The Broadband Reality

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The killer application is …

all the applications
Connected Home - 2007

- Online travel: 200 kb/s
- Online shopping: 200 kb/s
- Gaming: 1 Mb/s
- Social networking: 200 kb/s
- Email: 50 kb/s
- Low definition Video streaming: 400 kb/s

Total: 2 Mb/s

Ref: Telstra Bigpond advert
http://www.youtube.com/watch?v=IcN7UYiK8JI
Online shopping 1 Mb/s

Social networking 1 Mb/s

3D High definition video streaming 8 Mb/s

Tele-commuting 4 Mb/s

Advanced Gaming 8 Mb/s

E-education 3 Mb/s

Total: 25 Mb/s

Ref: Telstra Bigpond advert
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Institute for a Broadband-Enabled Society

- Education and Learning
- Network Technologies and Economics
- Business and Service Transformation
- Health and Wellbeing
- Social Infrastructure and Community
Australian Broadband Applications Laboratory

- End-to-end broadband network
- “Real-world” test environment
- End-user devices
- State-of-the-art test gear
- Lab space, facilities and equipment available
Tele-Dentistry
Remote health care: Tele-stroke
Remote physiotherapy using haptics
Wireless monitoring of knee osteoarthritis
Distance education: Uni TV
3D virtual reality surgical training tools
Remote schooling: In school but not at school
Broadband-Enabled Public Screens
Monitoring the environment: saving water
Ageing well with technology
NBN: a platform for innovation
Challenges and Opportunities
Thank you

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