

IEEE P2861
[Mobile Gaming Working Group]

Sponsored by the IEEE CTS

11 June 2020
Beijing, China

Minutes

Chair: Selen Xu, Tencent

Vice Chair: Zitao Wang, Huawei

Secretary: Magic Xie, Transsion

D1.1

Date: Wednesday, 11 June 2020

1. Call to Order

- The meeting was called to order at **11:30** am.
- All present introduced their self and declared their affiliation.

2. Roll call of entities: Establish membership and associated DR & DRA

- WG membership consists of
 - a. IEEE SA member: Xiao Mi, Happy Elements, BlackShark, Lenovo, SAMSUNG, Huawei, Tencent;
 - b. Non-IEEE SA member: OPPO, vivo, Season, Meizu, Mediatek, Nubia, Transsion, Shengqu Games, ROG, Motiveware.

3. Approval of agenda

- Chair presented the agenda in *SLIDES* and requested for approval
- *Motion #1*

Approve the agenda for 1106 meeting as presented in [SLIDES](#).

Moved by: Xiaomi

Seconded by: Samsung

(Procedural, required $\geq 50\%$)

Motion passed with unanimous consent.

4. WG Officers election

- Selen Xu, Tencent, has been appointed as the Working Group Chair (WGC) of P2861.
- *Motion #2*

Approve the appointment of Zitao Wang, Huawei, as WG Vice Chair.

Approve the appointment of Magic Xie, Transsion, as WG Secretary.

Moved by: Xiao Mi

Seconded by: Lenovo

(Procedural, required $\geq 50\%$)

Motion passed with unanimous consent.

5. IEEE Patent Policy/Copyright Policy

- *Motion #3*
Approve the working group policy and procedure.
Moved by: Xiao Mi
Seconded by: Lenovo
(Procedural, required $\geq 50\%$)
Motion passed with unanimous consent.
- Patent Slides were presented to the WG.
- Chair made a call for potentially essential patents at 1:50 pm. No potentially essential patent claims were declared, and no holders of potentially essential patents were identified.
- Copy right Policy were presented [*or provided beforehand*] to the WG. The foregoing information was acknowledged by WG.
- Chair asked if anyone would make a patent statement, nobody response.

6. WG Standards Development Process Overview

- Presented by: Jiajia Liu

7. Presentations

- P2861 Draft v0.1 Standard for Mobile Gaming Performance Evaluation and Optimization
Yajun Zhang (Tencent)
 - Comments and Discussion

Q1: There's inaccurate description of using level to indicate about CPU form in the metadata which game send to mobile, suggested to modify it to an accurate CPU freq description. (Transsion).

A1: Each terminal manufacturer can adapt according to the capabilities of its own terminal, due to confidentiality requirements for system capabilities, it is not appropriate to reply to game client the precise hardware capabilities of the mobile.

Q2: It is suggested to pass the calculation amount of the game to a mobile smart terminal, which represents the demand for hardware resources from game client. The mobile terminal shall make corresponding resource adjustments according to its own hardware capabilities. (Transsion)

A2: There are two difficulties. One is that the game developer does not have relevant tools and theoretical foundation to quantify the calculation amount of the game in each frame at the present stage. The other is that the scene changes of the game are complex and the calculation amount becomes huge.

8. IEEE Conformity Assessment Program

- Presented by: Meng Zhao

9. New Project Introduction

- P2861.1 Standards for troubleshooting touch operation issues for mobile gaming
Yajun Zhang(Tencent)
 - Comments and Discussions

Q1: How to define the format and size of the log?
A1: Pending for discussions in the WG.

Q2: How does the established log guarantees user information and privacy.

A2: will consider.

Q3: How to ensure the integrity and validity of the log.

A3: will consider.

- The new standards will address the above comments from WG members.

10. Any Other Business (AOB)

- No other business.

11. Chair requests to adjourn the meeting.

- Motion #4
Move to adjourn the meeting.
Moved by: Samsung
Seconded by: Xiao Mi
(Procedural, required $\geq 50\%$)
Motion passed with unanimous consent.

12. The meeting was adjourned at 16:55 pm.