

Class 3 – April 2 2009

# HUMAN CENTRIC MOBILE COMPUTING 2009

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# HUMAN CENTRIC MOBILE COMPUTING 2009

Exercise 1

The Mobile Market + teaser

Home Exercise 2

Lab Exercise

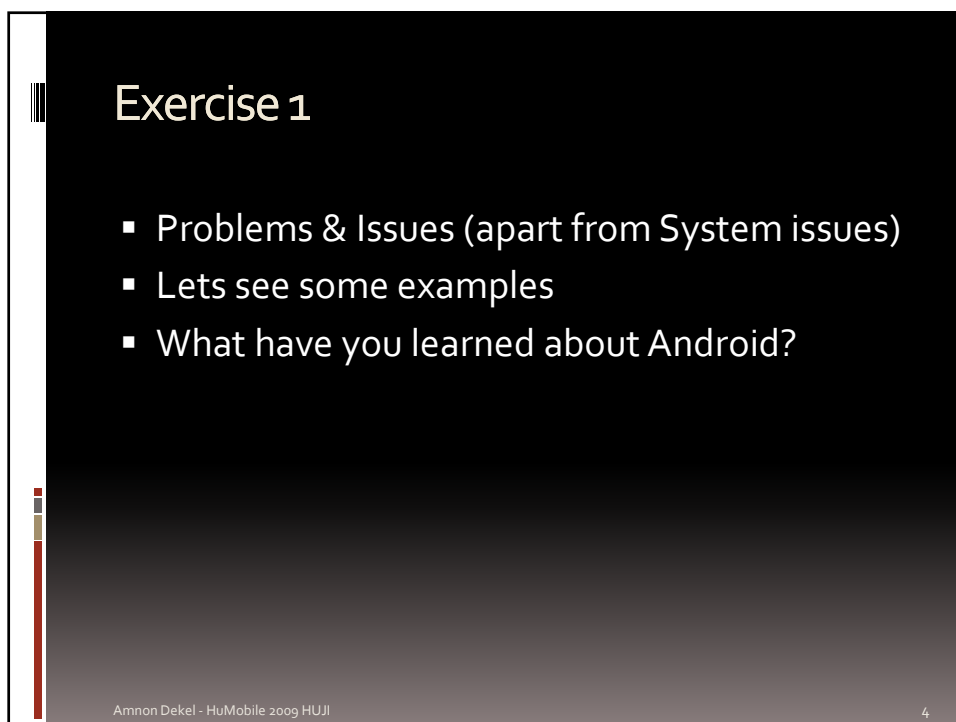
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**EXERCISE 1**

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**Exercise 1**

- Problems & Issues (apart from System issues)
- Lets see some examples
- What have you learned about Android?

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THE MOBILE MARKET + TEASER

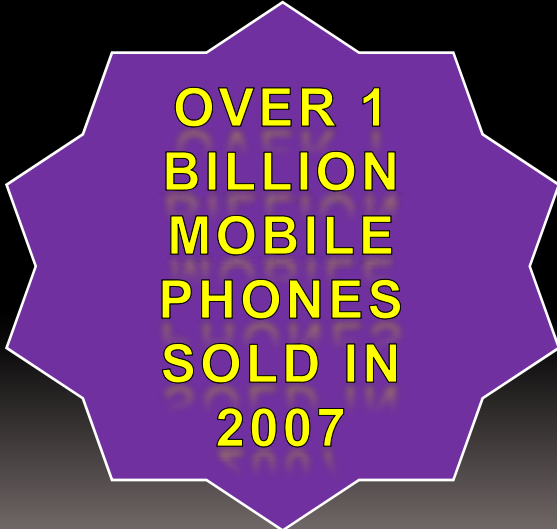
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Teaser

- Did you know?

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# The Mobile Market



**OVER 1  
BILLION  
MOBILE  
PHONES  
SOLD IN  
2007**

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# The Mobile Market



**\$1 Trillion  
Market in  
2008 !**

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# The Mobile Market

**\$1 Trillion in 2008!**

**In only 20 years!**

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# The Mobile Market

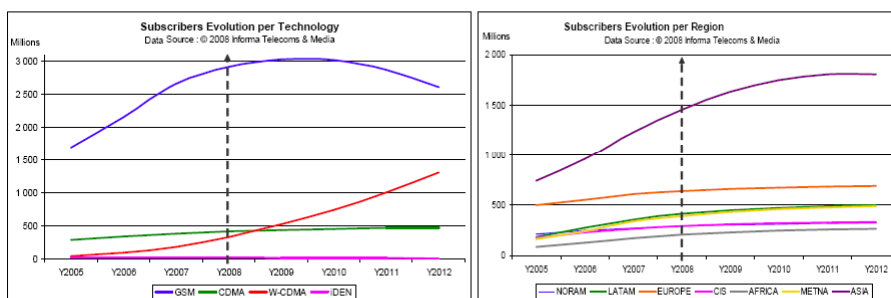
**2008**

**50 percent mobile penetration point crossed!**

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## Worldwide Mobile Market 2007 in brief

- ✦ WW subscribers base : **3,4 bn** all techno (+24%)
- ✦ WW SIM deliveries: **2,6bn (+29%)**, est. 2008: 2,9 Bn (+13%)
- ✦ Mobile handsets shipments: **1,2 bn** (+12% vs 2006) and 1,3 bn are expected for 2008 (+8%).
- ✦ 68% of subscribers are prepaid
- ✦ WW penetration rate has reached for the 1st time 50%
- ✦ GSM remains by far the dominant technology, but W-CDMA shows strong growth



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gemalto<sup>x</sup>

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## 2007 in advanced markets : the user experience was dramatically improved

### Key mobile trends 2007

- ✦ Mobile broadband finally became a reality: deployed in 90% of Advanced markets (HSDPA, EVDO)
- ✦ Data ARPU grew but just compensated decline in Voice ARPU
- ✦ Convergence-based business models accelerated M&A
- ✦ ... the star product wins thanks to a superior man-machine interface
- ✦ Internet players full speed to invade the Mobile internet space: Yahoo Go! 3.0, Google Android... content from many sources, direct route to the consumer.
- ✦ Handset vendors announce the launch of major service portals



### Key mobile trends 2008

- ✦ Year 1 of the Mobile Internet equipment and usage: broadband, content, IM, search, VoIP...

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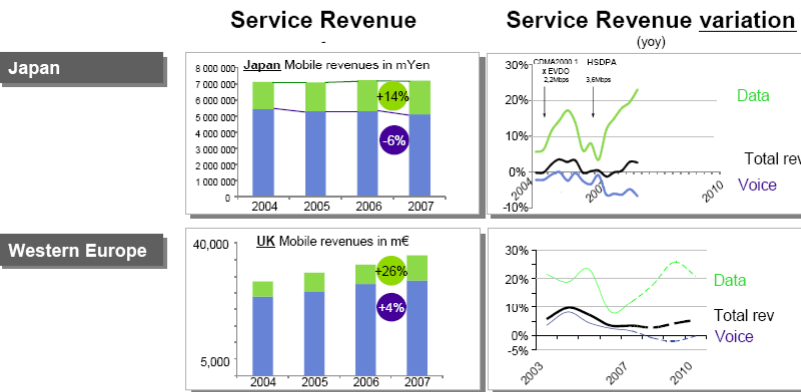
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## Time to build new revenue streams

✦ In mature markets, Telcos need new revenues to compensate declining voice

■ Data  
■ Voice

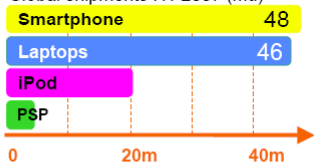


Sources: MNOs, Informa, Gartner

## 2007 in advanced markets

### Smart phones reach critical mass

Global shipments H1 2007 (mu)

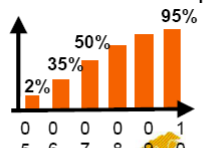


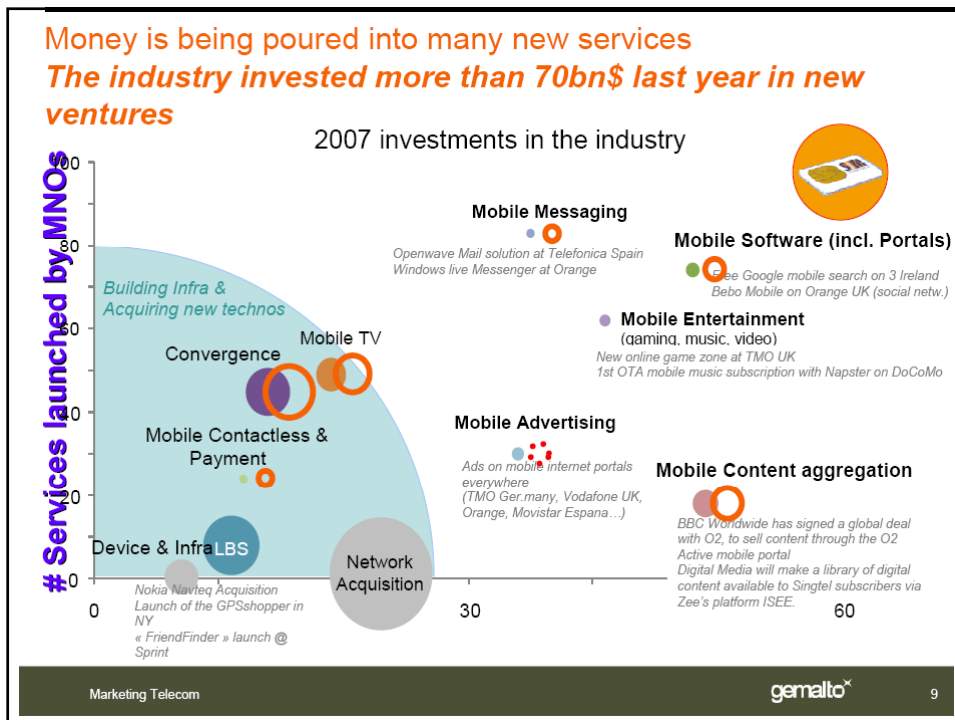
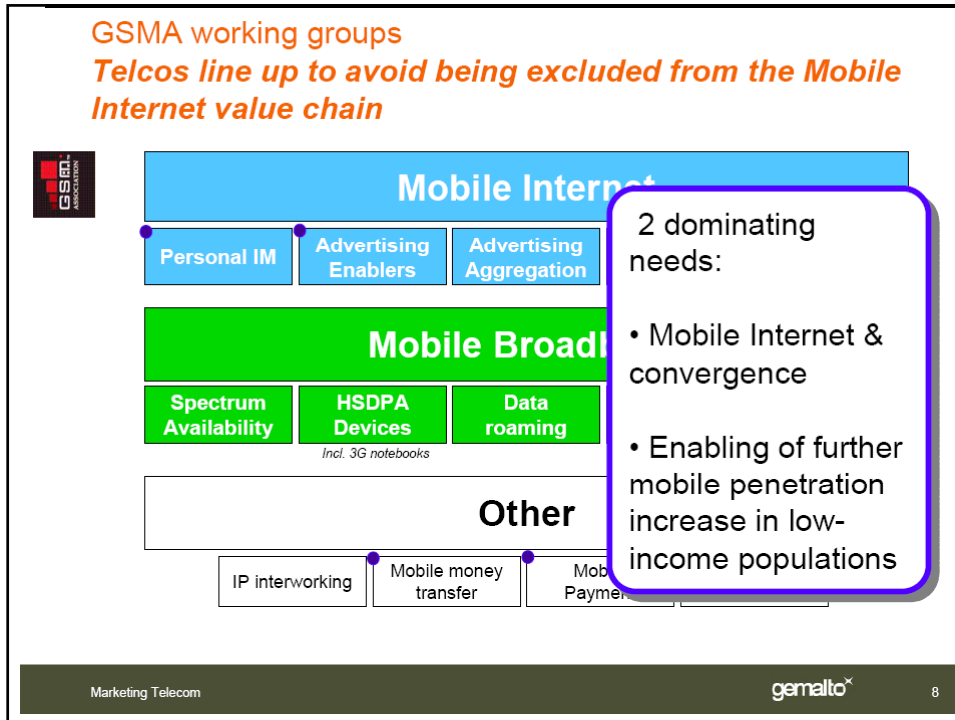
Since 2006, there are more smart phones than laptops shipped globally.

A new computing cycle, with new usages

### Speed arrives on the mobile phone

% of population covered with HSDPA in Western Europe







## Overview of the Telecom ecosystem – focus on advanced markets

### Key mobile trends

**Services : Multimedia confirmed as the #1 priority for MNOs, and now speed is deployed**

- + Content & Communication (Web 2.0) are the growth engine of the digital eco-system
- + MNOs have strong objectives to grow data revenues (up to 30%) ... and will need to start Mobile Advertising in 2008-09 to reach target
  - + MNOs have strong pressure on cost reduction, as ARPU growth is below target
- + Internet players full speed to invade the Mobile internet space: Yahoo Go! 3.0, Google Android... content from many sources, direct route to the consumer...

**Handsets : The star product wins thanks to a superior man-machine interface**

- + Handset market is consolidating (top 5 players are now representing 83% of the market)
- + Introduction of open OS (Windows, Symbian, Linux are now chosen as reference platform.) Open OS will account for more than 50% of handset shipped in 2010
- + Google enters in mobile OS market with Android, Apple enters mobile with iPhone + iTunes, MMI is a key success factor
- + Handsets manufacturers also service: Nokia Ovi, Apple revenue sharing model for the iPhone

**Technology / Networks : Mobile broadband finally made reality, deployed in 90% of advanced markets (HSPA, EVDO)**

- + Convergence is changing the picture, strong & common authentication is now needed to bridge the gap between the two worlds
- + Wi-fi & WiMAX are gaining momentum, LTE is near
- + Contactless payment and transport on mobile are emerging in certain markets
- + Management of identity will become more and more important

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## Overview of the Telecom ecosystem – focus on advanced markets

### Impacts for Mobile Operators

**Convergence**

- + Bridge the gap between fix/mobile world to extend services
- + Develop content / services across all networks (mobile TV with broadcasters, contactless with transport/payment players)

**Services & Branding**

- + Establish / reinforce brands
- + Improve & secure access to services
- + Develop personalized & ubiquitous services
- + Extend brand/services beyond mobile (to PC/internet world)

**New business challenges**

- + Generate additional revenues with advertising
- + Differentiate from competition & internet newcomers establishing one to one relationship with end-users
- + Reduce cost / optimise investments

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## Innovation Strategy

... to propose a wide range of services

**Secure Identity across networks**

- MOBILE CONTACTLESS solutions
- MOBILE TV solutions
- CONVERGENCE solutions

**Foster access to services**

- MULTIMEDIA solutions
- mPayment / mBanking solutions

**Support new business models**

- MOBILE MARKETING solutions
- INTERMEDIATION / OPERATED solutions

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# HOME EXERCISE 2


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## Sudoku Game

1. Sudoku Game:
  - Using the chapter xerox hand out- do the Sudoku project in it
  - Extra points:
    - Add on online best scores listing for your game
  - Even more points:
    - Add a *universal* online score listing that ALL games can interface with
  - Hand In: By Class 4, April 23
2. Start thinking and Project Ideas
  - Send me email with up to 3 ideas you like

## Lectures


- Only one group has spoken with me yet
- Lecture:
  - ~20-30 minutes
  - At least 10 minutes per person



# LAB EXCERCISE

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## Start the Sudoku Game

- Go to the lab
- Make sure Linux installation is OK
- Start working on Sudoku

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## Course Web Site

- [www.cs.huji.ac.il/~amnoid/humobile/](http://www.cs.huji.ac.il/~amnoid/humobile/)