

1

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Mobile Imagineering

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Today

Today
is
History

“Mobility Products”

Desktop

iPod Generation

ICE

Information
Communication
Entertainment

Information
Communication
Entertainment

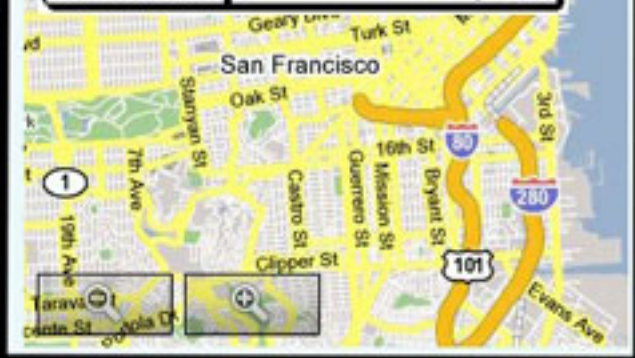
Browser
Email, Voice, IM
Entertainment

Google Maps

palm

Google Maps Edit Options

- Find Business... /B
- Find Location... /L
- Directions... /D
- Map/Satellite View /V
- Clear Map /M



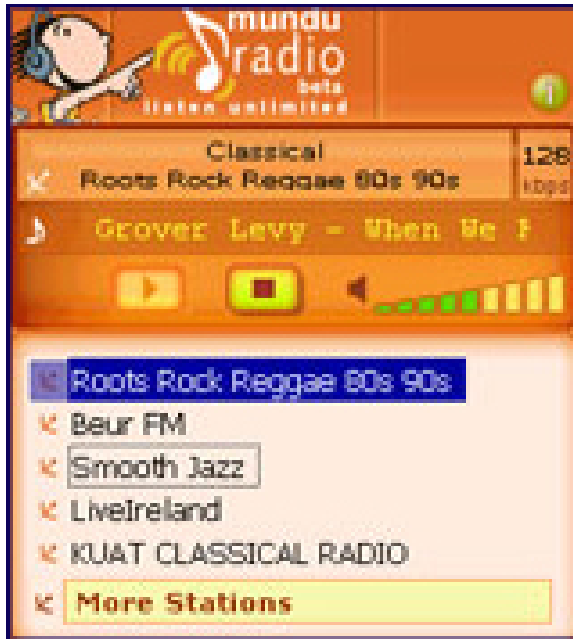
Treo

Navigation and control elements of the Palm Treo device, including a trackball, a power button, and a full QWERTY keyboard.

Information
Communication
Entertainment

Mobile Music

Mundu Radio





**A hundred thousand radio stations
on your mobile.**



The image features a cartoon character on the left wearing headphones and pointing towards a large musical note. The background is a vibrant orange with a perspective view of a bar chart and floating musical notes. In the top right corner, there is a badge from CNET Webware 100 2007 Winner.

Mobile Games

Mobile Games

=

Chess on Phone?

Mobile Games
=
Quake on Phone?

Mobile Games
=
Desktop Games?

~~Mobile Games
=
Desktop Games?~~

Mobile Games

=

Games for Mobility

Arcade Reality





Arcade Reality Demo

Back to Reality

Mobile Environments

Today:
Low RAM
Low CPU
Low Storage
Low Resolution
Bad Networks
Tethered Users

1. Full colour screens
2. Higher resolution
3. Lots Of Memory
4. Lots of Storage
5. "Always on" connectivity
6. Widespread coverage
7. Low bandwidth costs
8. High network speeds
9. Better CPU performance
(does not mean "faster")
10. Untethered Users

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10. Untethered Users

Untethered Users

Untethered Users
want
Untethered Applications

Applications
designed
around
Mobility

Ideas?

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What would you do?

Music?

Video?

TV?

What?

If you cannot imagine it

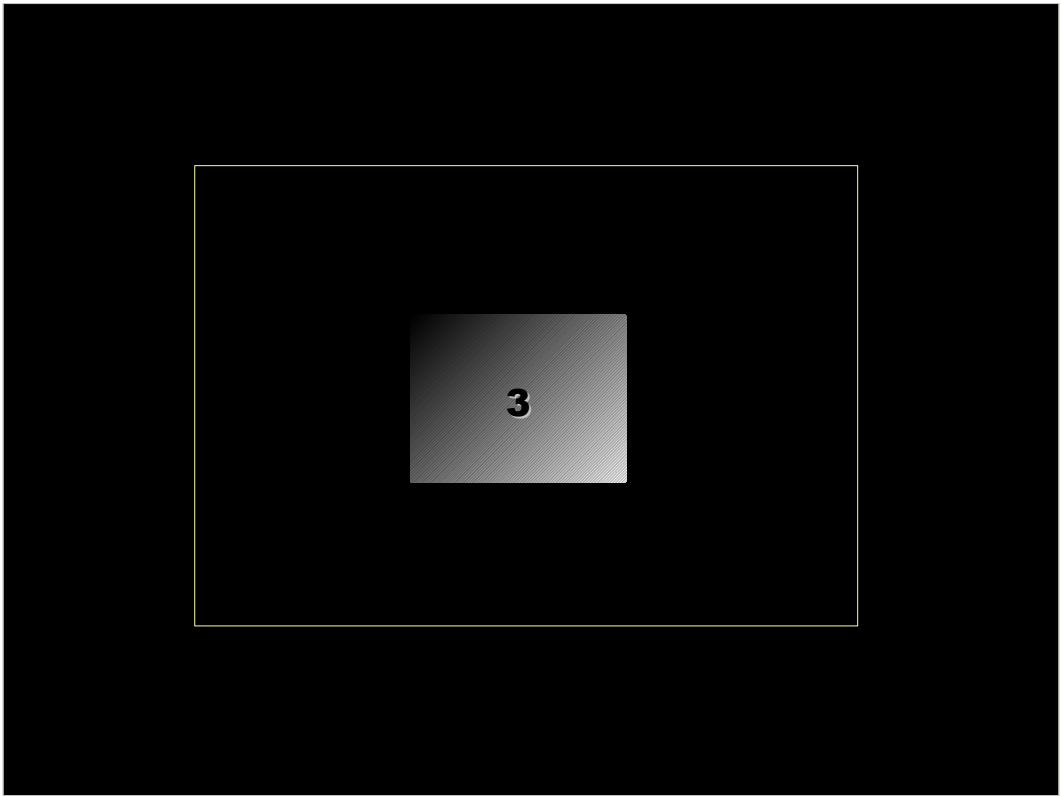
If you cannot imagine it

You cannot create it

Mobile Imagineering

Thanks !

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Entertainment

Entertainment

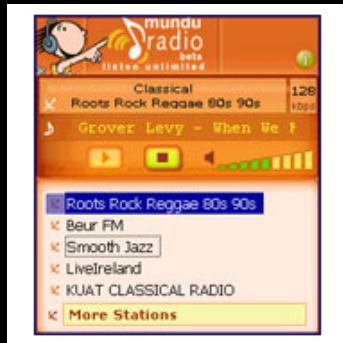





Information
Communication









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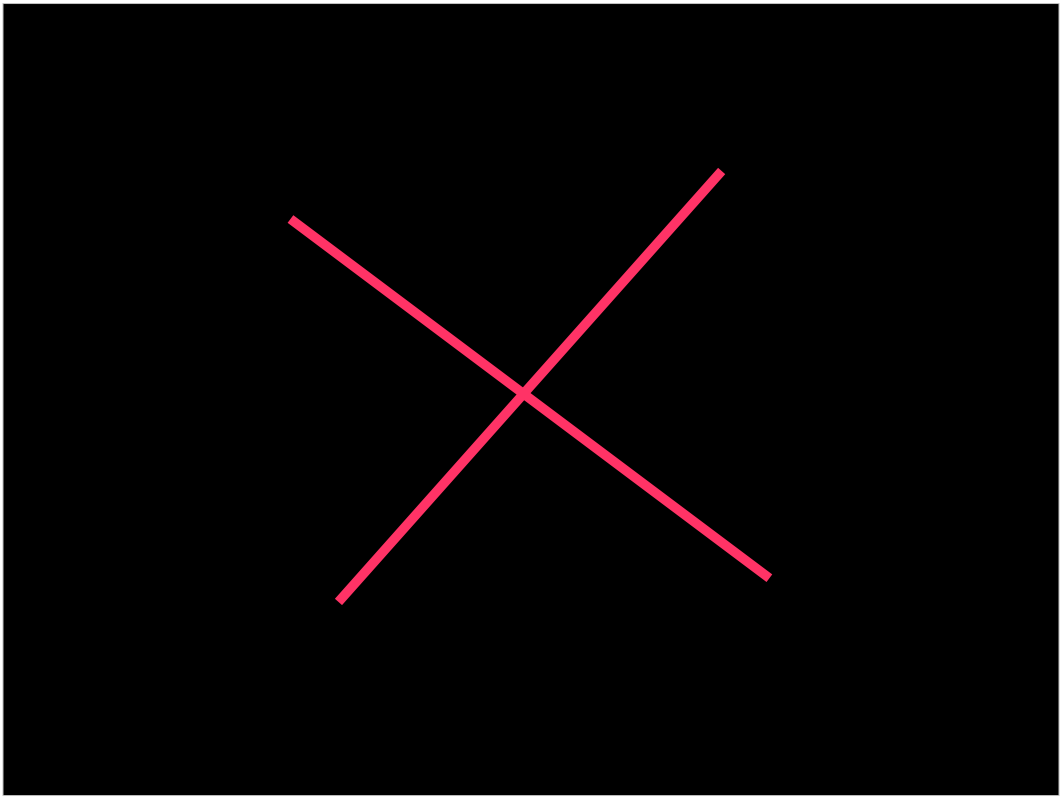






























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