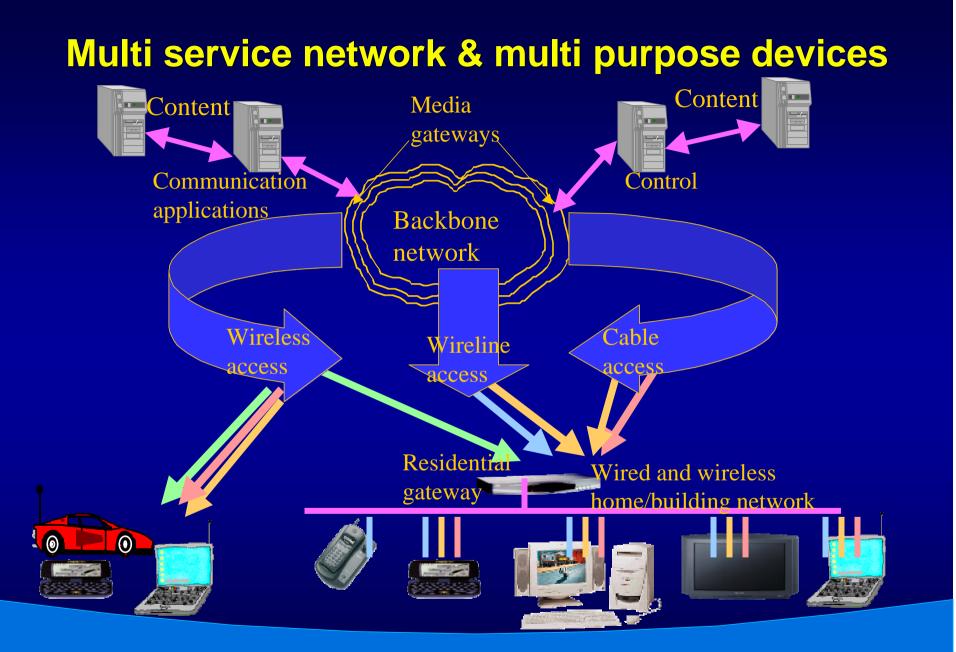
Ubiquitous networked computing IPv6TF 23-04-2001 Brussels

Ger van den Broek Philips Research Information and Software Technology







Applications at home

• Infotainment

- games
- e-paper, e-magazines, e-book
- music
- movies and documentaries
- Control and security
 - light, heating and air-conditioning
 - camera's, locks and alarm
- Communication
 - voice, video, e-mail
- \Rightarrow Ease of use and

Increase quality of life







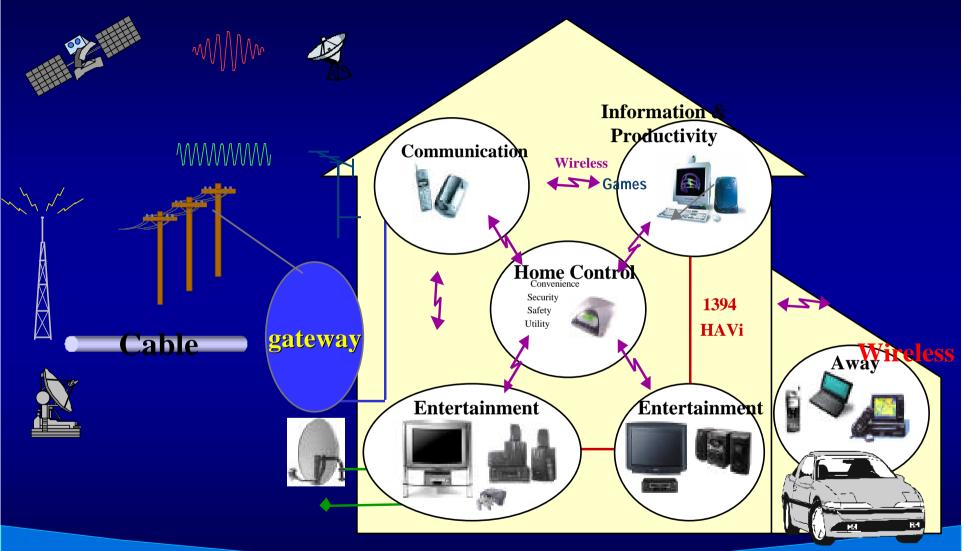








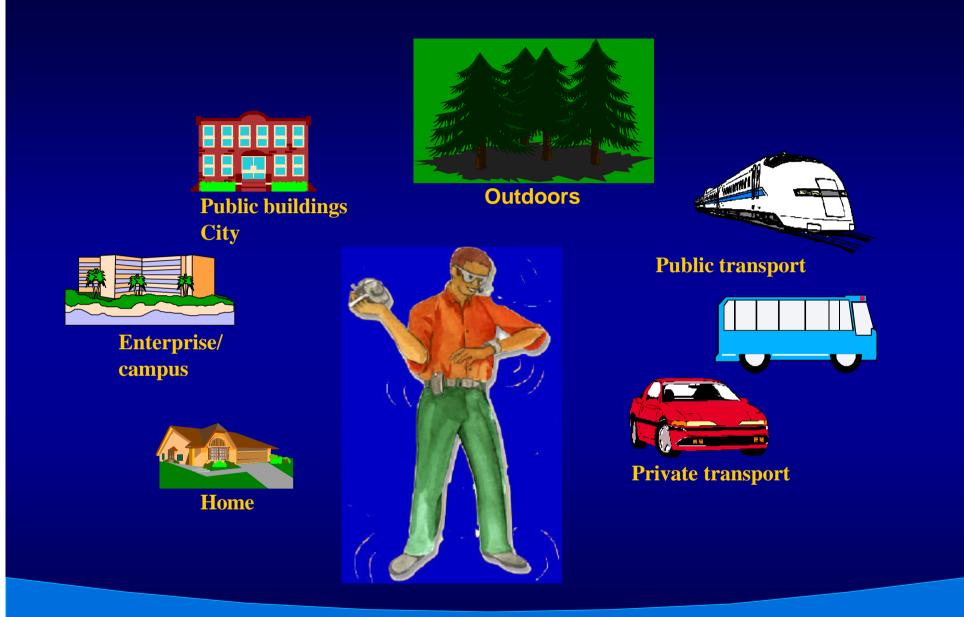
Home connected to the world



Let's make things better.



PHILIPS



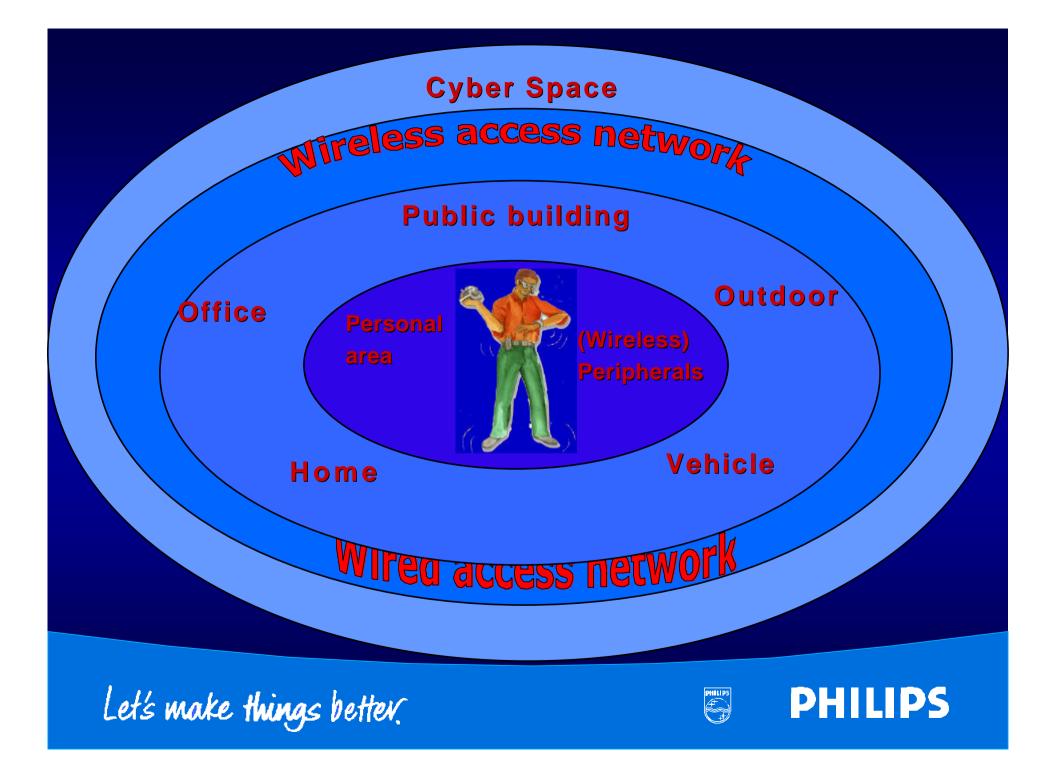












More in the future...

Ambient intelligence

- (people centric, environment is the interface)
- Ubiquitous networking
- Ubiquitous computing
- Intelligent social user interfaces

Requires:

- ad hoc network connections
- broadband always on
- mobility (horizontal and vertical handover)
- dynamic configurable and adaptable networks and services





Involved stakeholders

- Consumers
- Equipment suppliers
- Network equipment suppliers
- Access providers
- Network operators
- Content distributors
- Content owners
- Regulation and legislation organisations



How to influence?

Address <u>all</u> stakeholders: Convince them of the benefits of IPv6 for their problems

Use existing consortia, interest groups and forums to spread the message. Some examples are: ATVEF, DVB, OSGi, UPnP, Home PNA, HomeRF, HPA, HAVi, X-10, LON,



Conclusion

- The use of the Internet protocols offers a lot opportunities for the multiservice networks and multipurpose devices.
- IPv6 especially addresses a number of important challenges.
- Migration strategy is needed
- The acceptance of new technology however is not only based on technological advantage.



Thank you for your attention



