


Technologies, Use Cases and Requirements for Holodecks, Teleportation and Related Technologies in the Enterprise



Category: Market Research, Hardware and Software

Problems this Research Would Address

- Technologies for capturing and projecting spaces and objects in 3D and real time are emerging from many research groups. They are leveraging new hardware and software. Some AR managers who are members of innovation teams and monitor developments at the intersection of digital and physical worlds may be asked to recommend approaches for their practical use in enterprise.
- AR systems integrators and developers may not be prepared to build out full solutions for their clients but the demand could develop. Currently there is insufficient information about likely enterprise use cases and requirements to discuss with clients the development of pilots.

Whose problem would be addressed?

- Enterprise decision makers will be better able to make informed choices about if/when to ask their suppliers about use of real time 3D capture and projection technologies, and to discuss opportunities and risks of their introduction
- Systems integrators, and providers of AR software or services will be able to have better/productive discussions with technology partners, and clients based on current and up-to-date information and use cases for holodecks and teleportation systems

How would this research be conducted?

1. Perform desk research to document current state-of-the art, latest advances and future trends in 3D capture, streaming and projection technologies for spaces and objects
2. Perform analyses on research findings to identify trends, top performing components, opportunities and risks, and document these in a report
3. Compile landscape of 3D capture, streaming and projection technology components, service providers, research groups and full system suppliers
4. Document use cases in case studies, if available, and propose requirements that 3D capture, streaming and projection need to meet for use in enterprise

Project Deliverables

- Report of research findings describing current state of the art and future trends in the area of 3D capture, streaming and projection for holodecks and teleportation
- Landscape (graphic, interactive or spreadsheet) of technologies, developers and suppliers that have begun or are successfully offering 3D capture, streaming and projection for enterprise
- A catalog of at least ten enterprise use cases with requirements
- Member exclusive webinar

Benefits to AREA Members

- Increased knowledge, awareness and insights into the 3D capture, streaming and projection technologies emerging in 2025 will permit better informed decisions and investments by both enterprise customers and their vendors
- Through identification of those companies that are introducing 3D capture, streaming and projection components or entire systems, AREA members will be aware of potential technology partners that will provide new value in the enterprise, disrupt the existing businesses, or aid to differentiate future AR products and services