

3GPP all-IP Workshop -- Nokia Vision of the Mobile Information Society

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Global IP Mobility

Seamless services

Mobile Information Society

Mobile telephony

Messaging internet always on

Mobile multimedia

Wireless, secure, high speed access

Fast Internet & Intranet

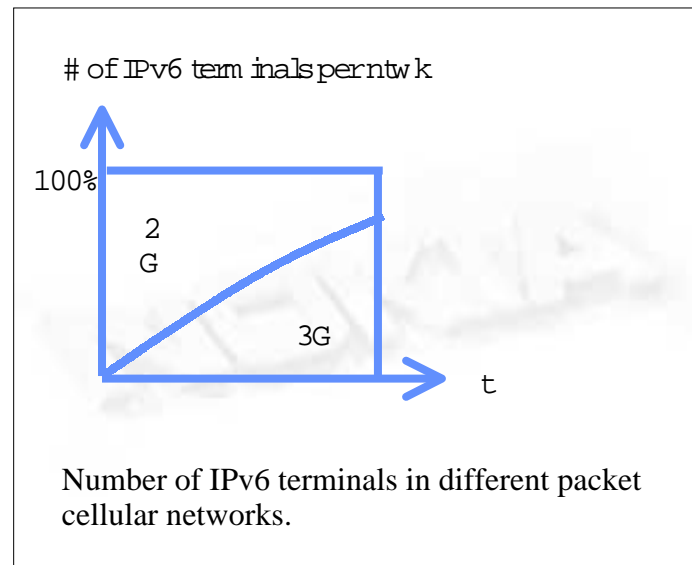
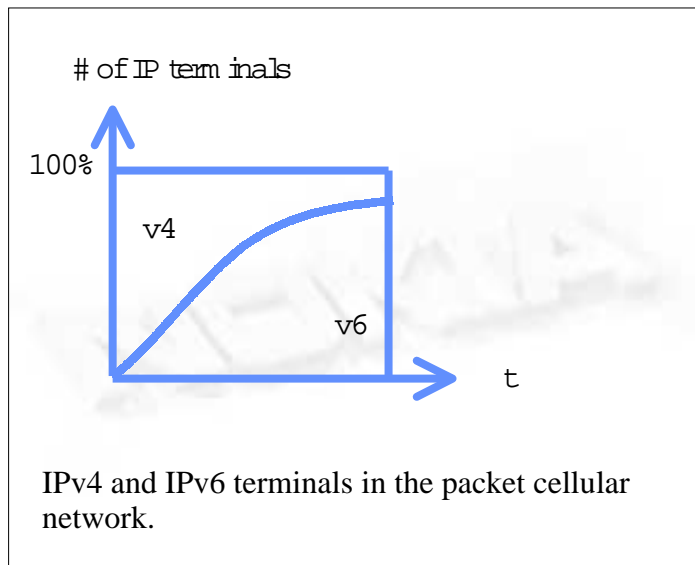
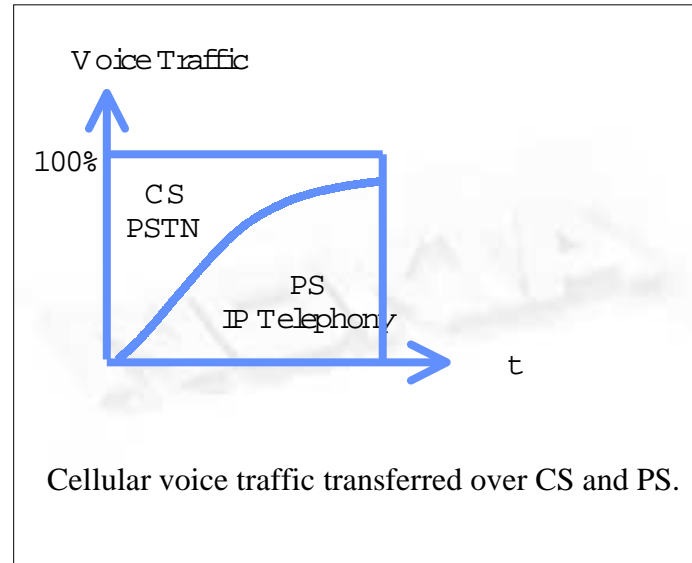
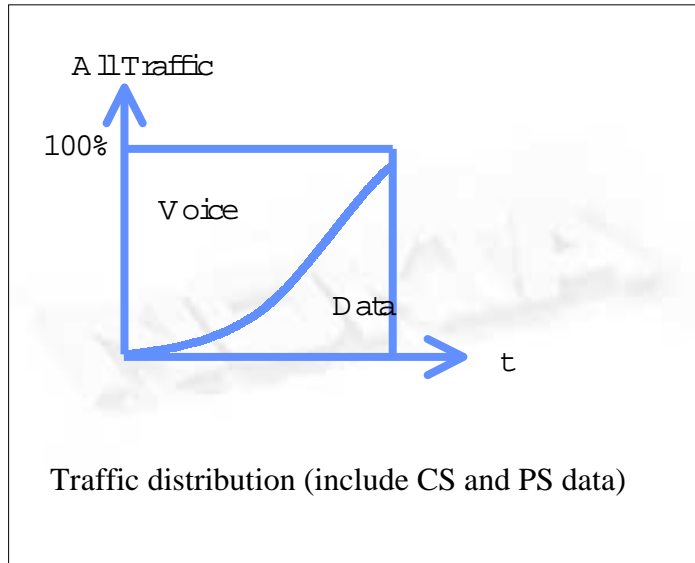
Shared databases & applications

Wide Area Coverage



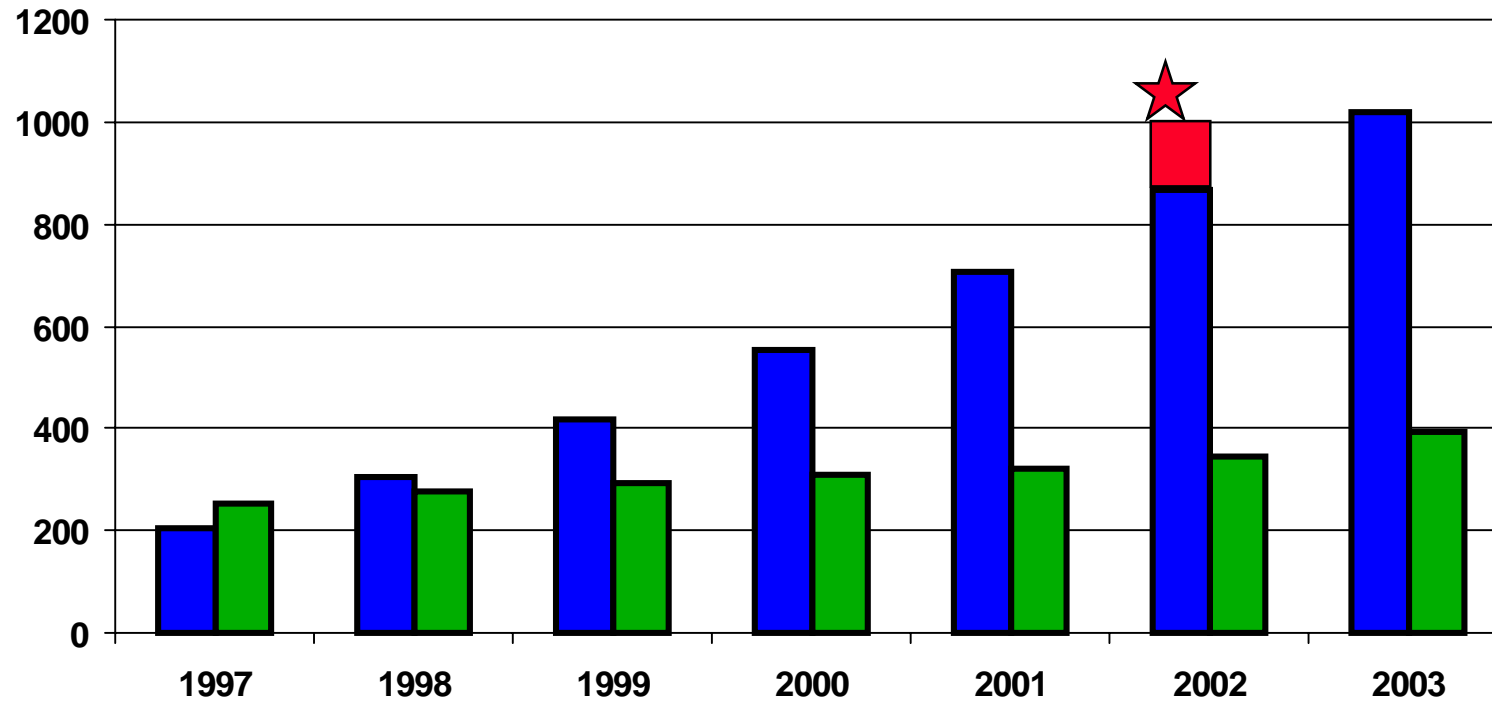
Local Area Coverage

Cellular traffic paradigm



Mobile Phones vs. Personal Computers

(M illion)



Cellular Subscribers.
Source: EM C 1999

PC installed base.
Source: Dataquest 1999

Nokia Projections
February, 2000

Exploding Connectivity = New Mobile Applications & Application Categories

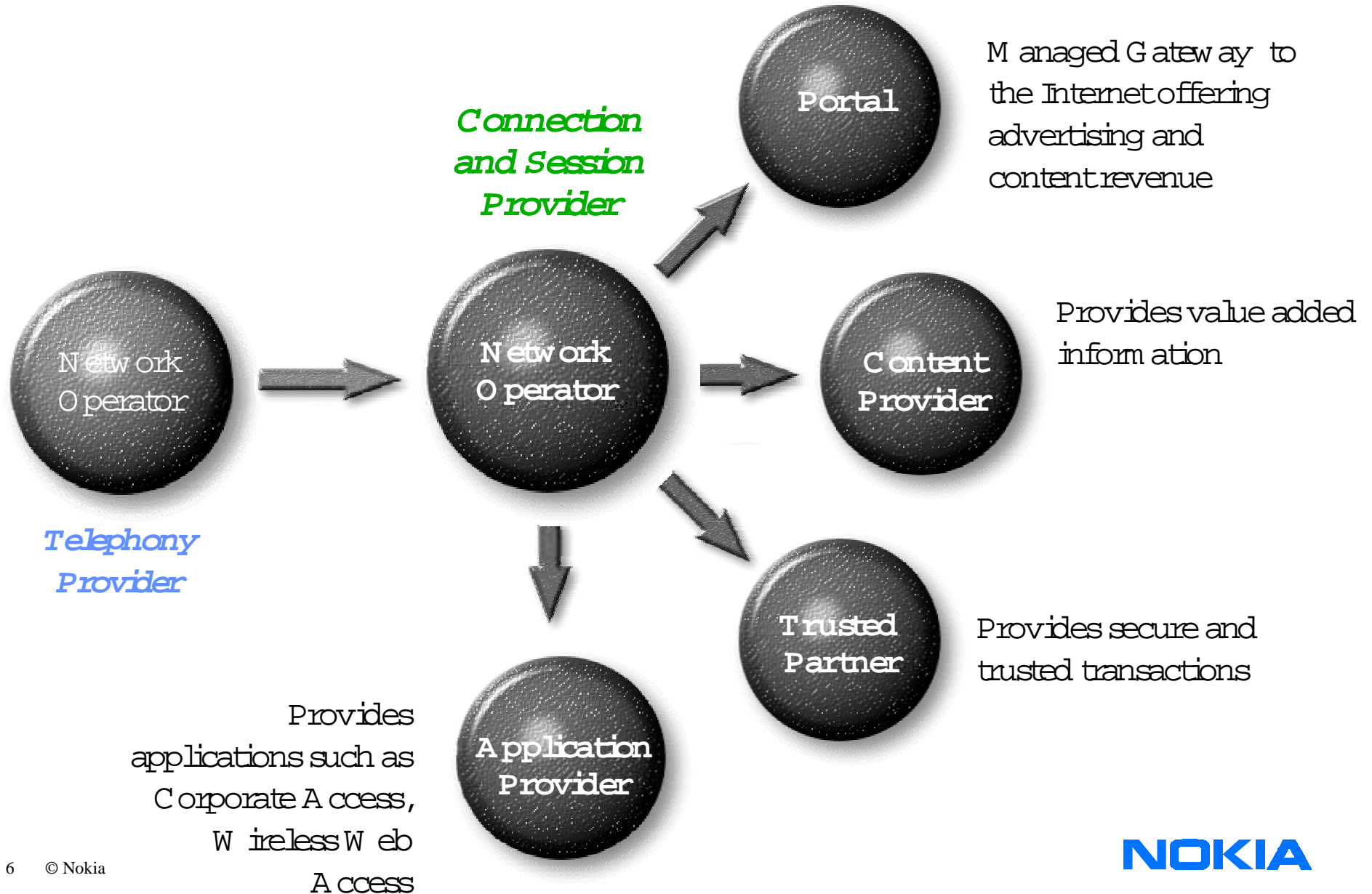
Providing connections  Providing connections and services

Business		<u>Connectivity and Messaging</u> Voice sms data
From:		
Consumer	<u>Connectivity and Messaging</u> Voice sms	
	Consumer	Business
	To:	

Business	Media broadcast NVOD Advertising Push	<u>Corporate access</u> Voice/Video Conferencing e-mail/imaging Workflow Data coll/distr
From:		
Consumer	<u>Connectivity and Messaging</u> Voice/Video Imaging sms / e-mail / fax Communityware	e-Commerce Internet Intranet Horizontal consumer svcs
	Consumer	Business
	To:	

Business-to-consumer is a whole new market

Many New Roles for the Network Operator



The Target Setting

- Create a world-class all-IP system with rapid time-to-market and future-proof design
- Flexibility for providing new, revolutionary services, while ensuring smooth network evolution and service continuity
- Access independent design for globally seamless services
- Enable growth of revenue-generating streams now by leveraging the newly-emerged wireless data market



Combine the best of both cellular and IP technologies

How to Achieve the Mobile Information Society

- Global Specifications
 - To provide uniform platform for mobile multimedia applications
 - To guarantee global acceptance and success
 - To provide economy of scale
- Mobile System Specifications in 3GPP
 - Complemented with protocols tailored for mobile multimedia applications in co-operation with other bodies (IETF, WAP Forum,...)
- Mobile community to take lead in development of new services
 - Telecom services, datacom services, IPv6, WAP/WEB, m-Commerce, mobility, 2G/3G multimode capability,...
 - New consumer oriented multimedia services and multimedia devices

