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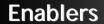
Geneva, 5-7 March 2008







### Digital Lifestyle Shifts to the Automotive World



- Availability of digital content
- Integration of Consumer Electronics devices

## Infotainment Opportunities

- Entertainment
- Information & Communication
- Driver Assist

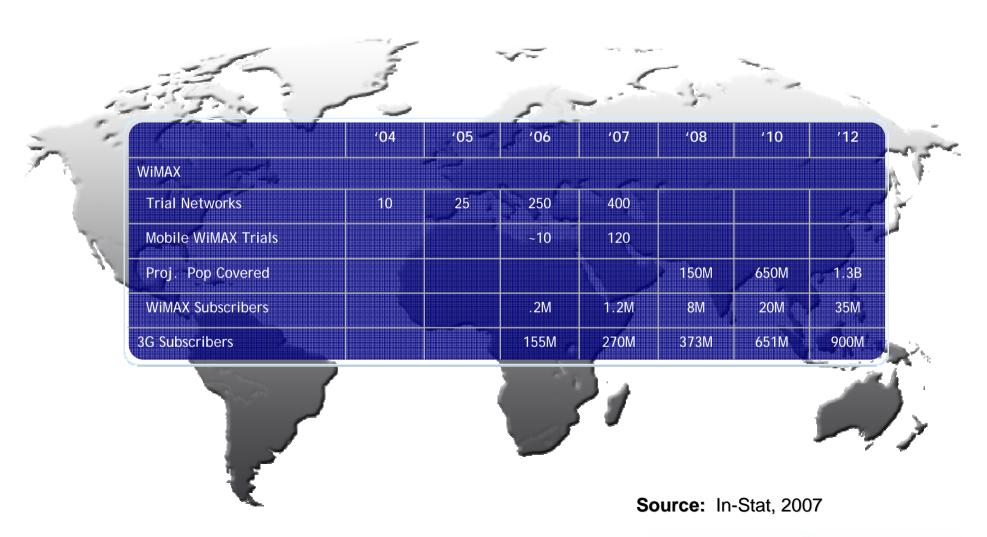
Car Becomes a Safe to Use, Connected Node on the Network







# **Wireless Global Deployment**









### **Broadband Uses and Market Expansion this Year**

- Vehicle Position, navigation tightly coupled to location based services
- Vehicular communication infrastructure
  - VII
  - SAFESPOT / CVIS
  - Japan testing RF
- o Internet, connectivity on the go
  - In-car gaming
  - Social networking
  - BMW ConnectedDrive\*
  - Harman Power Connect\*











### What's Needed For Broadband Connected Car

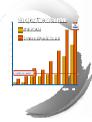


### **Always Connected:**

Responsiveness & visualization



#### Wireless Broadband



### **Mobile Performance:**

Responsiveness & visualization



# **Software Compatibility:**

For the User and Developer



**Equipped Vehicles** 



Full Web + Media Content:

Consumption & Creation On The Go



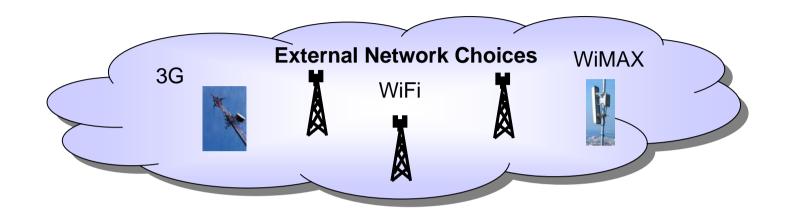
Personalized Internet







## **Open Platform Provides Optimal Solution**



Open
Operating System



Scalable Common Hardware Platform



**Internal Network Choices** 

MOST CAN LIN

Bluetooth\* UWB Ethernet



**Standards for Improved TCO and TTM** 

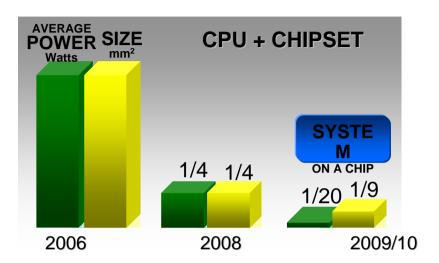


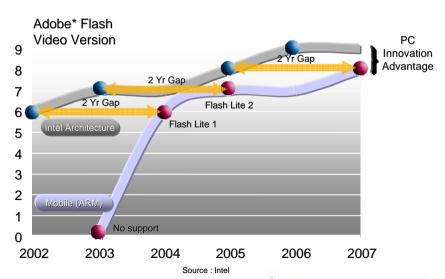




## How Intel is Bridging the Lifestyle to the Car

- Investing in processes, products
  - 45nm Process
  - Low power, high performance
  - Re-use of MID architecture in vehicles further enabling total Mobile Internet
    - Software and hardware
  - Commitment to automotive boundary conditions
- Enabling choice among operating systems and applications
  - Linux
  - QNX
  - Microsoft
- o ... more to come









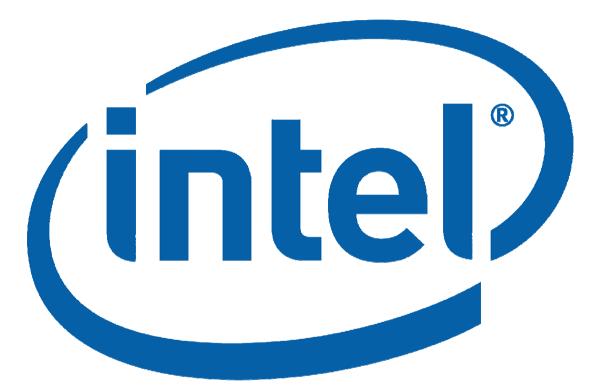












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