

NETWORK SLICING BY T-MOBILE US | CASE:

# Slice for developers



When implemented in the right way, network slicing can benefit every area of our connected society. With an open beta test, T-Mobile US is giving developers the opportunity to find the most impactful use cases.

## The challenge

In the last decade, video calls have gone from a laggy, frustrating experience to a daily part of life. When staying connected with loved ones or working remotely, mobile users increasingly reach for the video call button. Data traffic from video calls has rapidly expanded in the last few years, and users expect a flawless connection. But high latency and poor video quality can still be an issue, even on 5G.

## The solution

T-Mobile US put the solution in the hands of the developer ecosystem with a network slicing beta, aimed specifically at developers looking to bring their video calling tools to the next

level. With a dedicated slice of the network offering greater speed, lower latency and more reliability, service providers like T-Mobile can combine slicing with crowdsourced innovation to provide a better video call experience to their customers.

## The result

The outcome of the network slicing beta remains to be seen, but with slicing now supported on both iOS and Android, T-Mobile US and participating developers have access to a huge base of users and enterprises who demand the experience and quality improvements the technology can bring to their video calls.

“Network slicing is one of the most anticipated and exciting technologies that 5G unlocks. With this beta, T-Mobile is putting the building blocks of innovation in the hands of developers so they can build the future on our advanced network, and this is only the beginning.”

John Saw  
EVP and Chief Technology Officer  
T-Mobile US