## Hybrid Infrastructure and Technologies for Affordable Broadband Access

Syed Ismail Shah, ITUU Area Office Jakarta, Indonesia

### Goal

- Use of ICTs for making lives better
- Requirement
  - Technologies for Connectivity
  - Policies
  - Affordability
    - Devices
    - Connectivity
  - Applications
    - Communication/Entertainment
    - Services
    - Skills Development
    - Innovation



#### **Components of the Network**





## **Main Points**

- Last Mile: Technical Innovation: Existing and new broadband technologies and infrastructure
  - mobile technologies, Cubesat for rural connectivity, Drone-based communications, Community networks, Satellite Communications, Others, e.g., Loon
- Middle Mile: Connectivity
  - Infrastructure projects for increased connectivity
  - Challenges and Best practices on infrastructure implementation
  - Maintaining/upgrading the networks/infrastructure
  - Financing the infrastructure
- Affordability and accessibility for developing countries and/or rural communities
  - Affordability and accessibility of various projects (e.g., rural communities)
  - What cost can make them more attractive for developing countries
  - What user personal devices are required
- Usage and applications
  - Local application development
  - Information gathering and validation to Increase Accuracy and advance development



# **Last Mile Technical Innovations**

- Options differ from country to country (depending on what is available (power, backhaul, devices, etc)).
- Even within the country it depends on terrain
- Other panelists discussed different options
- In general these options are for backhaul, the last mile is usually cellular or Wi-Fi.
- In general if backhaul connectivity is not an issue, cellular technologies in conjunction with Wi-Fi, can be a good option for initial connectivity, but we do need the fixed network later)
- To use this option where it is feasible, we need
  - Good spectrum policies
  - Availability of low frequency bands at a lower cost
  - Availability of devices
  - Infrastructure sharing



Sustainable Connectivity

**Digital Finance** 

**Digital Security** 

Internet of Things (IoT), Big Data

**Over-the-Top (OTT) Applications** 



**Artificial Intelligence, Virtual/Augmented Reality** 



# Affordable and Accessible





#### **Beyond Connectivity**

Policy Layer: Legislation, Enabling environment, Regulatory framework

Human Resource and Technology Layer: Users, Entrepreneurs, Technologies

Funding Layer: Investment, Business Models, Costs/Incomes





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