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Newsletter #9: XR in the era of 6G - The Road Ahead

The rising global trend of adopting virtual solutions in day-to-day business operations, social events, and general lifestyle leads to technological challenge of achieving very high requirements for network and the overall architecture. This needs a deep understanding on how an intelligent and autonomous framework spans across the edge/cloud continuum of the network. Horizon 2020 project CHARITY focuses on facilitation, deployment and orchestration needs of such services enabling high quality of experience (QoE) different immersive service categories, including Real-time Holographic Applications, Immersive Virtual Training and Mixed Reality Interactive Applications.

We are glad to share that we are collaborating with EUCloudEdgeIoT project and being invited to the EC's [Concertation and Consultation Meeting on Computing Continuum](#). It is interesting to participate and share our vision on EdgeCloud and Immersive Communications for 2025-27 period and contribute to future disruptive trends, radically new vision and emerging game changers for the Cloud-Edge-IoT.

New Publications Released

Consistent strong efforts have been made by CHARITY project partners on publishing research papers through open access platforms. The CHARITY website has a section where papers produced by project partners are available for download. Below we highlight some of the most recent ones. [Papers & Conferences section of the CHARITY project website](#).

Graph neural networks for representing multivariate resource usage: A multiplayer mobile gaming case-study



Recent joint publication by CHARITY partners HUA, CNR and ORBK was published in