

# 360° event broadcasting with 5G

**Objective:** To develop the possibilities of using 5G to broadcast sporting events. The new technology offers a new immersive way of watching shows in real time through Virtual Reality without being physically present at the venue where the event is held.

**Description:** Live broadcasting captured with 360° cameras of the Barça-Valencia basket match at ACB Copa del Rey championship, by means of 5G. The public, located in the vicinity of the sports palace Martin Carpena, could follow the immersive game with virtual reality glasses.

The match was captured by three 360° cameras located in the sports palace Martin Carpena (above and under the basket and at the referees area to cover all angles). These images were transmitted via 5G to a server at the Edge of the network and visualized with VR glasses thanks to an application developed by VREstudio and Linos Soluciones Informáticas companies. Two type of VR glasses were used: HTC VIVE Standalone and Oculus QUEST VR.

The bandwidth and high-speed data packet transmission capacity offered by 5G technology, in this case up to 60 Mbps of video upload, made possible this immersive experience of watching the match with live virtual reality and 360° as if you were in the Martín Carpena sports hall.

The initiative is part of Telefónica's 5G Technological Cities project.

[Video report](#)

[Press release](#)

