

International Telecommunication Union International Multimedia Telecommunications Consortium



Workshop Objectives

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Is the present set of SG16 MM standards NGN compliant? H.323/H.248 Series (*):

- packet-based?
- separation of control functions among bearer capabilities, call/session, and application/ service?
- **B** decoupling of service provision from transport, and provision of open interfaces?
- support for a wide range of services, applications and mechanisms based on service building blocks (including real time/ streaming/ non-real time and multimedia services)?
- ② Broadband capabilities with end-to-end QoS (Quality of Service)?
- Interworking with legacy networks via open interfaces ?
- generalized mobility
- (*) Reference: IMTC-Spring Forum, May 2005, Eibsee/Germany





Is the present set of SG16 MM standards NGN compliant? H.323/H.248 Series (*):

- unrestricted access by users to different service providers;
- a variety of identification schemes
- unified service characteristics for the same service as perceived by the user;
- converged services between fixed/mobile
- independence of service-related functions from underlying transport technologies;
- support of multiple last mile technologies
- compliant with all regulatory requirements, for example concerning emergency communications, security, privacy, lawful interception, etc.
- (*) Reference: IMTC-Spring Forum, May 2005, Eibsee/Germany





Some of the latest developments in MM telecommunications:

Application level:

- Machine-Machine Communication (Internet of things, NRFID, GRID, ...)
- Triple play (IPTV,...)
- Convergences fix-mobile-broadcasting
- Media coding

- ...

Network platform level:

- NGN deployment and standardization
- Optical transport and switching/routing

- . . .





What next?

- Do we need a 3rd Generation of ITU-T MM Systems and Terminals protocol?
- Do we have to define new MM capabilities and functionality for existing protocols?
- → SG16 has progressed towards the definition of the requirements (H325 Project)





ITU-T

Workshop should provide further input on the following aspects:

- → General considerations:
 - market acceptance/need
 - benefits to end users, service providers, ...
- → Specific aspects:
 - New developments regarding video, audio, speech codecs
 - Web activities-protocols, human interface needs, etc.
 - IPTV
 - Mobile network aspects
 - NGN capabilities in MM communication systems