

# Landing Application of 5G MEC/Slice System to Support Cloud Gaming, HD Video and Live Broadcasting Blueprint

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<https://www.lfedge.org/2020/03/02/akraino-edge-stack-use-cases-tencents-end-user-story/>

[https://docs.google.com/document/d/1DHkR\\_yfBTmUeexFuWDzf-U3lj7mJPmO0SM2hqCyvvS8/edit?usp=sharing](https://docs.google.com/document/d/1DHkR_yfBTmUeexFuWDzf-U3lj7mJPmO0SM2hqCyvvS8/edit?usp=sharing)

CVB Landing Applications

IEC Type 1 & 2 Landing Application

IEC Type 3: Android cloud native applications on Arm servers in edge for Integrated Edge Cloud (IEC) Blueprint Family

Landing Application of IEC Type 4: AR/VR oriented Edge Stack for Integrated Edge Cloud (IEC) Blueprint Family

Landing Application of IEC Type 5: SmartNIC for Integrated Edge Cloud (IEC) Blueprint Family

KNI IE Landing Application

KNI PAE Landing Applications

NC-TF-BluePrint Landing Application

REC Landing Application

ICN Landing Application

Private LTE/5G Landing Application

Landing Applications of The AI Edge: Federated ML application at edge

Landing Application of The AI Edge: Intelligent Vehicle-Infrastructure Cooperation System(I-VICS)

Landing Application of The AI Edge: School/Education Video Security Monitoring

KubeEdge BP Landing Applications