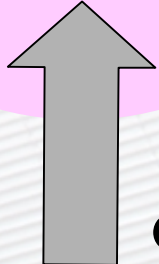# Mr David Creed
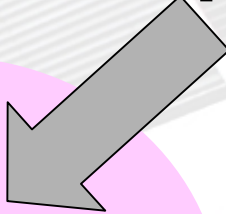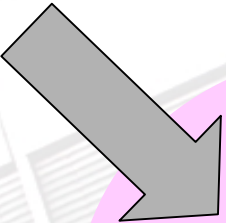
VP and Deputy CTO

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Industry Trend

Consumer Electronics

Telecommunication/ Networking
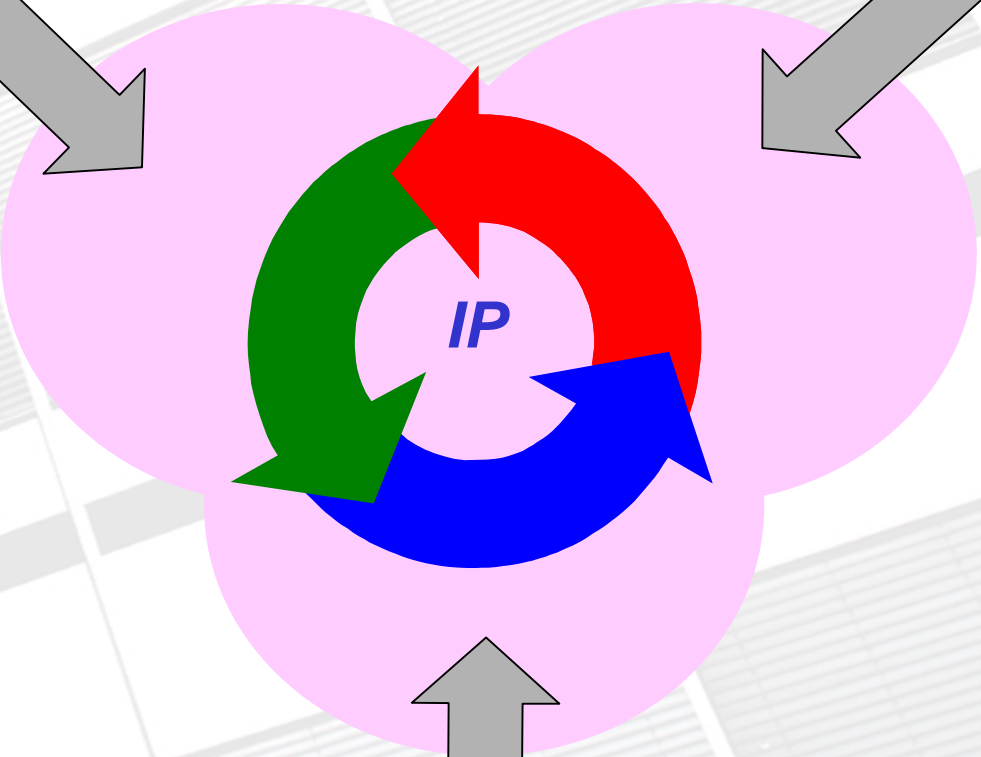
IP

Computer

Network Convergence
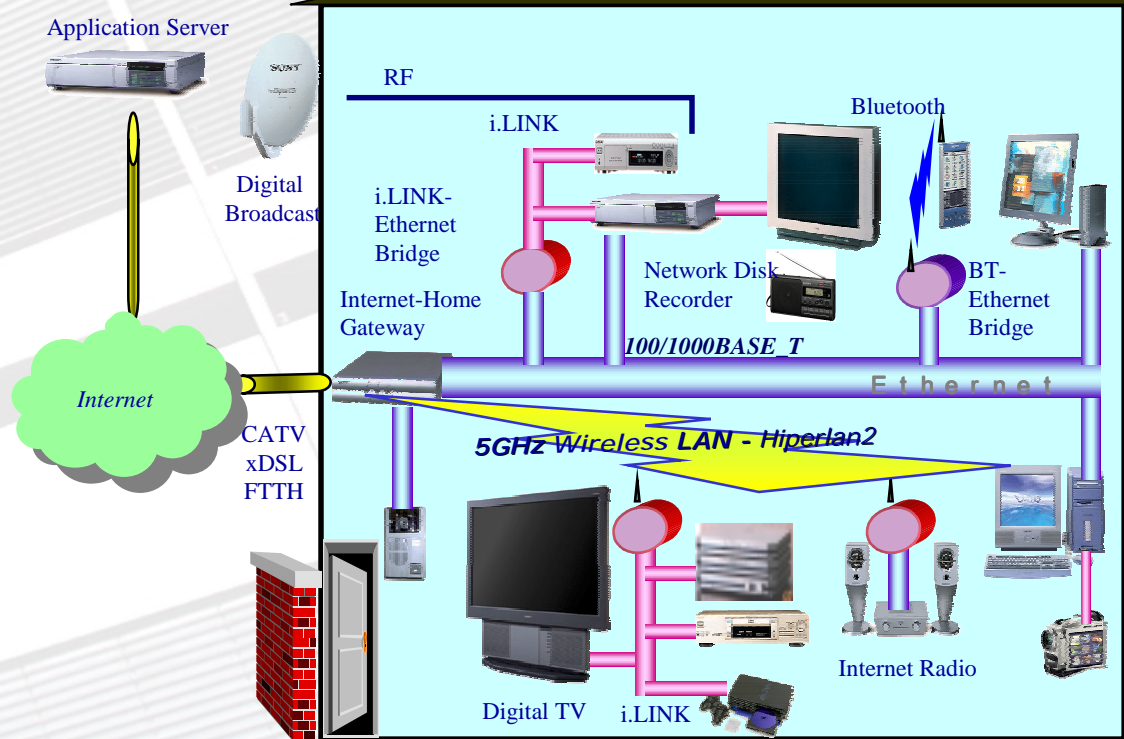
Focus Areas

Macro
Trends

Technology
Trends

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IP
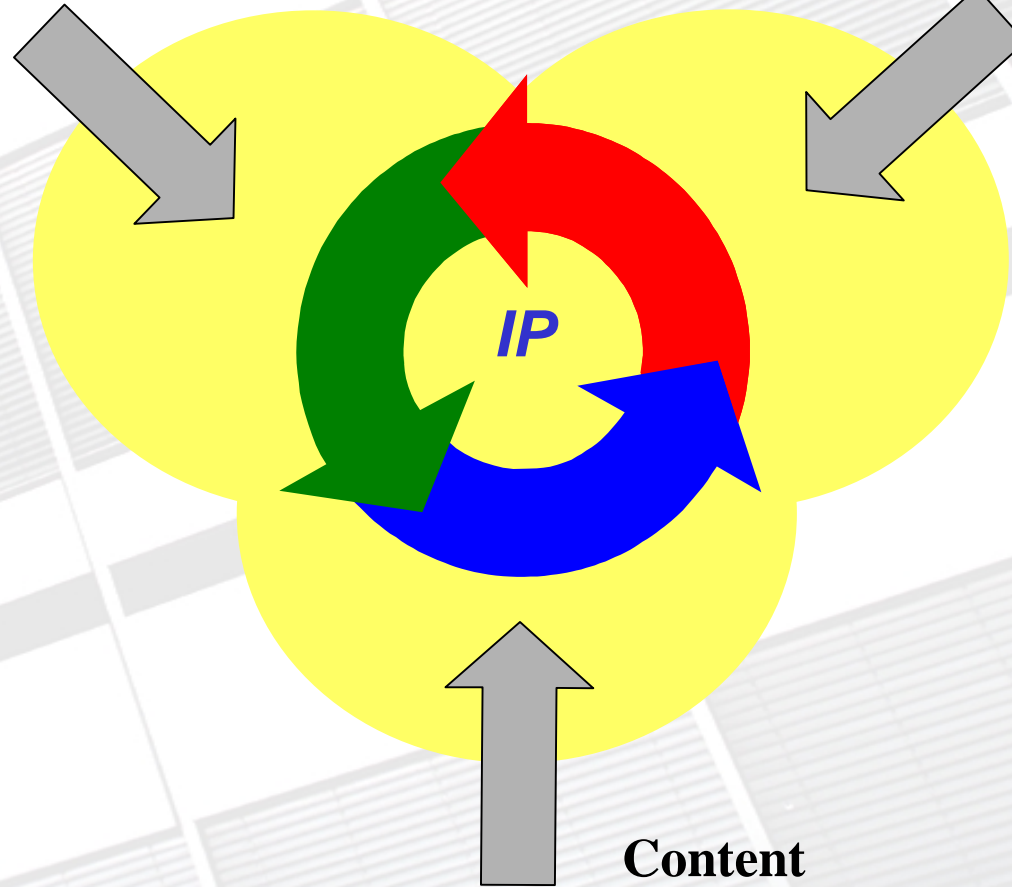
Content

Macro Trends

- ## Life Style
  - Mobility, Youngsters, OnTheMove, Access to Information,Game

- ## At Home:
  - Audio & Video entertainment,Game, Humanoid

- ## Professionals
  - SOHO (Small-Office-Home-Office),Game

Technology Trends

- ## Broadband Communication
  - Wired and Wireless, MAN, WAN, LAN, and PAN networks, ADSL, 3rd and 4th Generation wireless

- ## IPV6
  - V-Online (Virtual On-line capability), Quality Of Service, Peer-to-Peer

Mature and proven technology provide better service capability to the end user

Expected user services

- IPv6 could be the vehicle for
  - fixed/mobile applications
  - "data service" changed into content enjoyment
  - consumer market: entertainment
  - professional market: real multi-presence/multi-media

- Generic content roadmap
  - text & pictures
  - music (in a near future @ 64kbit/s)
  - moving pictures (scalable quality)

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Needed features

- ## QoS
  - signal distortion means less enjoyment!
  - Price vs quality
  - not only Bit/Packet Error Rate but End-toEnd customer satisfaction

- ## Security
  - copyright protection
  - transactions

- ## Versatility & robustness
  - to address needs of consumer market

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- Process
  - The mission?
  - What is the objective?
  - What Time line do we expect for IPv6?
  - How do we expect to structure the IPv6 development process?

Open topics for IPv6

- ## Technology
- IPV6
  - Native IPv6 network vs Legacy Networks
- Network
  - Core IPv6 network vs Access IPv6 networks
- Quality of Service
  - Guarantee QOS
  - End-to-End capability
- Business Model for IPv6
- Trail and/or demonstrator networks

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| Strategic Assessment | Project Planning | Trials/Pilots Systems |