

Verizon
Up To Speed Live
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[MUSIC].

>> ANDY CHOI: And with that we say welcome to Up to Speed Live on this Monday and what a way to get your week going the spot you just saw there debuted over the weekend of course it's about record-breaking speed.

Our engineers pushing to break barriers.

In fact our research engineers and our test lab in Bedminster, New Jersey announced a new speed record as they broke the 5 gigabit per second barrier for the first time.

These are the engineers you saw in the spot achieving download speeds of 5.06 gigabits per second.

That is fast.

It's breaking that Speed World Record.

But beyond that number, that spot we watched highlights the mindset it takes to break new ground.

Stay hungry for success.

We should all find inspiration in what our engineers are doing.

And if you're wondering what our Chief Technology Officer, Kyle Malady thought of it all, here is Kyle's reaction to that spot.

>> KYLE MALADY: V Team I love this new ad it personifies what we're trying to do here at Verizon and I'm so proud of my folks and all of the engineers and technicians and everybody in GN&T and around the company frankly.

What we do is so important we press the bounds of technology we are always trying to make things better for our customers because at the end of the day that's what matters so we do these things to push 5 gigabits a second on a cell phone we're going to be doing 10 gigabits a second and won't stop there we continue to innovate we continue to build platforms we continue to press the technology envelope and we're going to continue to do it and I love what I see in these commercials.

>> ANDY CHOI: Breaking barriers, motivating on this Monday.

Thank you to our CTO there, let's bring in one of our engineers here from our device Technology Team Paul Nitzsche joins us.

Paul, thank you so much for joining us.

I know you're in Bedminster.

And you've got your WorkForward T-shirt on, as well.

>> PAUL NITZSCHE: Yes, working my WorkForward swag for today.

>> ANDY CHOI: Excellent; excellent.

Tell us more about this team and this moment.

What I think about when I was kind of thinking about this record is the old Roger Bannister 4 minute mile there I would have never thought we would get to 5 gigs if you would have asked me ten years ago but here we are, what was that moment like for you and your team.

>> PAUL NITZSCHE: Pretty exciting.

The challenge came down from management in the second half of last year.

The features and the functions that were available on the network and the devices netted out to a theoretical just over 5 -- a hair over 5 gigabits per second so the challenge was that in theory that can be done.

What about doing it in a real world environment.

So we have a lab here in Bedminster where we have a full Verizon 5G core.

We are able to take a device into that network.

And after much, you know, struggle and frustration and trial and error, we were able to optimize the network and the device to a point where we finally hit that 5 gigabit number.

Pretty exciting.

In the world of COVID I guess in a normal environment we would have all been there at one time high 5ing each other when it happened but it was a bit more of a virtual high 5 I got a message from one of my engineers and quick grabbed the phone and it was a pretty exciting moment when we finally broke the barrier.

>> ANDY CHOI: That's awesome.

And I'm sending you a virtual high 5, as well, and inviting our Twitter users here to send hearts during the live broadcast here.

But I want to focus on, Paul, you mentioned there were moments there you had the ask to see if we can reach this barrier but there were moments of frustration, doubt, tell us about what pushed you and your team to go beyond that.

Because it can be so easy to just say this can't be done this cannot be done what did you tell yourself, what did your team tell each other.

>> PAUL NITZSCHE: You know we have an environment with part of the device technology organization our President Brian Mecum is a pretty competitive guy and I think the challenge came down from him and it felt like something we just couldn't say

no to.

There were times we got very close at one point we hit something like 4.8 gigabits per second and really thought we weren't going to get that last couple hundred meg really almost at the point of throwing in the towel and then it was just that push to say, hey, try this, try that.

We finally managed to change a couple of parameters and we were on the phone and able to finally hit that number, a pretty exciting moment.

>> ANDY CHOI: That is awesome, so awesome and such a great message to continue challenging each other.

And to just put it in perspective for folks who just may not grasp the gravity of 5 gigabits per second how would you if we were to use Hans' dinner table reference here how do you share a record like that with folks who may not understand the technology as well as you, what does 5 gigabits mean to you and what does it mean to the world here.

>> PAUL NITZSCHE: You know, I liken it to we're sort of hitting that -- it's almost as if you're taking a race car out on a racetrack.

So we're seeing the maximum performance that you can achieve.

I think that just shows that the network and the devices are capable of such things.

So as we start to roll out new applications, uses with MEC for 5G, that device and the network are there that are going to be capable of handling it.

And I look forward to some of the exciting things that are going to be coming in 5G.

>> ANDY CHOI: Paul thank you very much for laying the groundwork, you and your team and congratulations of course.

And I think what you talked about.

When you're faced with doubt, you have this challenge in front of you, there's a great opportunity for all of us to push through.

And I know that's part of our campaign.

Us versus us.

We've heard it in our ads, Verizon versus Verizon.

We see a barrier we say you know what we're not stopping there.

And much like you shared, Paul, your story of how you have overcome that we know there are countless stories all across the business so for folks watching today we want to hear from you.

We want to hear about your us versus us, Verizon versus Verizon story.

Please share, we would love to share with the rest of the group here, the rest of the team so if you can send a quick note to us to the Good Mailbox the email is good@Verizon.com we would love to continue sharing and continue motivating each other.

And just to make sure that you know this is the culture of our team.

We don't stop at the barrier.

We don't look at something that you know quote-unquote can't be done or impossible

and just stop, we continue to push the boundaries.

And of course at the end, it means our customers are given a better product, a superior product.

And that's why we're so proud to say we are the most reliable network.

So Paul, thank you very much.

Now, I would love for you to stick around because if you saw the reminder for this episode, you know that we are in a game show kind of mood today.

In fact, we have a live quiz.

It is all about gaming.

One of the big factors when it comes to speed on the network.

A big opportunity for all of us is to get to know more about gaming and yes there are some lovely prizes for today's big winners.

I even made sure to bring my game show coat back in we'll see if I put it on or not we'll see but before we do that before we get to our games and prizes I want to give you a preview for what's to come this week on Up to Speed.

So tomorrow on Tuesday, Up to Speed, you will find a morning episode you'll be able to watch on demand.

Tomorrow happens to be the anniversary of the murder of George Floyd.

And we wanted to take some time to reflect on the year.

Take some time to talk about what we as a company have done in terms of conversations.

Starting them.

Listening to each other.

Really just thinking about how we can show each other more love and kindness.

And it's a conversation that we'll be having to not only show what we have done but show what can be done.

And what we can all continue to do.

So that's happening tomorrow.

Wednesday, Christy joins us live for a special WorkForward episode of Up to Speed.

That's live at noon.

And we'll plan ahead to what's coming so Christy will join us live on Wednesday so we can talk about the WorkForward plan.

And what that means for you.

And by you, I mean all of us here, at the direction of our company.

So with that, we want you to stick around today because again today is all about gaming.

So we invite you to head on over to Slido.com.

Enter the event code Verizon and remember, folks, use your first and last names so our team can identify and find the winners.

And the hope is that all of us walk away with more knowledge about gaming, a stronger

connection to our customers.

And just maybe if you do well, you may win a fun prize.

So if you're in it to win it, of course please join us on your mobile phone.

Log into Slido.

Once again include your first and last name so we can properly identify our winners, reward you with those well-deserved prizes.

Of course the blazing fast speeds of our 5G Ultra Wideband network are the difference between us and, well, everybody else.

Not that we're resting on our laurels.

As Paul showed us here.

So here is why this gaming space is so important to all of us one of the use cases where the speed of a network is critical is in fact gaming.

So it's not surprising that gamers are a key segment for Verizon.

They overindex on interest in 5G.

The performance benefits of 5G are readily apparent, especially for multiplayer game play. Over half of adults and mobile gamers -- are mobile gamers they spend an average of 12 hours on mobile gaming per week.

Most of them play daily.

Further, more than 70% of households have some type of gamer, mobile, console and/or PC.

And Paul, I was going to ask you I know you and I were talking about the games of old there playing Counter-Strike and things like that.

Tell us about sort of what that was like before all of this 5G stuff.

>> PAUL NITZSCHE: Well, you know, Andy we were talking about it.

Not that I was ever involved in this but I remember the land parties.

>> ANDY CHOI: Land parties, yes.

>> PAUL NITZSCHE: Folks would park their heavy duty tower computers over to each others' house and get together and have a gaming session.

And now with the advent of the lower latency on the network, you can do that without having to park all kinds of heavy duty equipment.

We can just do it on our phones.

It's pretty exciting.

Pretty streamlined compared to what we used to have to go through.

>> ANDY CHOI: Awesome; awesome so as folks are joining on Slido we'll be watching to make sure everyone is ready to go Paul are you ready to answer some gaming questions, what do you think.

>> PAUL NITZSCHE: Yeah, I'm ready.

I've logged in.

Ready to give it a shot.

>> ANDY CHOI: Excellent so while we're waiting for folks to register here on

Slido.com use the code Verizon here let's talk about today's exciting gaming news. It is brought to us by our resident tech expert, George Koroneos. Take it away, George.

>> GEORGE KORONEOS: Hey everybody George here taking a little break from George talks tech to visit my friends on Up to Speed I've got awesome news for all of you mobile gamers out there you know that Verizon Mix & Match plans get more of what you want on us with access to the most popular streaming music and video services well the best just got better with the addition of Apple Arcade and Google Play Pass here Verizon customers get six months of either of these on us if you have a Play More Get More plan you get 12 months of either service on us it's that simple. Both Apple Arcade and Google Play Pass let you play the most popular games available today with no in-app purchases what's more you can share the subscription up to five family members so everyone gets in on the phone use Apple Arcade and Google Play Pass on Apple TV or Chromecast respectively to game on a big screen couple it with Verizon FiOS or 5G Home you're all set to beat the competition Verizon is also your one-stop shop for gaming accessories including mobile controllers that give you the precision you need to save the princess conquer your enemies or turning falling blocks in the right direction for more experience the Rotor Riot game controller let's you mount your phone on top of a controller meanwhile the kishi gaming controller snaps around your phone for more action both are available for iOS and Android at Verizon today visits Verizon.com/plans to learn more about this awesome offer. Game on.

Back to you, Andy.

>> ANDY CHOI: All right George thank you very much it was either one of George's Hawaiian shirts or the green game show coat I chose the latter if you're on Slack I want to let you know about the new #social-gaming channel it's a great place to meet our V Teamers who are interested in gaming and by the way breaking news we've heard sightings of Mark Chang on the channel so you may even find yourself chatting with our director of gaming and eSports sponsorship that man knows a lot about gaming head over to Slack #social-gaming on Slack.

Okay I think everyone who would like to play is registered so without further ado let's get to our live gaming quiz log onto Slido.com event code Verizon remember folks use your first and last names so our team can find our winners here is the honest truth even if you don't win a prize every one of us will walk away with the knowledge about this super exciting space.

So knowledge that we can continue to share with our colleagues and customers.

And our family and friends, as well.

So if you're in it to win it be sure to play it on your mobile devices.

Keep watching the mobile device.

And like the live quizzes we've played in the past you may see the question pop up faster on your phones than the video broadcast if you're looking to win stay focused on the mobile device because speed does matter keep those eyes on those devices and wait for that first question to pop up soon.

As we wait for the contestants to enter let's talk about prizes.

Our top ten testers will win a Razer Kishi gaming controller for the mobile phone OS of their choosing.

George was talking about that it's a fantastic accessory the perfect accessory to take advantage of our new Mix & Match additions of Apple Arcade or Google Play Pass.

Okay friends I think it's time to officially ask the question.

You got game?

All right.

Let's play.

Here we go with Question No. 1.

As of August 2020, how many people in the world said they were regularly engaging in some type of e-gaming?

700 million?

1.4 billion?

1.7 billion?

Or 3.1 billion.

Go ahead and put your answers in here.

Let's go ahead and lock up those answers.

Let's see what you said here.

Wow we got more than 400 people playing here.

Most of you said 1.7 billion.

Let's see if 39% of you are correct.

And the correct answer is \$3.1 billion.

A quarter are still in it.

A ton of questions they are all challenging even if you miss this one you may still win and by the way the current world population is 7.6 billion and 3.1 billion is a whopping 40% of the entire race do you know which continent has the biggest percent of gamers not North America. It's Asia.

Which answer best represents the term lag, losing a match in a game?

A low amount of points in a game?

A delay between player action and the server supporting the game?

Losing and then complaining while gaming?

Get your answers in there if you're in it to win it time is a factor let's go ahead and lock up the answers take a look at what you voted for here.

Many of you correctly responded here.

A delay between player action and the server supporting the game.

I think this one was the gimme question here and the correct answer is of course a delay between player action and the server supporting the game.

So for a competitive gamer lag or latency is really the enemy of a great online experience.

If your actions in game and/or the information about what other players are doing is being transmitted slower to you than those you are competing against, you are going to be at a disadvantage.

That is why 5G, 5G Edge MEC, 5G Home and FiOS are such great things for gamers they allow for that low latency gaming experience that give players that competitive advantage.

Now our Marketing Team put together a great campaign on this called The Reset to highlight what lag would be like in real life just a few weeks ago so check that video out if you haven't already it's a fantastic watch there.

Question 3, what is the term for a game that encourages players to spend in-game currency to receive a random virtual item?

Gacha game?

PVP?

Microtransactions?

Or game bling.

Let's go ahead and put your answers in there.

This is great.

We have hundreds of people playing our live quiz.

I love it so much.

All right.

Let's lock up the answers here.

We'll see what you voted for.

More than half of you said microtransactions.

Let's see if you are correct.

Hmmm.

Ah, the correct answer is Gacha game.

And that's 12% of you.

So this one probably brought down quite a few of the leaders here.

The term Gacha is named after Gachapon machines which are those small vending machines that dispensed toys and capsules that were popularized in Japan.

Gacha games may be referred to as freemium games since to play the game is free but you spend money to get additional premium content.

You thought you didn't think you would learn a few things about games which here we are learning all kinds of new stuff here.

All right.

Question 4, which type of game would have the greatest benefit from the low latency of

5G?

A single player racing game?

A turn-based online strategy game?

A Couch Co-Op game?

Or an online multiplayer first person shooter.

Get your votes in there.

All right we have 200 answering here.

Let's go ahead and lock up the answers.

And see what you said here.

88% said an online multiplayer first person shooter.

And the correct answer is there you go.

An online multiplayer first person shooter.

So breaking down the why here.

A first person shooter, FPS, is all about having quick reflexes so having that low latency greatly helps when competing online so you're seeing things happen as close to real-time.

If you're seeing something at a half-second delay then by the time you react to that player or the target that the player may not be there and you'll certainly miss a single player game place locally on a console or PC so it doesn't typically need the internet to play.

A turn-based game works similar to chess so a split second reaction wouldn't help there that much.

Couch Co-Op is a game that plays with multi-players on one device so that doesn't necessarily need a low latency network either.

We're almost halfway here.

Question 5, who is credited for inventing the game cartridge?

Gerald Lawson?

Samantha Aran?

Gordon Vakarian?

Or Ellie Fisher?

Get your answers in there.

Who is credited for inventing the game cartridge?

All right.

Let's lock up those answers, see what you said here.

And it looks like many of you thought it was either Gerald or Gordon.

Let's see if you're correct.

And the correct answer to Question 5 here is Gerald Lawson.

41% of you got that one right.

Originally created for the Fairchild Channel F video game console, these became the standard for most video game systems until discs started to be used.

Prior to cartridges, games would just be preinstalled on the console.

All right.

Halfway through the quiz let's check out the leaderboard here.

We have Fazan Ahmed.

5 for 5 under a minute we have Henry in No. 2, Ethan No. 3.

Riley in 4 and Ryan in 5.

As you can see there, only four of you have all five correct so this is still really anyone's game.

The questions will get a little harder if you thought those were hard well stick around.

There's plenty of you probably underneath that leaderboard there.

So let's go ahead and continue the game here.

Once again, you are watching the Up to Speed Live live gaming quiz here.

Question 6, what does E3 stand for?

Entertainment experience expo?

Electronic Entertainment Expo?

End-to-end entertainment?

Entertainment cubed.

Get your answers in there.

And let's see, E3 is something we'll be talking about later it may be in the next few weeks here so we'll be continuing to talk about our games and our partnerships there.

So this is awesome.

All right.

So let's go ahead and show what you voted for here.

56% of you, Electronic Entertainment Expo.

Let's see if you are correct.

And the correct answer is, yes, it is, Electronic Entertainment Expo.

Now, for those of you who are not in the know this is basically the biggest event for gaming news and announcements.

To simplify it, think of it as the Consumer Electronics Show, CES, for video games.

And the next E3 will be happening June 12th through the 15th so be on the lookout for that as Verizon will be making some news there this year, as well.

Question 7, what gaming intellectual property was acquired for \$2.5 billion?

Minecraft?

Star Wars?

Fortnite?

Among us \$2.5 billion.

This is high stakes gaming here.

Let's go ahead and lock up the answers.

And the correct answer here, so some of you got Minecraft.

Some of you voted Fortnite.

Let's see the correct answer.

Intellectual property.

It was indeed Minecraft for \$2.5 billion.

Minecraft was acquired by Microsoft for, yes, 2.5 billion to give you perspective, Disney paid \$4 billion for the entire Star Wars franchise.

So yes, this is big stuff here.

I'm sure every parent whose child is playing Minecraft right now knows all about that.

All right.

Question 8.

What button can be found on all of the controllers for the most current consoles from Microsoft, Sony and Nintendo.

Button A?

Button O?

Button X?

Or button Z?

What button can be found on all of the controllers for the most current consoles?

All right.

Good to see more than 300 of you still getting those answers in very quickly here.

Let's lock up the answers and see what you voted for.

A lot of you have X down.

63%.

And let's see if you are correct.

63%, X going to give it to you.

X is the corrected answer.

While both the Nintendo Switch, Microsoft Xbox Series X and Sony PlayStation 5 have an X they are actually in three different locations.

Always adding a fun learning curve to players that play games across multiple consoles.

All right.

Question 9.

Now it's getting -- now it's crunch time, folks, what was the first game to appear on a mobile phone?

Snake?

Brick breaker?

Pong?

Or Tetris?

Hmmm.

I'm sure you've spent many hours on your phones playing these games here.

I did like Snake.

I would play Snake for hours.

All right let's go ahead and lock up the answers and see what you said here.

All great games.
40% of you playing Snake.
35% say Tetris.
Let's see the correct answer, folks.
And the correct answer is Tetris.
First game to appear on a mobile phone.
How about that.
A little throwback question for you there.
Paul how are you doing, are you doing okay?

>> PAUL NITZSCHE: So-so.

I'm getting a few right but I'm definitely not on the leaderboard that's for sure.

>> ANDY CHOI: All right.

Well, hey, you know we're learning live so everyone is winning this way.

All right.

Tetris game preinstalled on the Hagenuk MT-2000 in 1994.

Snake which many considered the first majorly popular mobile phone game didn't come out until 1997.

Two questions left folks Question 10.

What was the largest prize pool for an eSports competition?

15 million?

21 million?

34 million?

\$53 million?

Go ahead and get your answer in as quickly as possible that's a lot of cheddar right there for eSports.

Lock up the answers, see what you said and it looks like many of you 42% saying \$34 million is the largest prize pool for an eSports competition and the correct answer is \$34 million.

Yes.

Almost half of you know your eSports prize pools there.

very nice, the prize pool was for the international 2019 game Dota 2.

The winning team of the event, OG, received \$15.6 million for that.

All right.

We are down to our last question here.

And let's take a look at our leaderboard to see if things have switched up a little bit.

Oh look at that, Fazan 10 for 10.

Anita just about another minute and some change to answer these questions.

Riley in No. 2.

Chris No. 3.

James No. 4.

Matthew in No. 5 there.

As you can see, only Fazan and Riley are 10 for 10.

Congratulations so here we go.

This is for all of the bragging rights the gaming trophy here.

Question 11, are you guys ready?

Here we go, what is the Konami?

Up, up, down, down, left, right, left, right, A, B?

Up, down, up down, left, right, left right, A, B?

Or up, up, down, down, left, left, right, right, B, A?

Up, up, down, down, left, right, left, right, B, A?

We know this code the Mike Tyson's Punch-Out code as well but no we're looking for Konami code go ahead and get your answers in here.

Lock them up.

33% up down up down left right left right A, B.

I know this I believe and the correct answer here is up, up, down, down, left, right, left, right, B, A.

25% of you got that right.

It was popularized in the Konami game Contra this first cheat code first appeared in the Konami game Gradius.

I did not know that.

With that our quiz is concluded let's see who we congratulate.

And Riley takes it.

11 for 11 there.

Wow.

That last question really made the difference there, so Riley congratulations 11 for 11 all perfect.

And you got it all in less than four minutes there.

So congratulations.

Be on the lockout.

We'll be reaching out to you to get your Razer Kishi gaming controller.

And that, folks, is our gaming quiz hope you learned a little bit more about gaming.

A bit more prepared to enjoy another great edition to our Mix & Match plan with Apple Arcade and Google Play Pass starting tomorrow.

And Paul thank you very much for joining us and congratulations to you and your team on breaking 5G hopefully you learned a few things about gaming today.

>> PAUL NITZSCHE: I did learn a few things.

>> ANDY CHOI: As Paul rocking the WorkForward shirt again we'll be talking about WorkForward with Christy live so we'll see you Wednesday one big shoutout to our Up to Speed teammate Shavrya and her husband Raj big congratulations they got

married over the weekend fantastic ceremony it was livestreamed so all of us on the team got to watch as well but just wonderful to see Shavrya and Raj and congratulations to them on a beautiful wedding and wishing you all the best in the days ahead.

There you have it, folks, a Monday all about gaming.

All about motivating ourselves.

Reaching barriers and breaking them.

And of course a little bit of love there at the end.

So we hope you enjoyed Up to Speed Live this Monday I hope you have a fantastic rest of the week and until next time, folks, you're Up to Speed.