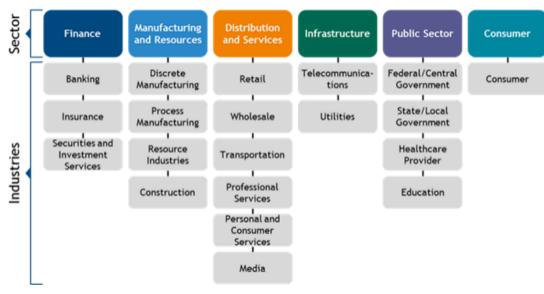
Wearable Market Growth and Industries



IDC'S WORLDWIDE SEMIANNUAL AUGMENTED AND VIRTUAL REALITY SPENDING GUIDE TAXONOMY

FIGURE 1

Augmented and Virtual Reality Primary Segments



Source: IDC, 2017

January 2017, IDC #US42240217



Visual Remote Guidance (VRG) use cases





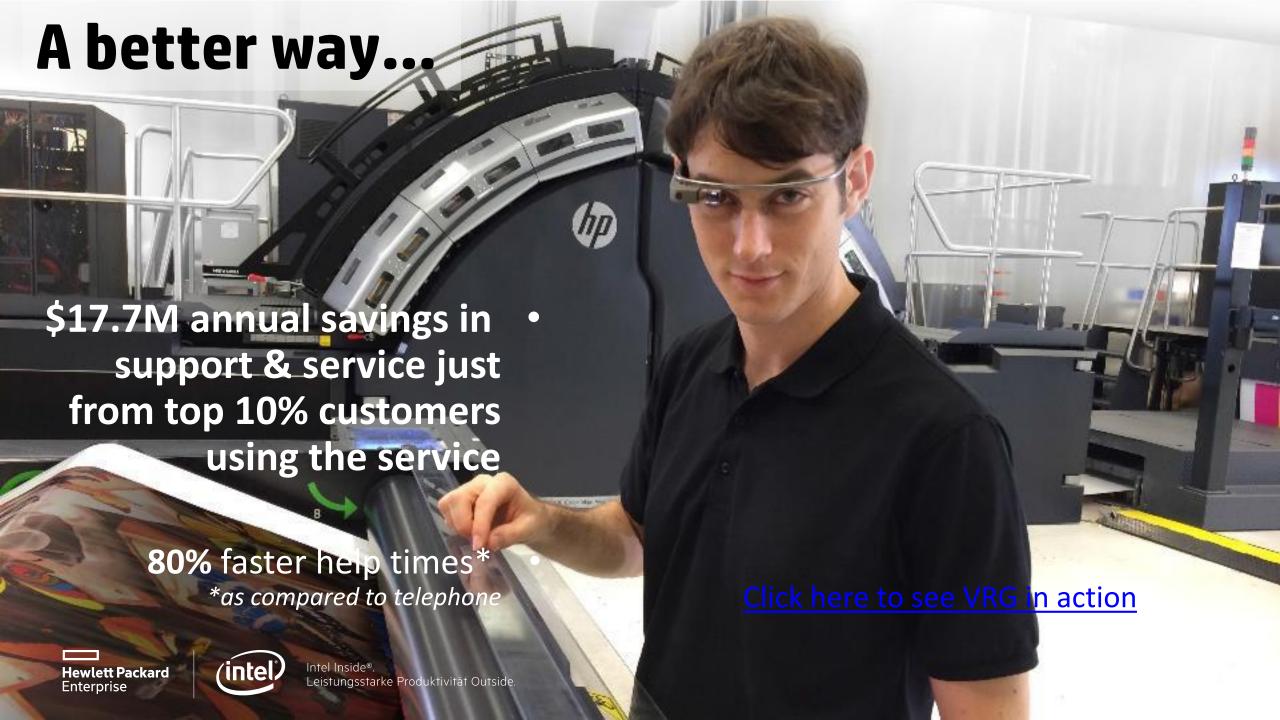












Build the right Infrastructure for the area of Digitization







