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A futuristic collage set against a blue-toned sky with clouds. In the upper right, a satellite orbits Earth. On the left, a tall metal lattice tower stands. A red steel truss bridge spans a body of water. In the foreground, a silver laptop computer is open, its screen showing a 3D rendering of the Earth. Glowing green and blue circuit board patterns weave through the scene, connecting various elements like the bridge, the laptop, and the sky. Two small silhouettes of people stand on the dark ground near the base of the bridge.

TM

Your Bridge to the Future

CONNECT | CONVERGE | CONQUER

Digital Convergence: What The Future Holds

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Vice President

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World Current Status Drivers

- We live in an information age, driven by needs for precision, accuracy, and timeliness in all of our endeavors—personal, commercial, and governmental.
- As society becomes increasingly mobile and global, reliance on the worldwide availability of information will increase.

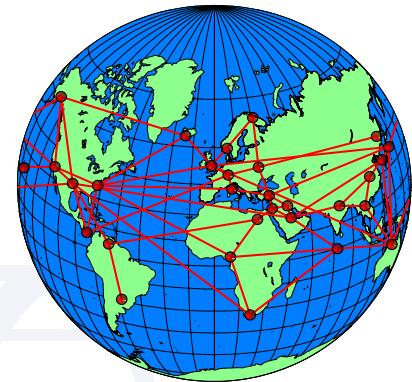
Information Avalanche



- **The Situation**
 - We can record everything
 - Everything is a LOT!
- **The Good News**
 - Changes science, education, medicine, entertainment...
 - Shrinks time and space
 - Can augment human intelligence
- **The Bad News**
 - The end of privacy
 - Cyber crime/cyber terrorism
 - Monoculture
- **The Technical Challenges**
 - Amplify human intellect
 - Organize, summarize, and prioritize information
 - Make discovery and analysis easy

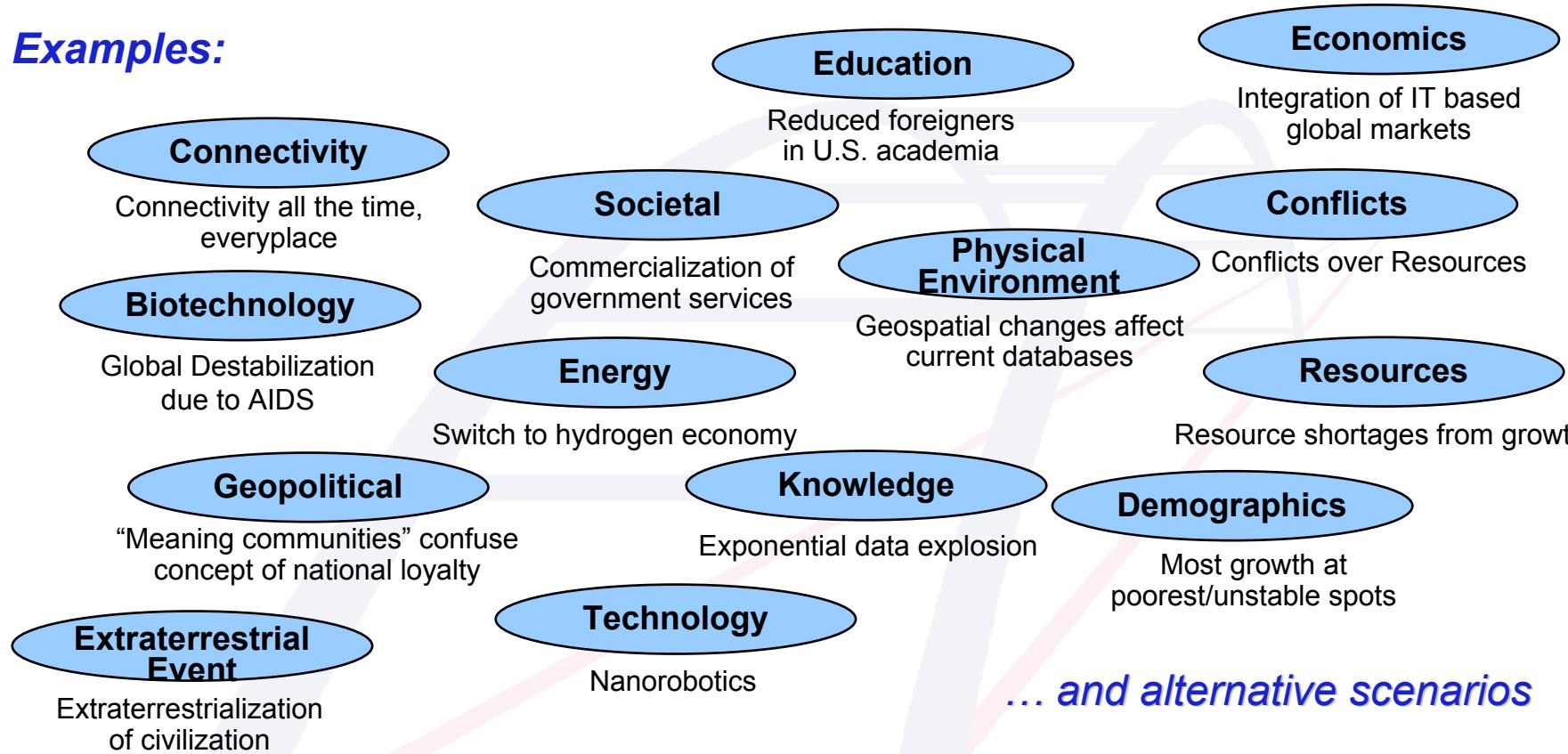
How the World Has Changed

- Most businesses are global *at launch*
- Businesses are increasingly real time
- Convergence has become a way of life
- Science, product development, and product cycles are compressing
- The source of value has shifted for manufacturing
- Competencies, future capabilities, and “ultra tech” are the prime driver
- The traditional value chain is forever dead



The World We Live In Global Changes

Examples:



IC Technology List

Figure 11 Top Technologies		
Main Panel	CIA Survey	Generation Y
1. Gene Therapy	1. Wireless Communications	1. Gene Therapy
2. Wireless Communications	2. Alternative Energy	2. Alternative Energy
3. Automatic Target Recognition/ Image Understanding/ Machine Vision	3. Automatic Target Recognition/ Image Understanding/ Machine Vision	3. Sensor Webs
4. Cloned/Tailored Organisms	4. Gene Therapy	4. Unmanned Vehicles
5. MicroElectroMechanical Systems	5. Sensor Webs	5. Wireless Communications
6. Nanotechnology	6. Cloned/Tailored Organisms	6. "Smart" Materials
7. Optical Communications	7. Ubiquitous Water Generation	7. Manufactured Biological Surrogates (organs/blood)
8. Tissue Engineering/ Regenerative Medicine	8. Optical Communications	8. MicroElectroMechanical Systems
9. Efficient Software Development	9. Massive Distributive Processing	9. Ubiquitous Water Generation
10. Sensor Webs	10. Brain-Machine Interfaces	10. Fuel Cells
11. Advanced Materials	11. Nanotechnology	11. Cloned/Tailored Organisms

Common to all three panels
Common to the main panel and one alternate source

Technology Webster's

- The science of the practical or industrial arts
- Applied science
- A method of achieving a practical purpose
- The totality of the means employed to provide objects necessary for human sustenance and comfort



What is Technology?

“Application of knowledge to objectives”

—J. P. McTague, “Wielding a Three-Edged Sword,” *Federal Lab Technology Transfer: Issues and Policies* (1988)

America gets more than half its economic growth from industries that barely existed a decade ago—such is the power of innovation, especially in the information and biotechnology industries.

—The Economist

Being Convergent

- Webster says convergence is “the act of converging and especially moving toward union or uniformity”

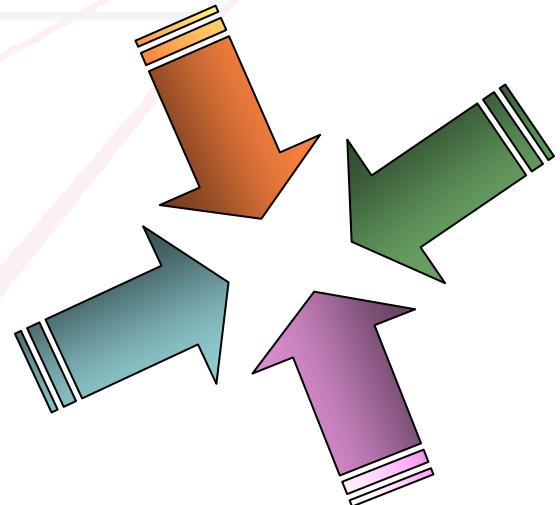
Being Digital

- Something is digital when all of its properties and information are stored as a string of zeros and ones
- Each zero and each one is called a bit
 - A bit is a single piece of information
 - “A bit has no color, size, or weight, and it can travel at the speed of light.” Nicholas Negroponte - MIT Media Lab



Digital Convergence Defined

- Media industry: coming together of voice, print, video and data formats brought upon by digital technology
 - *de Sola Pool “The Technologies of Freedom”, 1983*
- IT industry: Integration of disparate hardware into a network, such as routers, wireless access points, voice over IP technology



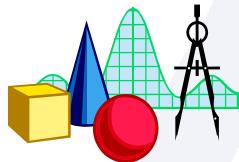
Digital Convergence is the coming together of the underlying digital technology components and features such as voice, texts, video, pictures, broadcasts, presentation, streaming media, global connectivity and personalized services; the combination of all of these features and abilities from multiple electronic systems into a simplified, converged digital communication system to enable individuals to interact, play, communicate, collaborate and share information in many new and different ways. This convergence includes the infrastructure, base elements, devices, services, and content.

What is Convergence?



© 2003 CNET Networks, Inc.

- **Of Network:**
 - Audio (voice, music), data (text, transactions, messages, sensors), images (still, video, movies)
 - Wireline, wireless
- **Of Industry:**
 - Telecom, information technology, broadcast
 - Business systems, PCs, consumer electronics
 - Movies, publication, Internet services
- **Of Content:**
 - Image production for games, Internet, TV, movies
- **Of Research:**
 - Business, government, academia



Digital Convergence Happens Both Vertically and Horizontally:

- Vertically – within one industry sector
- Horizontally – across many different industry sectors

Vertical Convergence with an Industry

Technology:

- Computers & Peripherals
- Semi-conductors
- Internet apps
- Software
- Internet devices

Telecom:

- Communication Equipment
- Service
- Providers:
- Telephone/
- Voice & Data
- Mobile
- Wireless/
- Voice & Data

Network:

- Networking/
- IP Networking
- Service Providers:
- Internet Service Providers
- Broadband
- Satellite
- Broadcast Cable

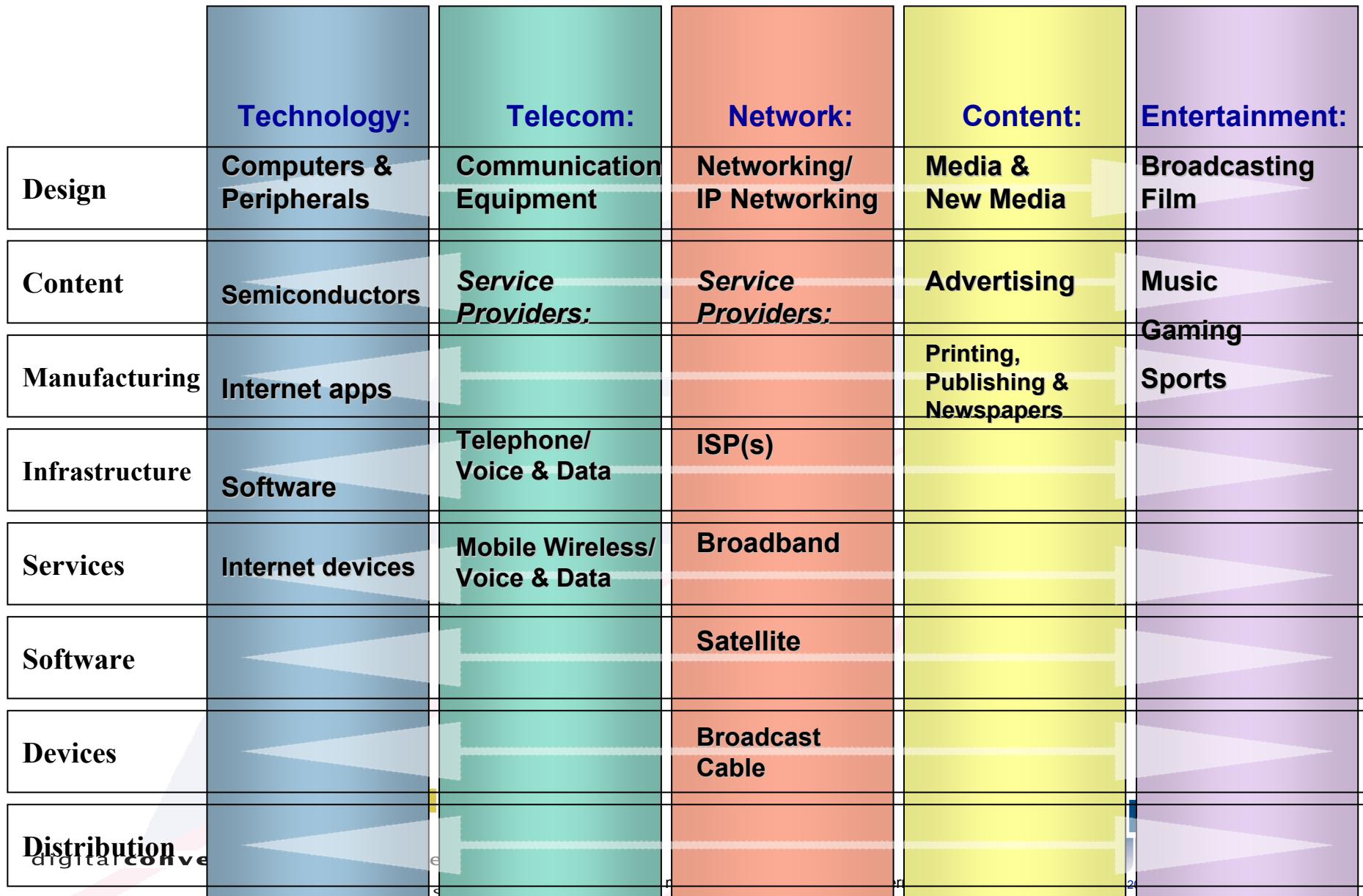
Content:

- Media & New
- Media
- Advertising
- Printing, Publishing and Newspapers

Entertainment:

- Broadcasting
- Film
- Music
- Gaming
- Sports

Horizontally across different industry sectors:



Global Convergence

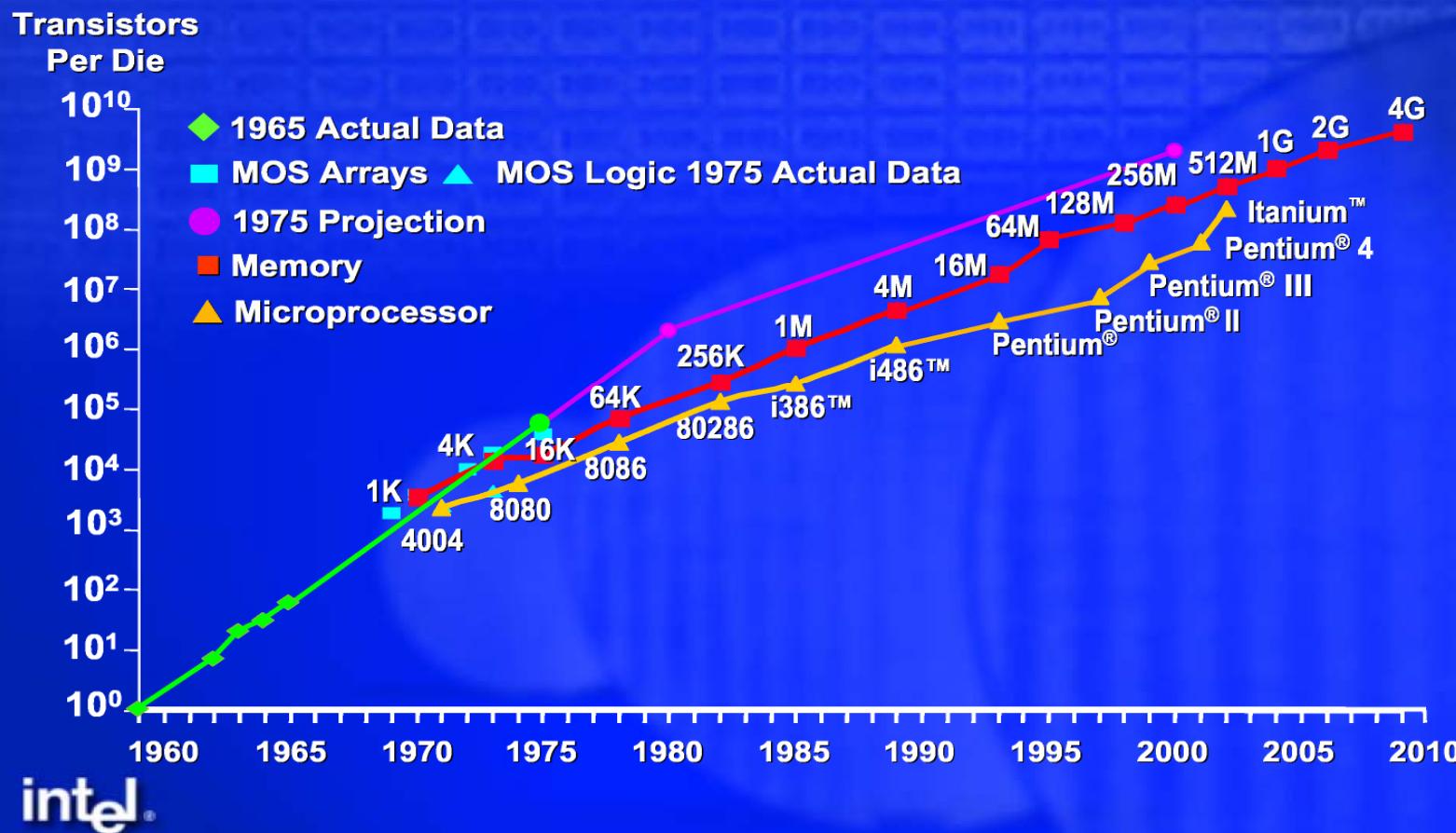
- A second point of convergence is global convergence. The point of convergence here is at least fourfold:
 - 1) The world is getting smaller due to technology
 - 2) A consensus is emerging about markets
 - 3) The world is becoming real-time
 - 4) Every device is a server



Why is Digital Convergence Possible?

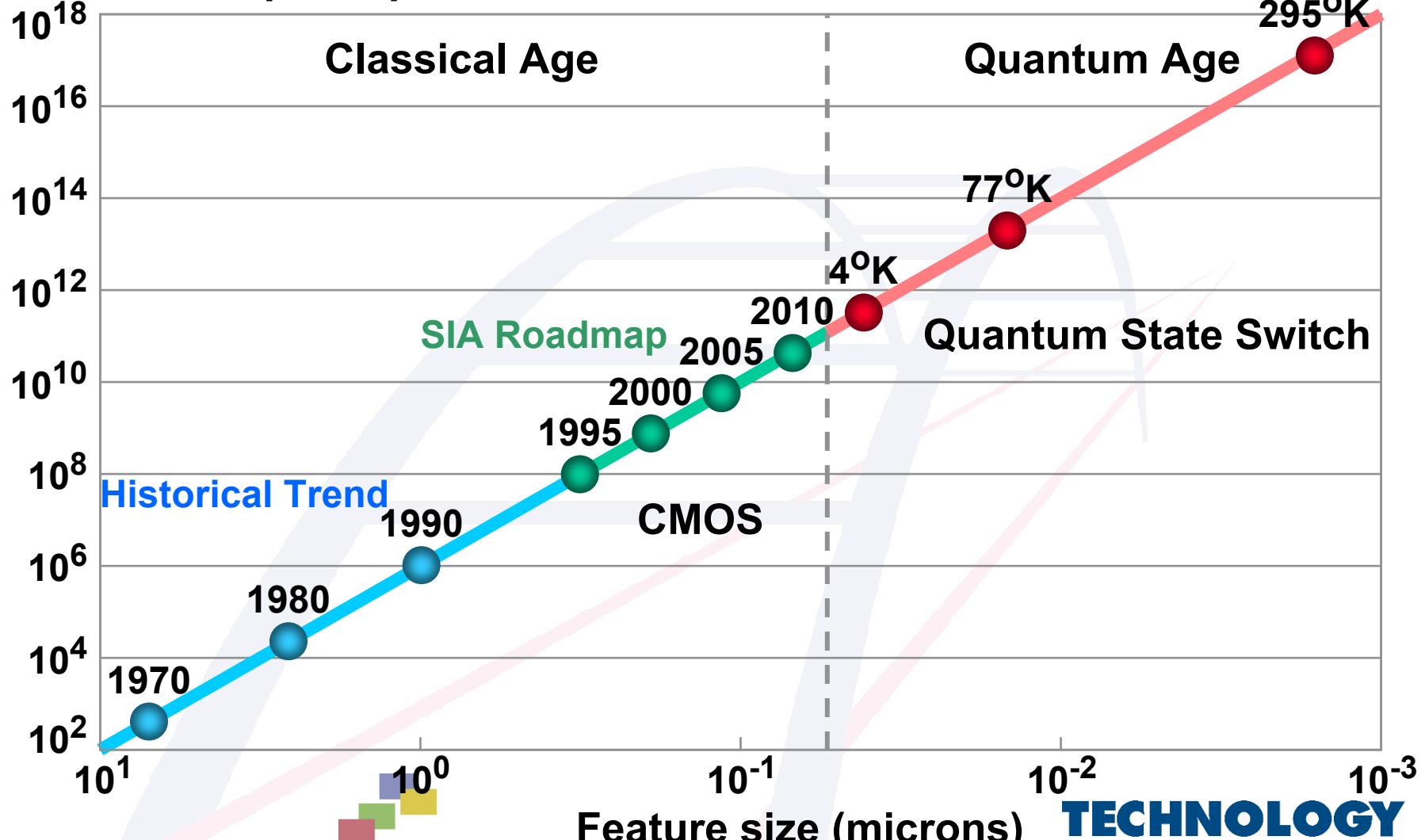
- The movement to real time, The growth of computing and networks and their performance enables the movement to real time
- The fact that every device is becoming a server will further drive real-time and new approaches
- The digitalization of content and delivery makes the ability to cross industries and markets easy
- The world is truly a global market, even the most basic products must be global.

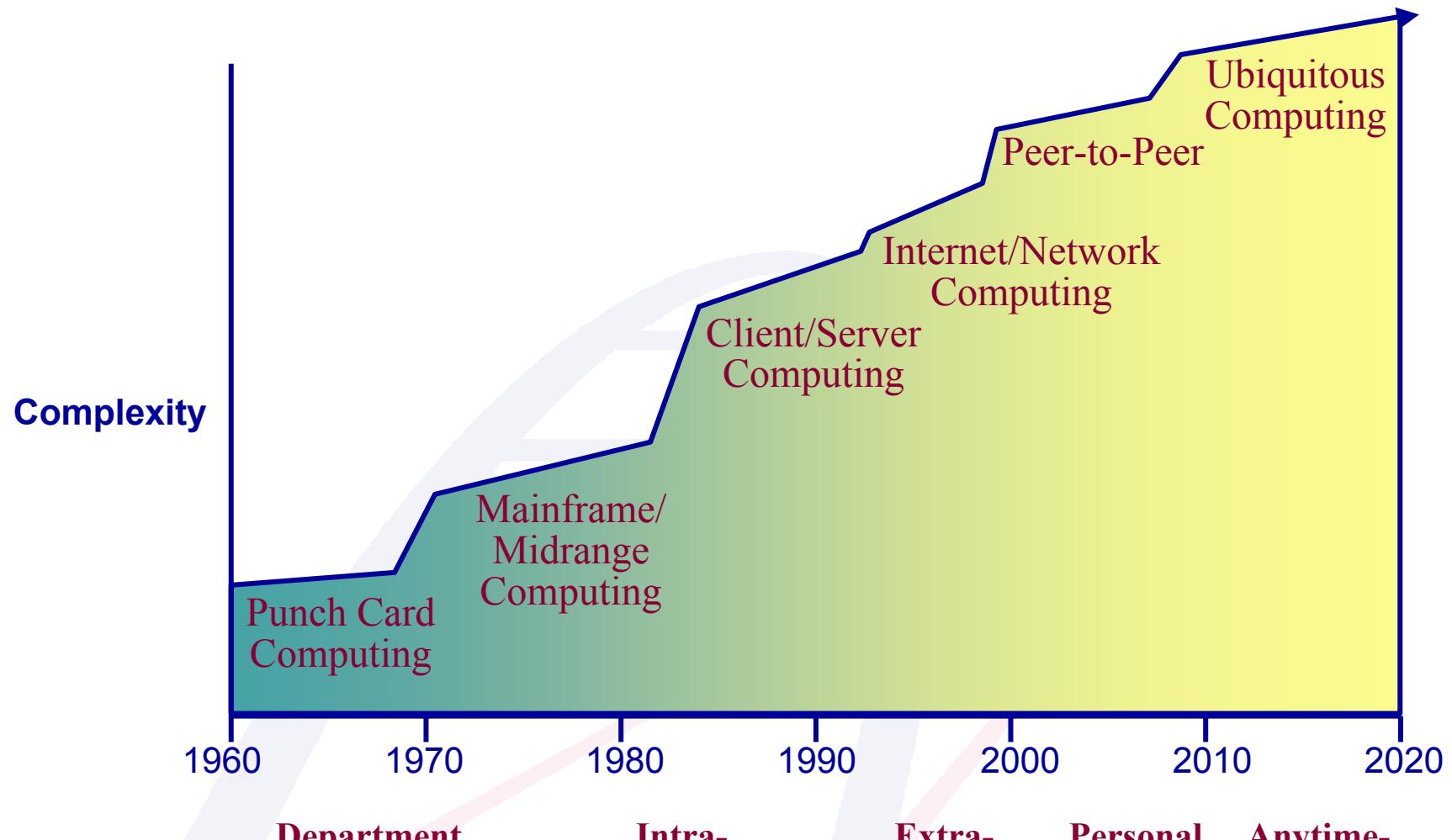
Moore's Law continues to be the benchmark



Scaling of Electronic Devices

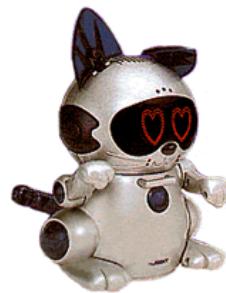
Number of chip components



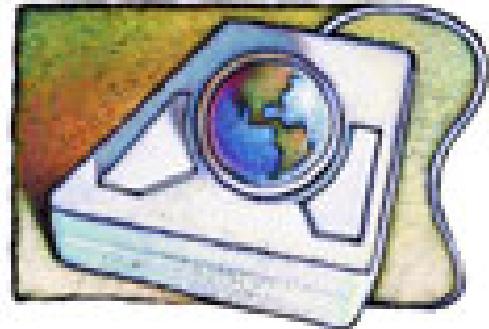


Ubiquitous Computing

- Laptops outsell desktops already
- Handheld PCs are gaining market share
- Appliances become smart
 - Microprocessors in TVs, VCRs, refrigerators, stoves, etc.
 - As the profit margin on basic hardware gets squeezed out, smarts are the next competitive area
- Even your pet...

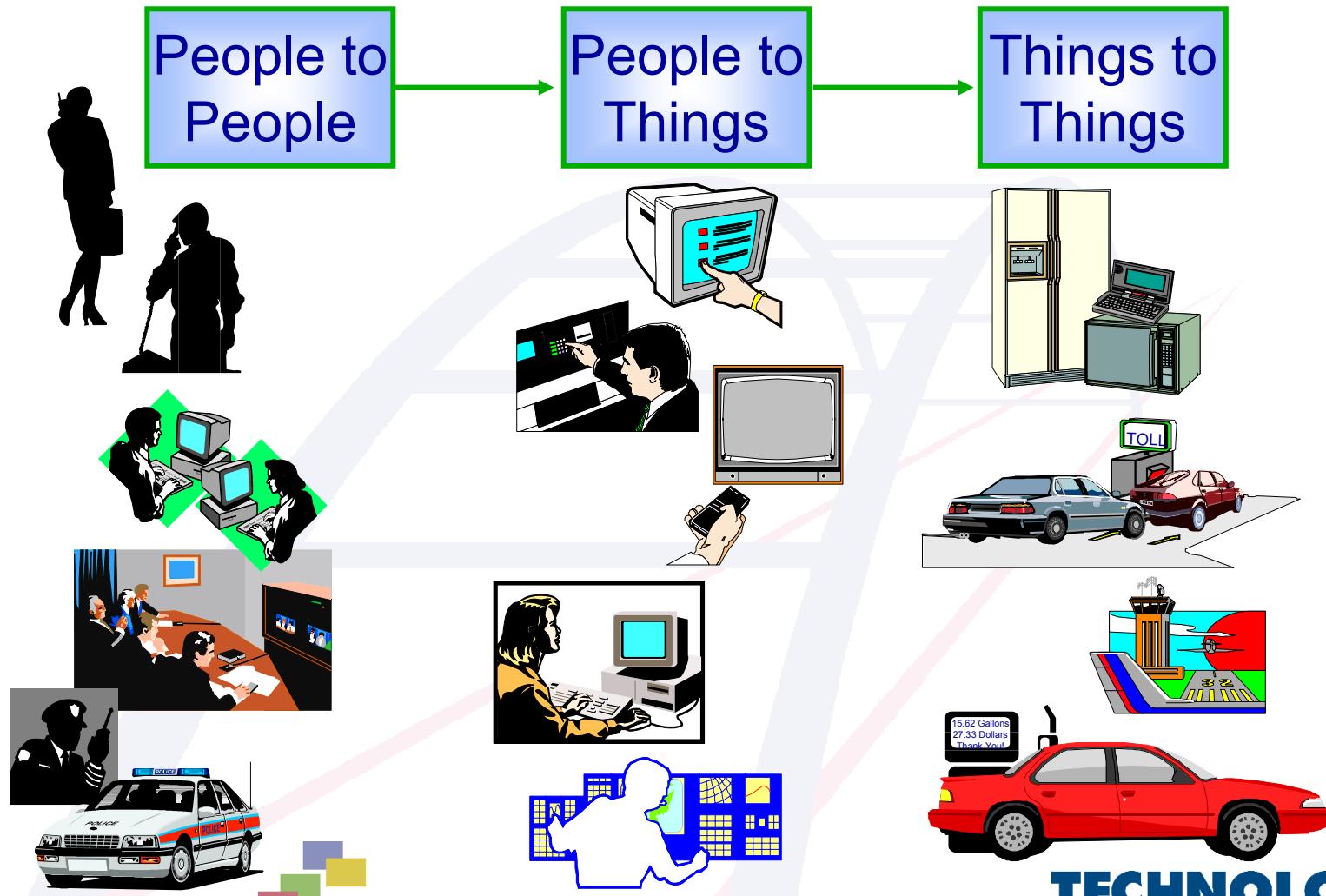


Embeddedness The Invisible Computer



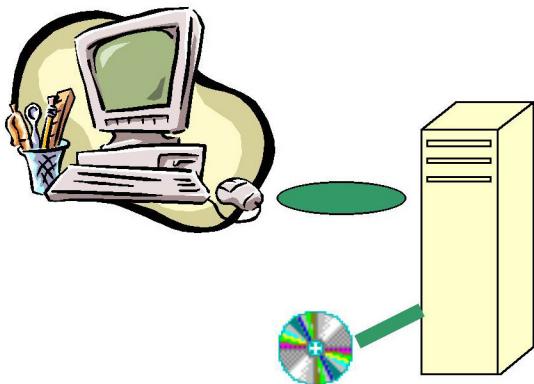
- Embeddedness – digital convergence technologies will “form the invisible technical infrastructure for human action – analogous to the visible infrastructure provided by buildings and cities” (Nordman 2004).
- Embeddedness is driven by cost-effective computing, Moore’s Law, miniaturization, ubiquitous communication, and advanced materials and sensing devices.
- In 2000, 98% of computing devices sold are embedded in products and are not apparent to the product’s user (Borriello and Want 2000).

The Nature of Communications Has Been Changing...

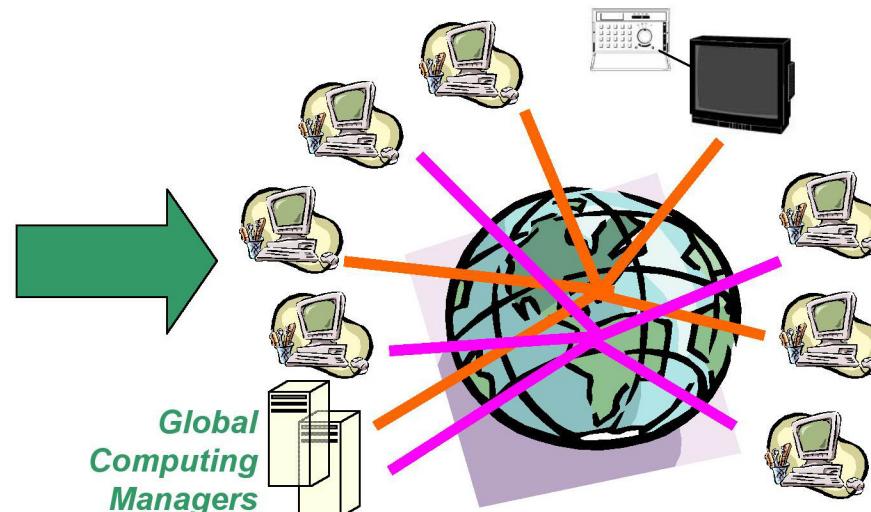


The Global Grid

From Client/Server...



...to every computer's a server



Client systems are dedicated to needs of a user



Clients systems do work and store data for other users

Single application running in client or server



Application “chunks” run concurrently in multiple systems

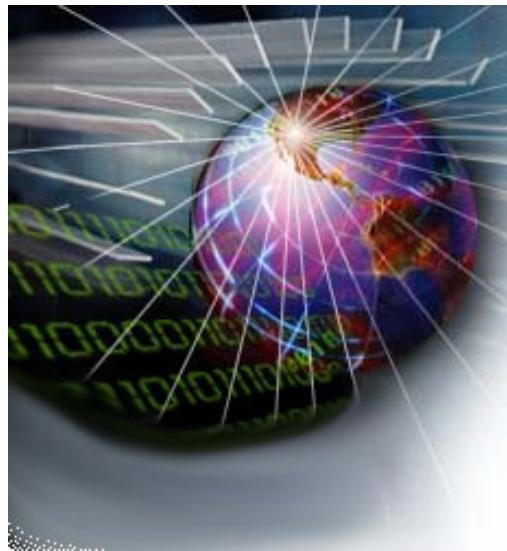
A data object resides on a single server



Data object is segmented and stored redundantly

Source: Technology Futures, Inc.

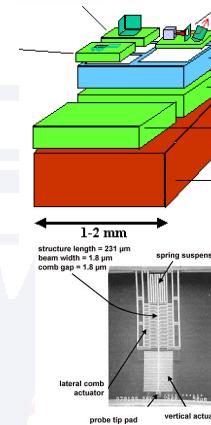
To Every Sensor is a Server



Processor
Data Storage
Communications
Rich variety of sensors



Phone -PDA



Smart
Dust



Microstorage
(Areal density 100x's CD)



Microphone

Embedded
Biofluidics Chip

Robot

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Micro Servers



NASA/JPL
Sensor Web
1 Pod



Rockwell
Scientific
Remote
Sensor



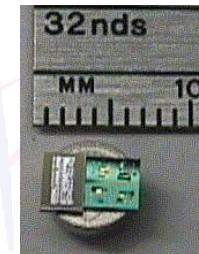
NASA/JPL Sensor
Web 2 Pod



XPort
Embedded
Device Server



UCLA Medusa
MK-2



Berkeley Mote
(1999)



Crossbow MIICA
Mote

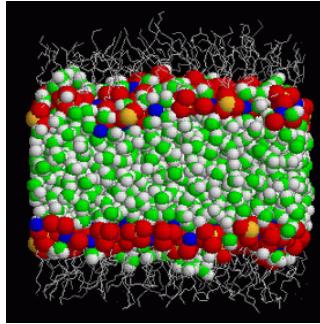
Convergence

- Cable companies are providing phone and ISP service
- Telephone companies in entertainment programming business
- Newspapers online
- Yahoo/eBay magazines

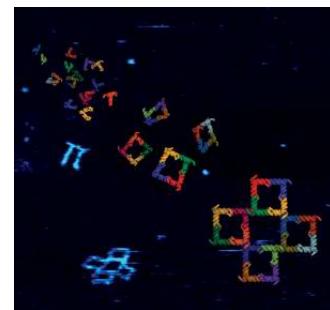
Final View on Convergence



General Drivers

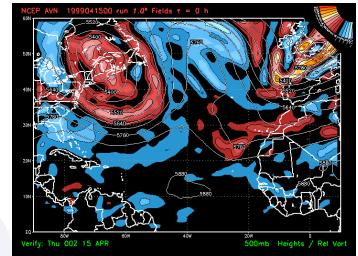


- We are leaving the age of physics and entering the age of bio.
- Mobility will expand even more as a driver.
- Computing and broadband communications will become ubiquitous.
- New forms of computing will emerge (e.g., quantum, DNA, optical).
- There will be a proliferation of location-based services.
- Material science, in conjunction with biotechnology, will create fundamentally new capabilities .



General Drivers *(continued)*

- Machines will probably surpass overall human intellectual capability by 2020.
- There will be a proliferation of intelligent devices that communicate to provide telemetry, tracking, metering, monitoring, surveillance, control, response, etc.
- Increased appreciation of the impacts of global warming will motivate major changes in energy production and utilization. There will be a major increase in the use of nuclear power, and there will be a migration to non-fossil fuel and an intelligent energy economy.
- Nanotechnology will not only change medicine, but revolutionize many aspects of our society.



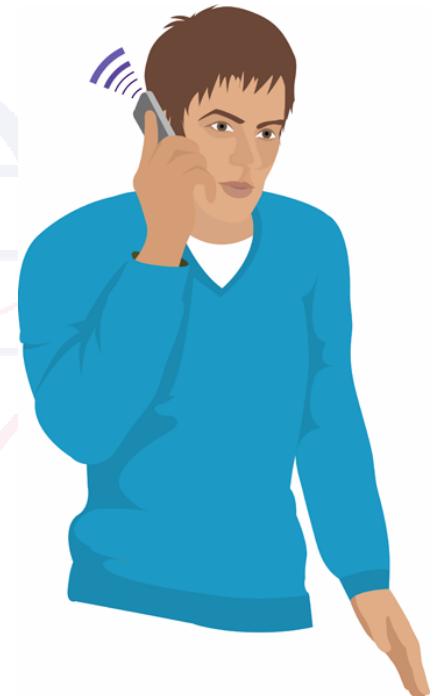
Drivers for Digital Home Convergence

- Broadband Internet Now Mass Market
- VoIP Telephony Subscription Providers for the Home
- The Growth in the Use of Digital Video, T.V & Music
- Digital Cameras Have Replaced Film-based Cameras
- Online Gaming Increases In Popularity



Applications Driving Convergence: VoIP

- Telephony Services via a Broadband Internet Connection
- Cell Service by Wi-Fi
- Inexpensive Calls over the IP network
 - Fixed rates for local, long distance & International calls
- Same Features as Existing PSTN Telephony
 - E.g. caller ID, call return, call waiting etc
- Use Existing Analog Phone
 - Connected to a special Wireless VoIP adapter



Applications Driving Convergence – Audio Visual

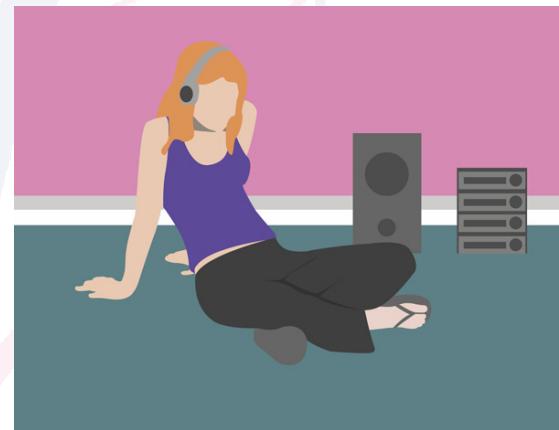
» Digital Videos

Store downloaded movies and digitalized home videos on a PC. Play videos from the PC on a Television using a wireless connection



» Digital Videos

Play digital music from a PC through a stereo or hi-fi system – wirelessly connected to the home network



Applications Driving Convergence – Digital Imagery

» Digital Photos

Store digital photos on a PC to share wirelessly across the Internet or print on a wirelessly connected photo-quality printer

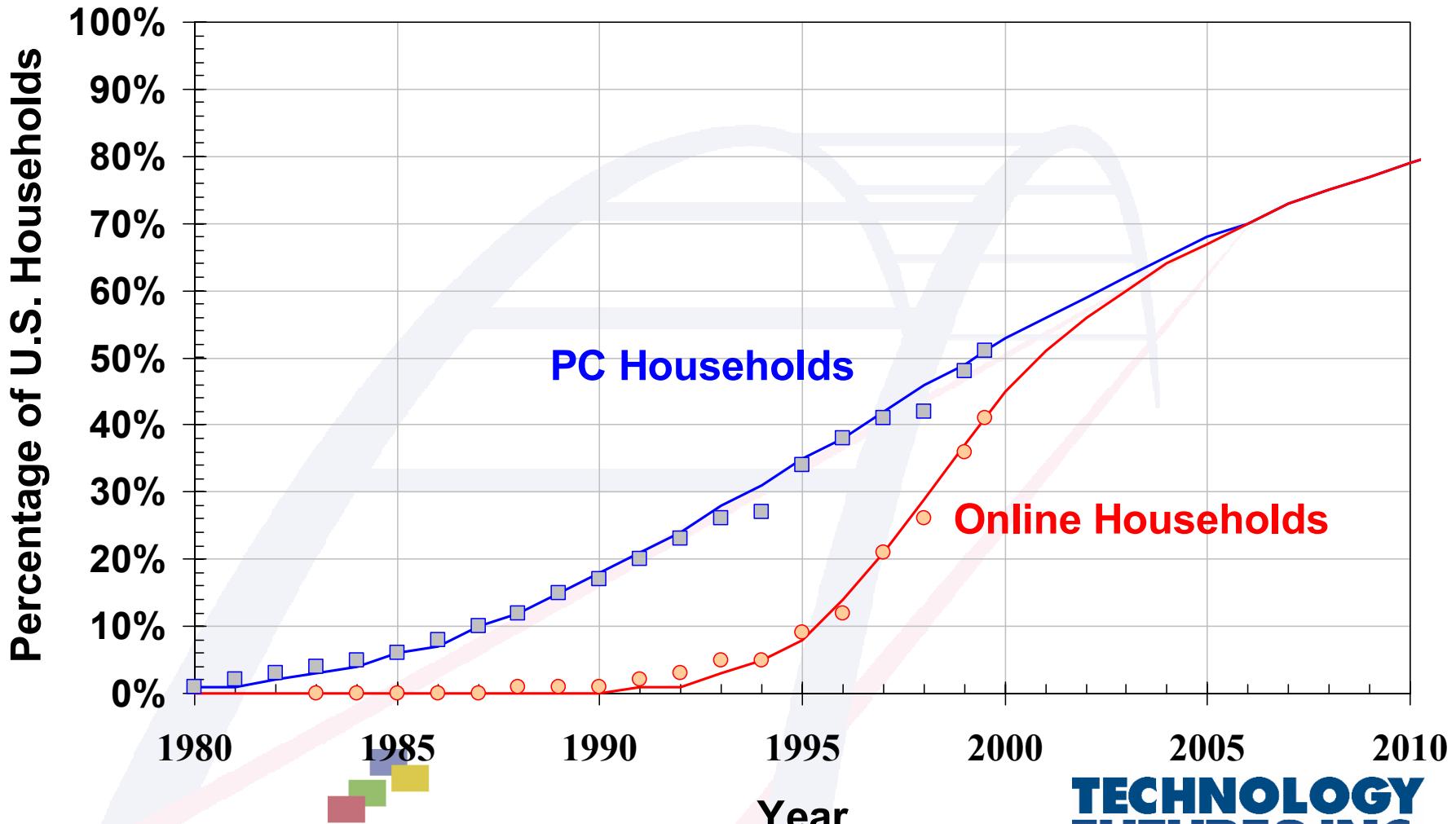


Applications Driving Convergence – Media Storage

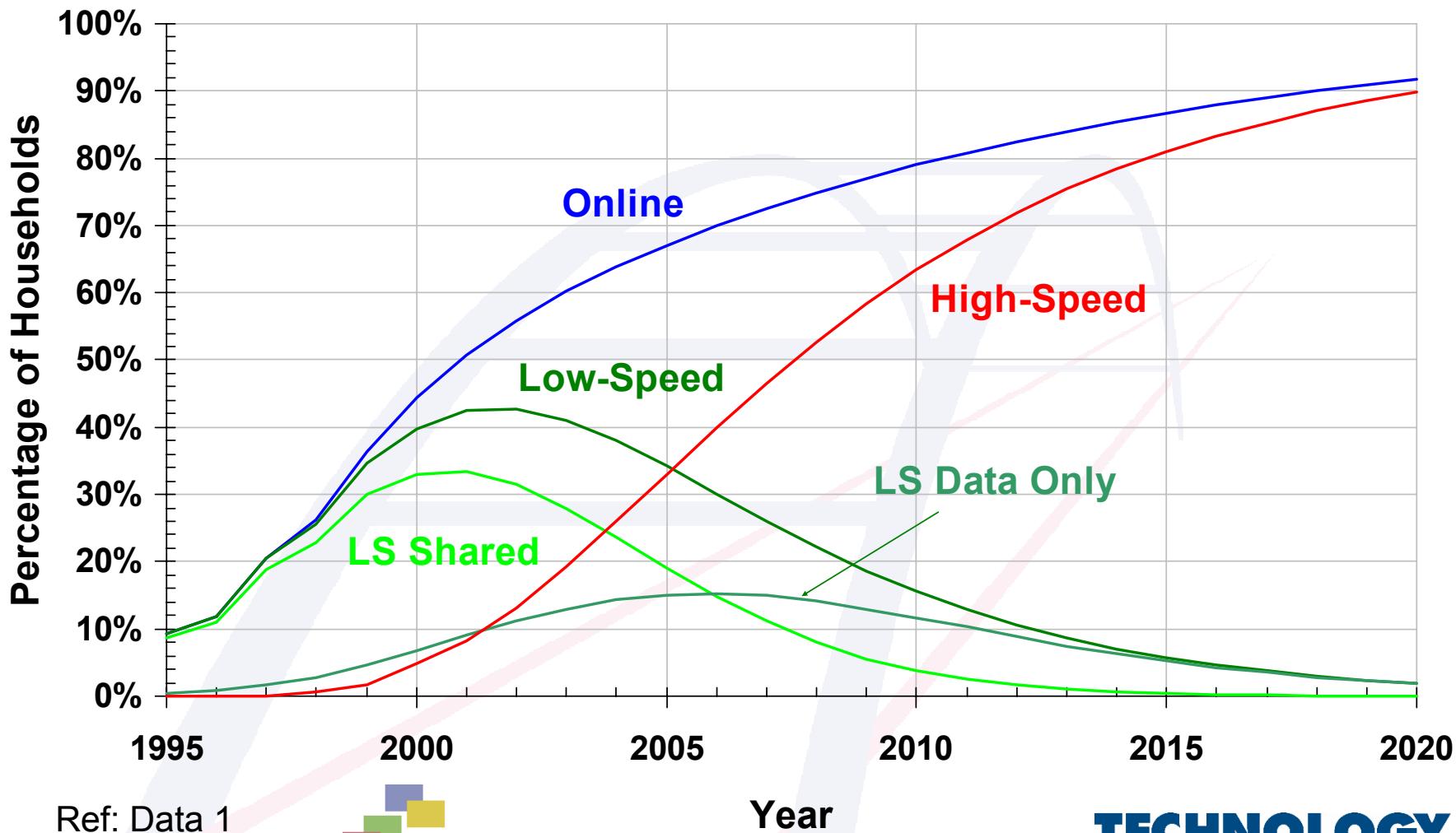
- Digital photos, video & music files eat up PC hard-drive space
- Provision of home Network Attached Storage (NAS) will be needed
- Solution:
 - Link a hard drive device to the home wireless network



U.S. Adoption of Home PCs and Online Services—TFI Base Forecasts

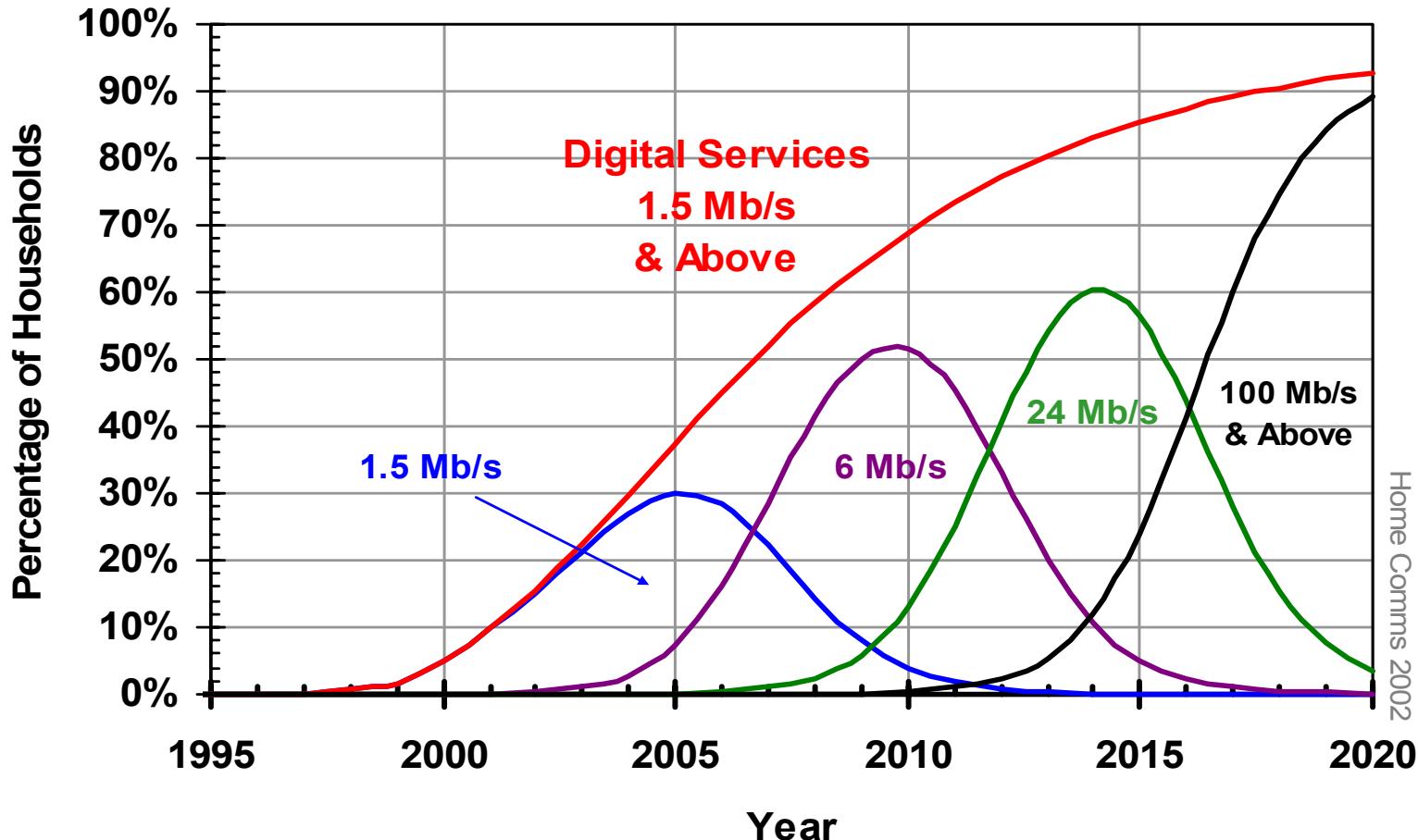


Online Households by Primary Data Access Type

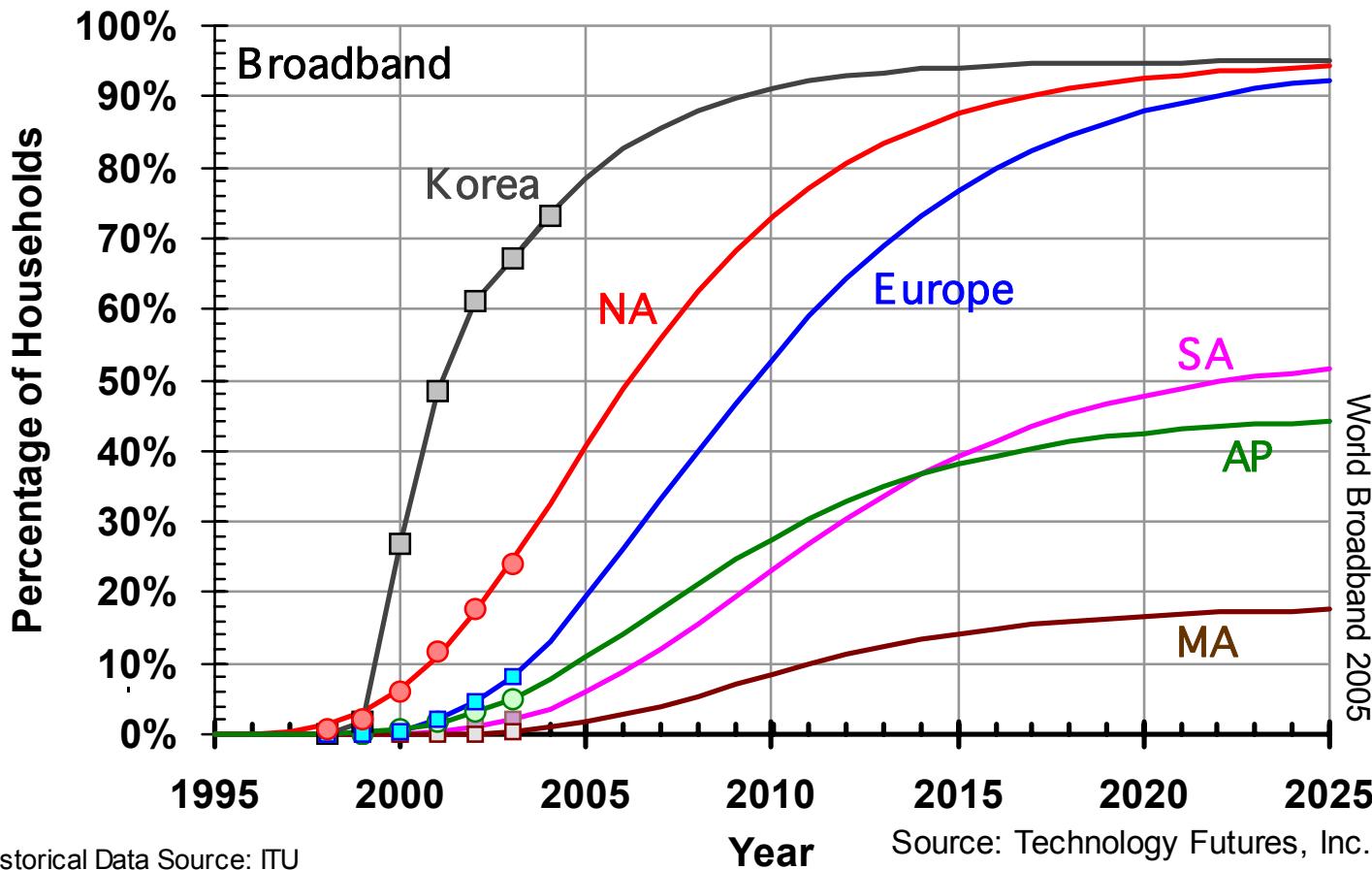


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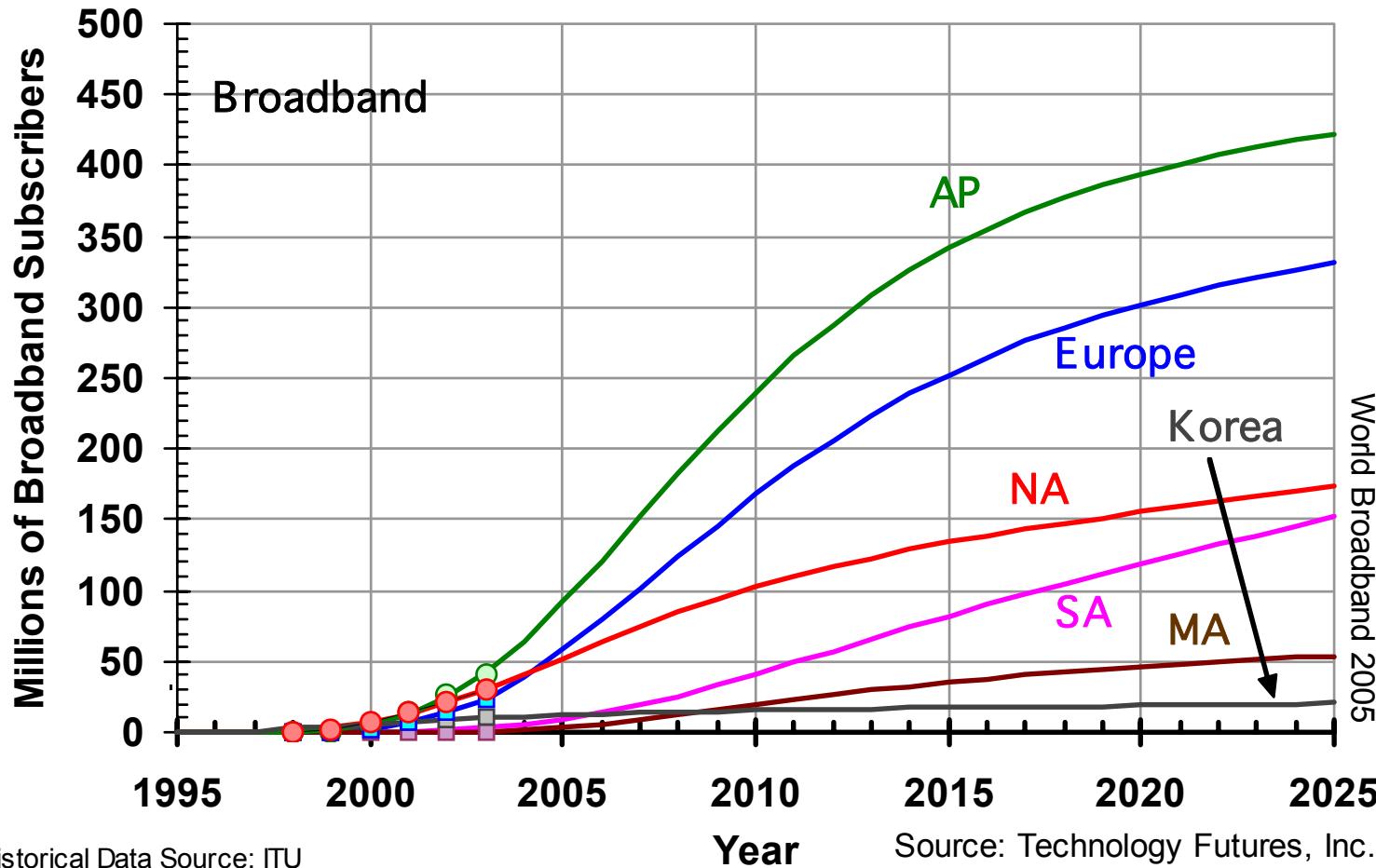
Households Using Digital Services—Minimum Competitive Data Rates



Broadband Penetration – Percentage of Households



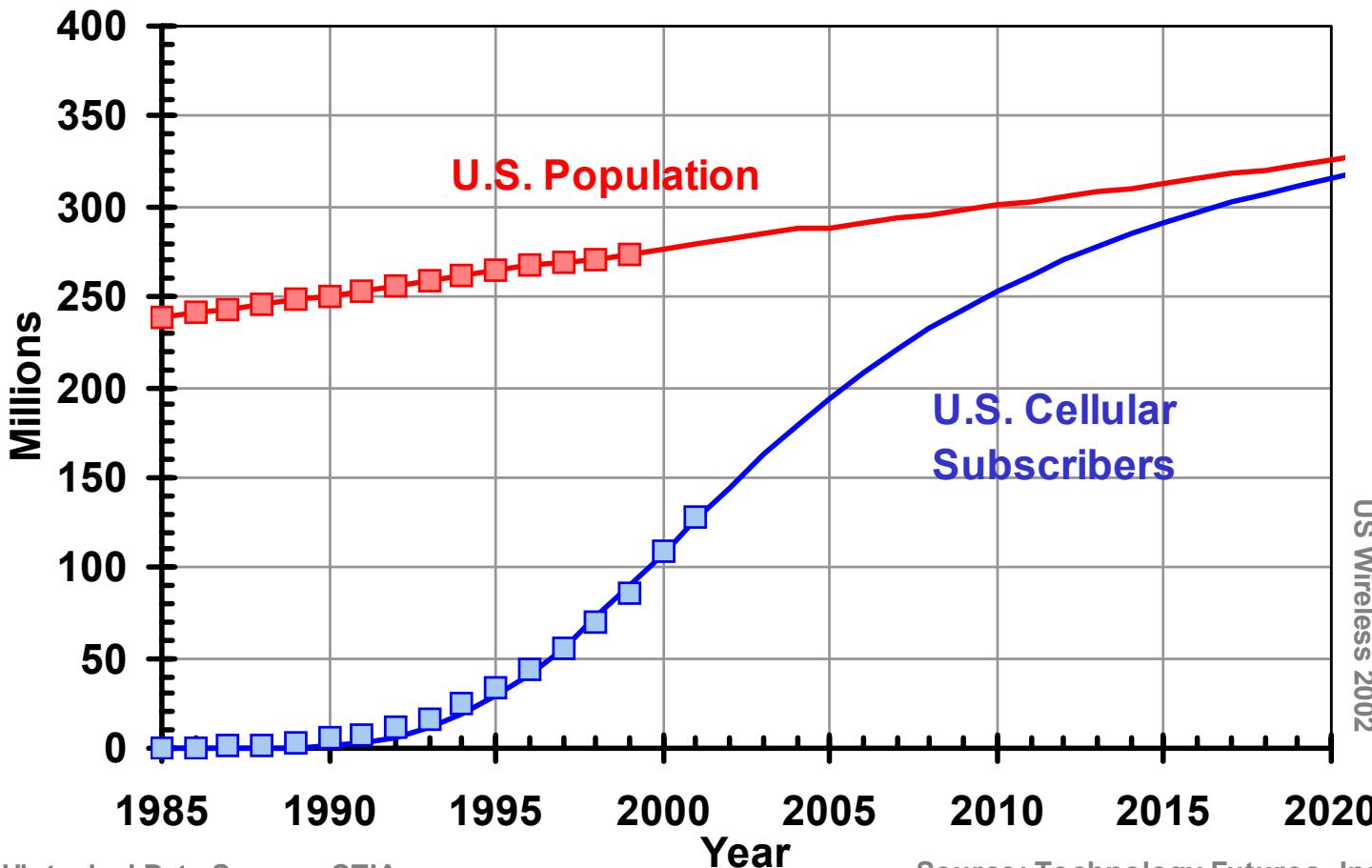
Broadband Households - Millions



Historical Data Source: ITU

Source: Technology Futures, Inc.

U.S. Cellular/PCS Subscribers



Historical Data Source: CTIA

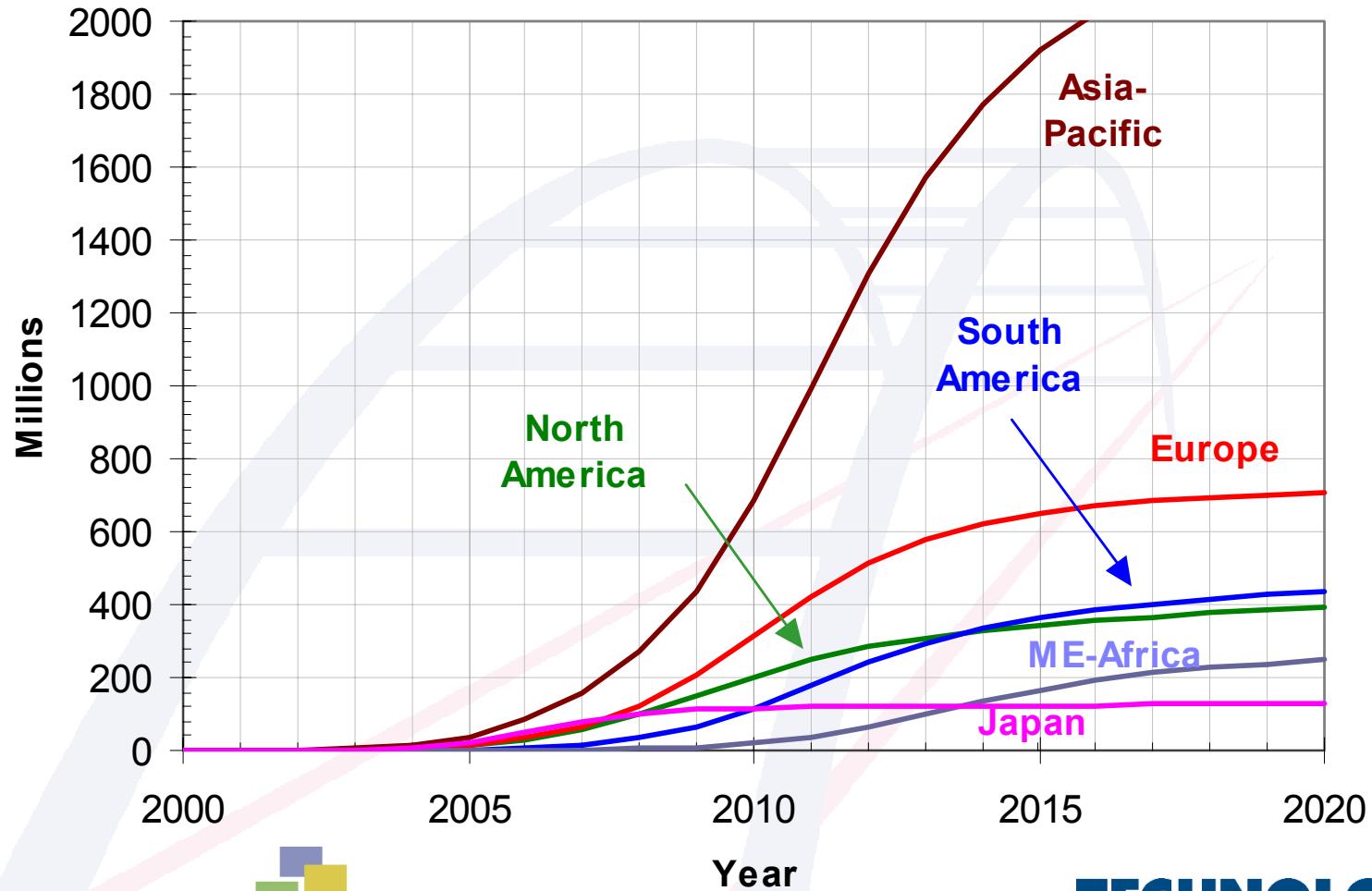
digital convergence initiative
CENTRAL TEXAS

Source: Technology Futures, Inc.

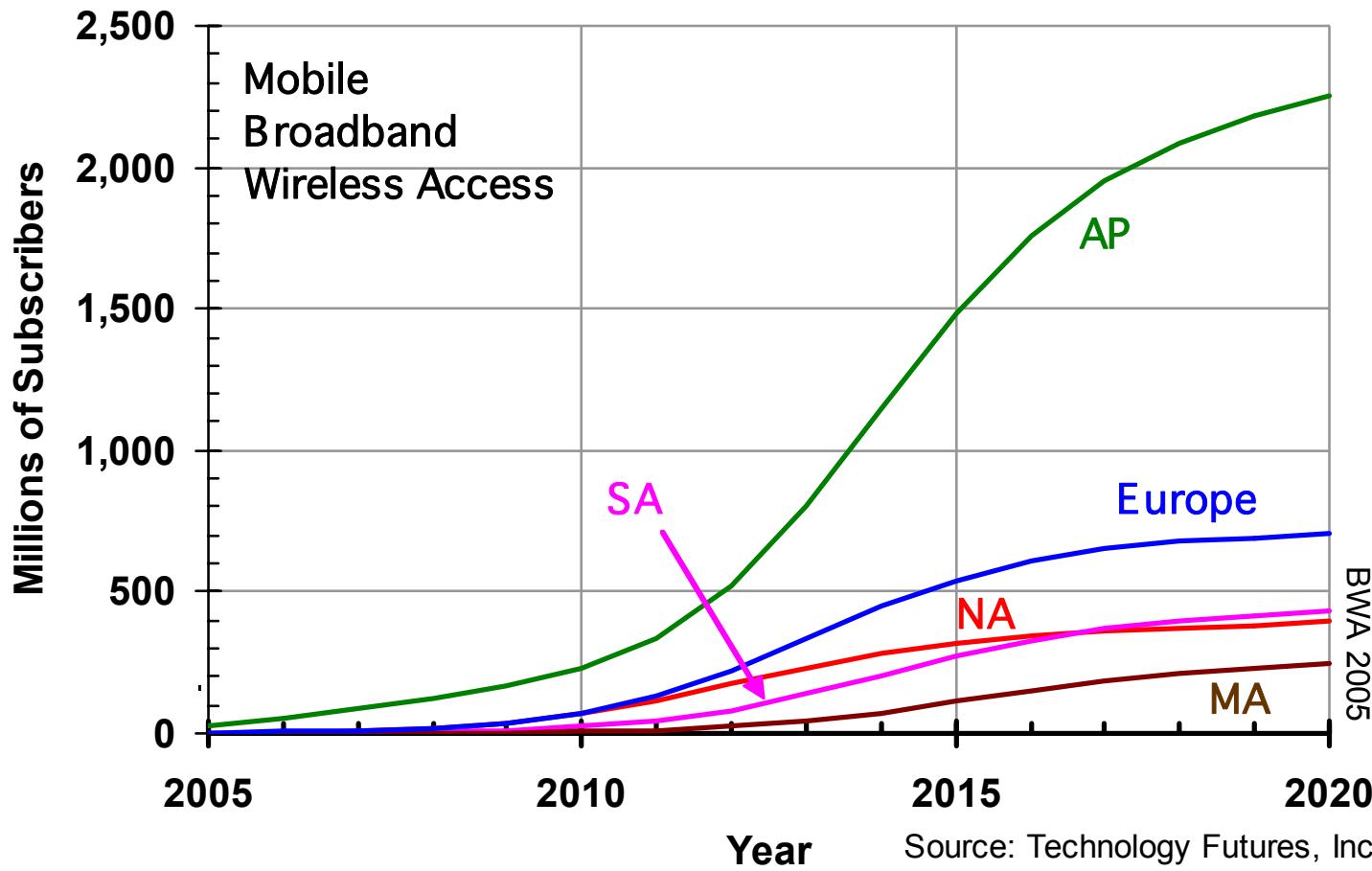
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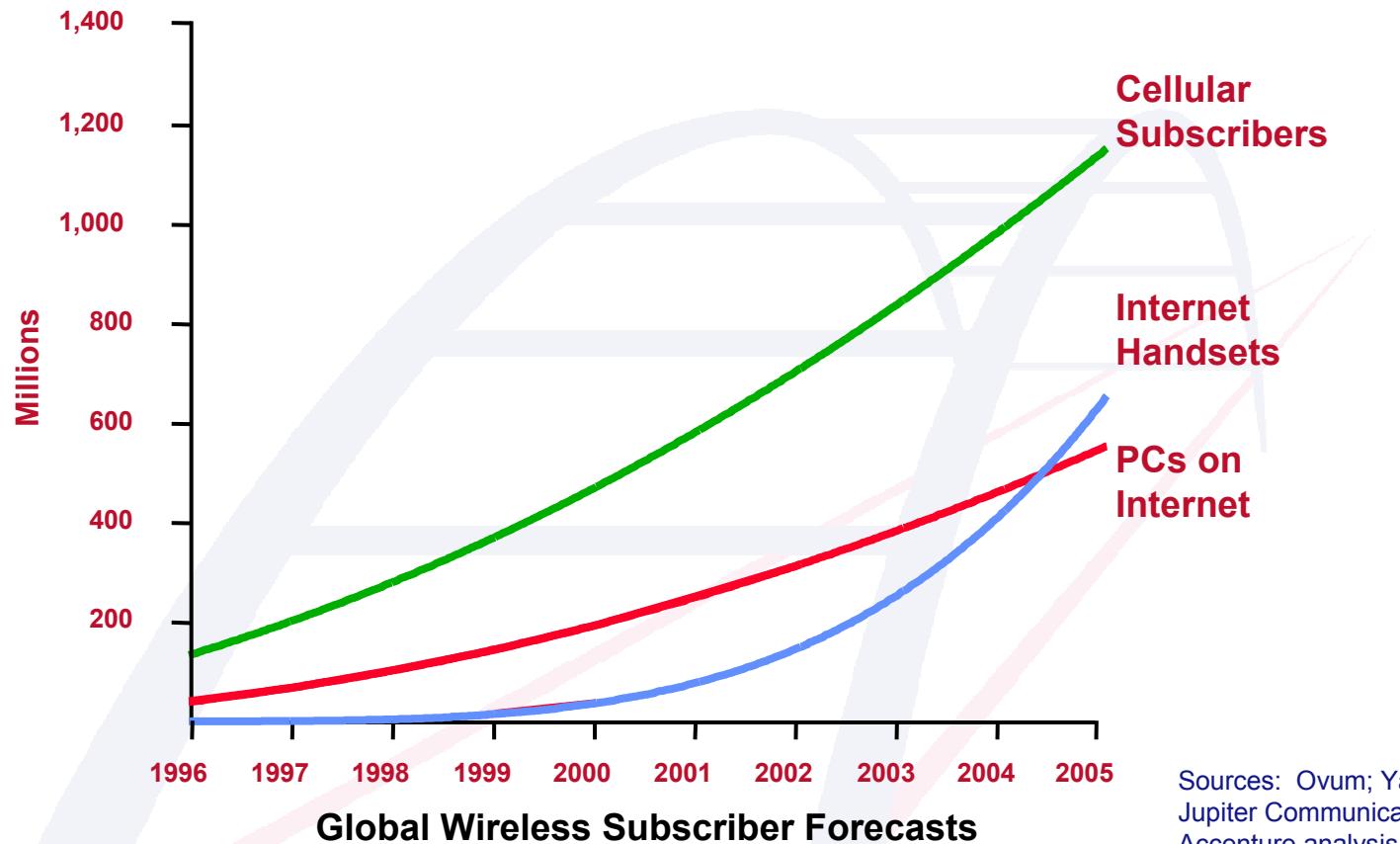
Forecast of 2.5G and Above Subscribers by Region—Millions



Mobile Wireless Broadband Subscribers - Millions

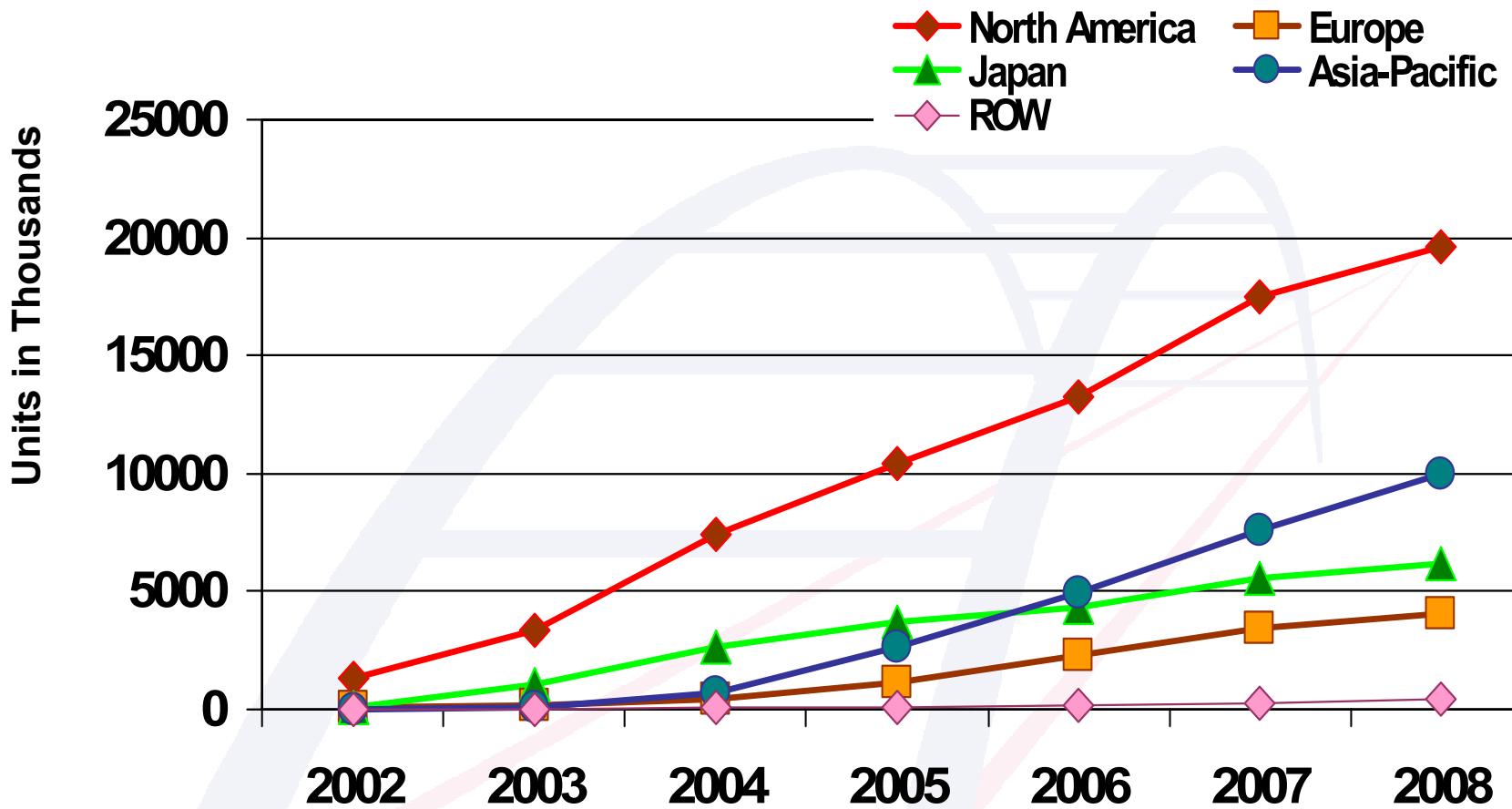


Wireless Mobile Phone vs. PC-Based Internet Penetration

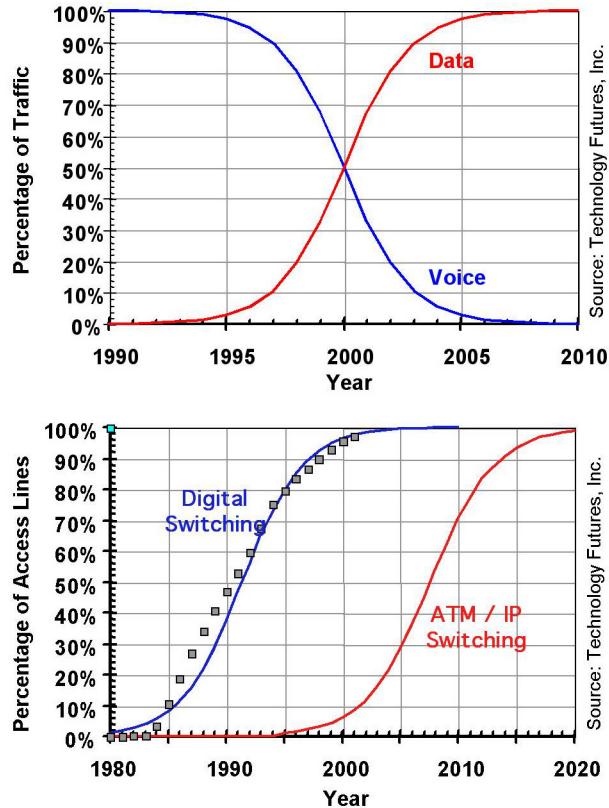
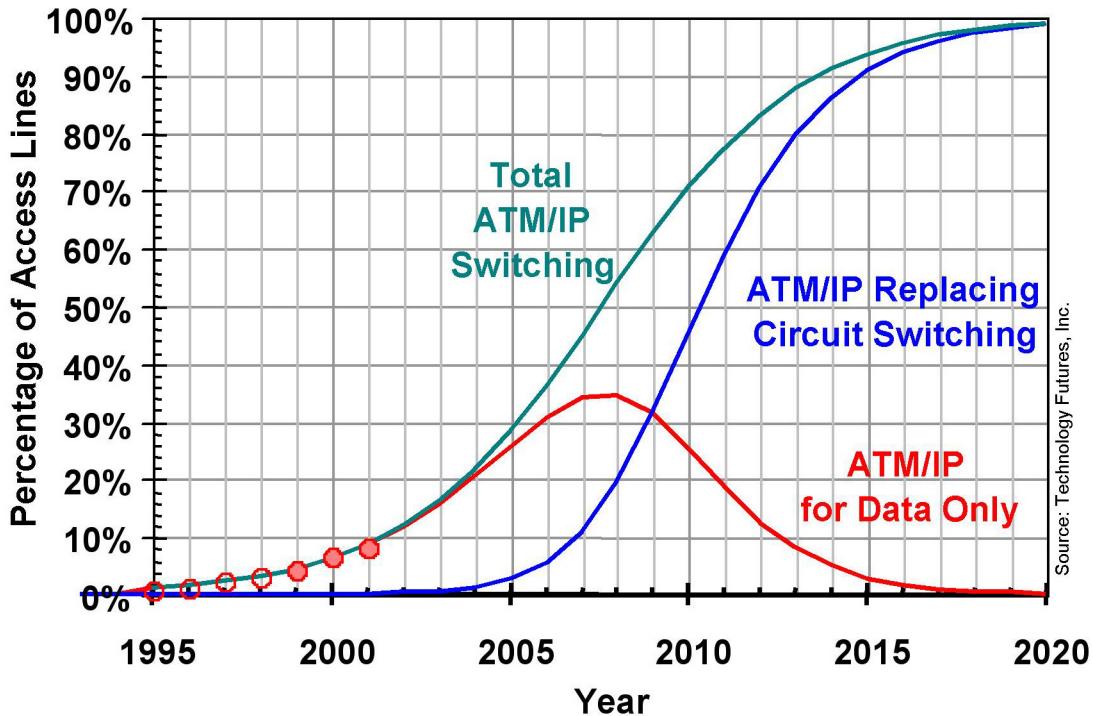


Sources: Ovum; Yankee Group;
Jupiter Communications; Nokia;
Accenture analysis

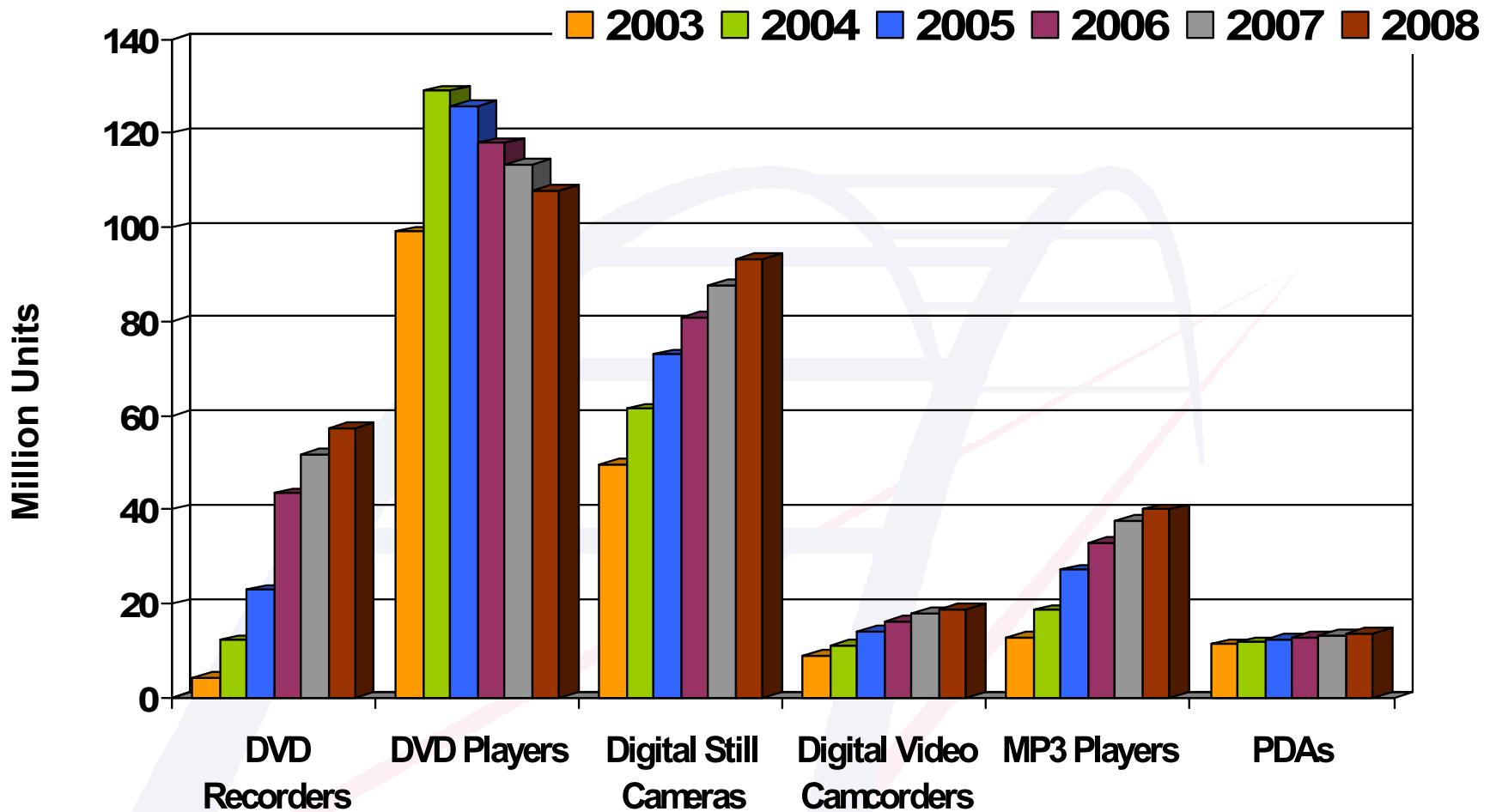
Worldwide PVR Unit Shipment Forecast



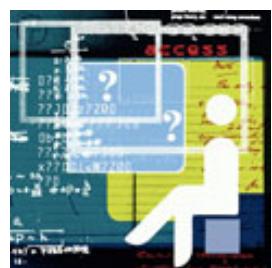
Packet for Circuit Switching



Consumer Electronics: Worldwide Growth



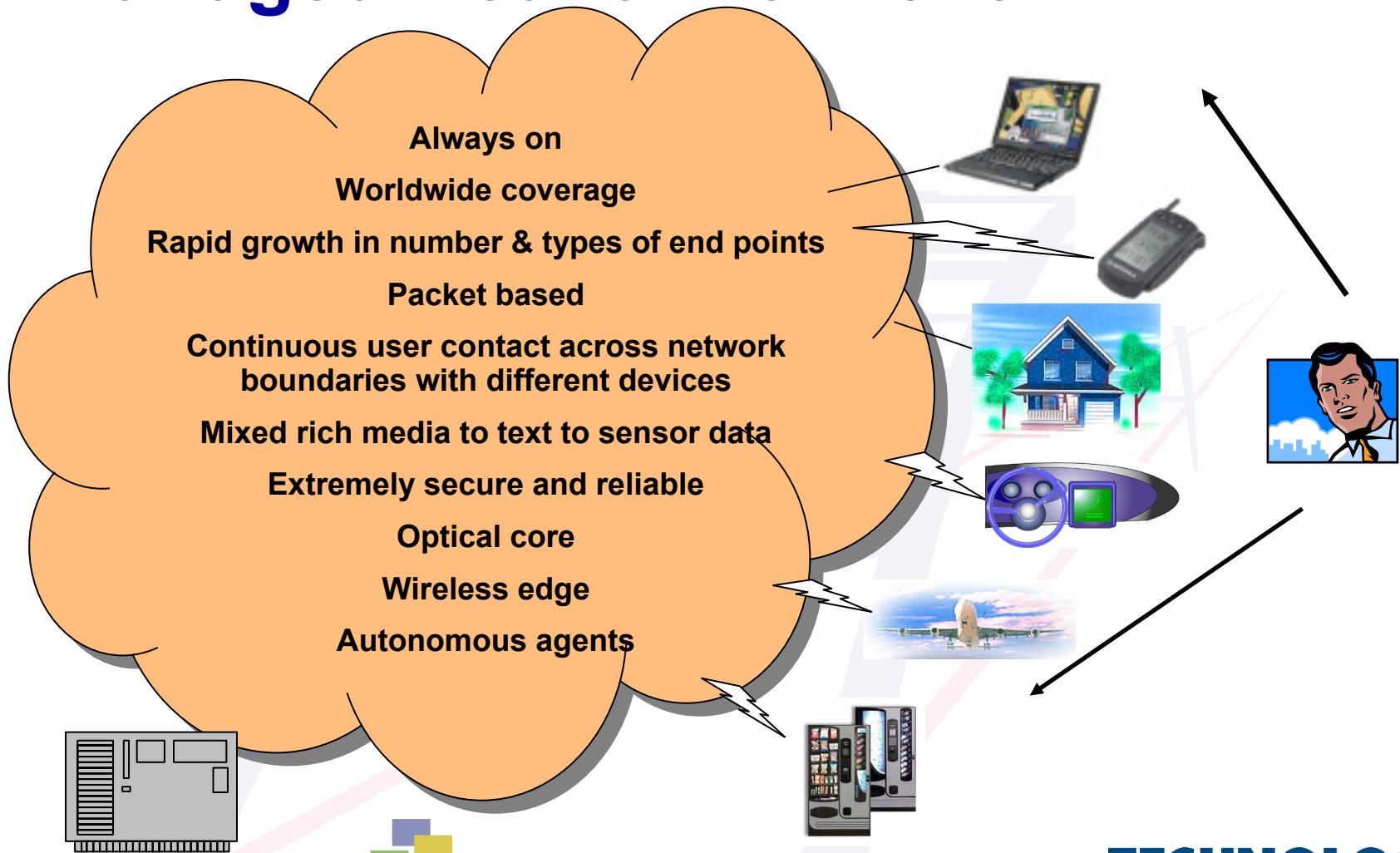
Constraints



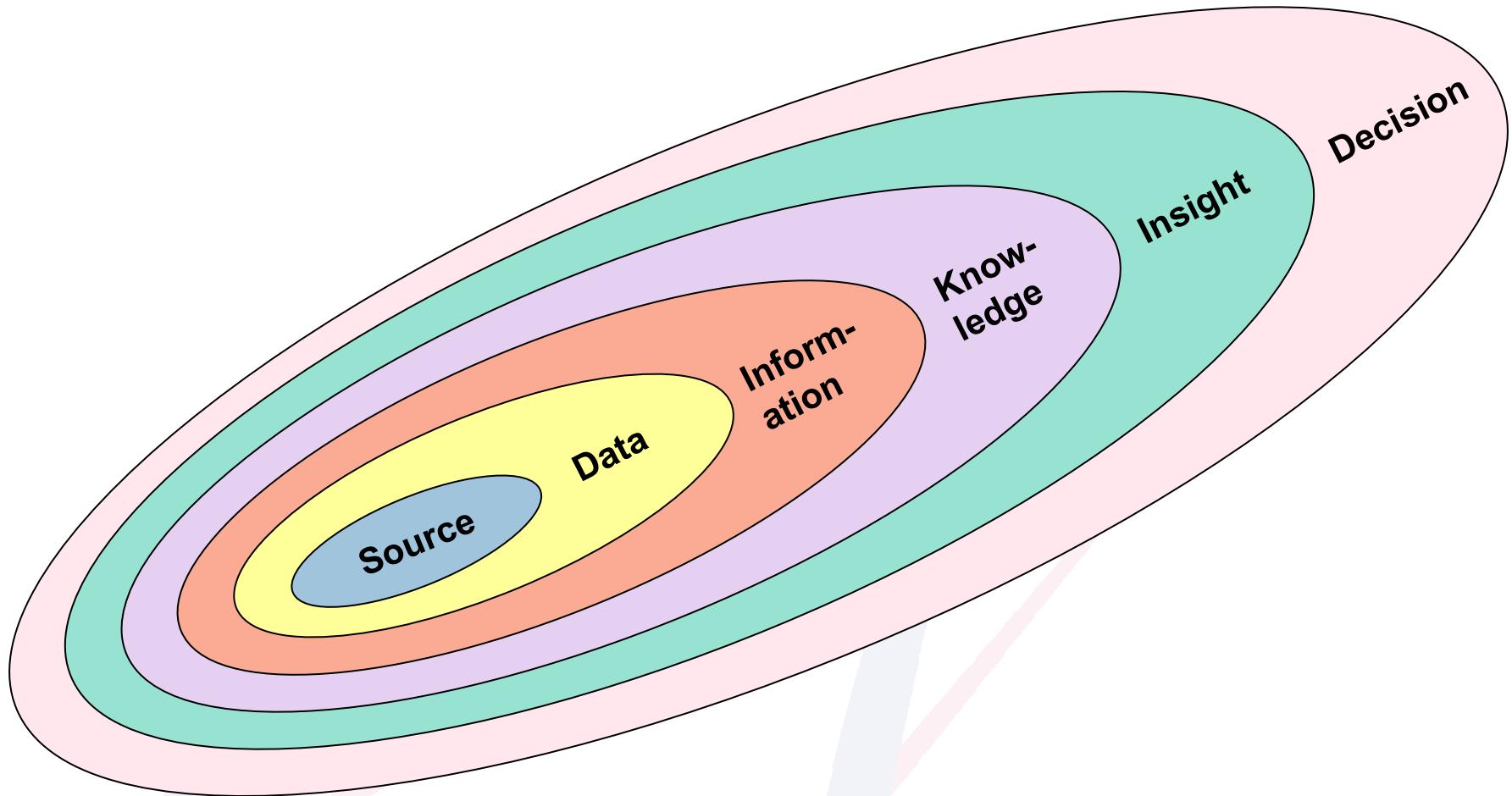
- Digital Rights
- Capitalization for Digital Cinema, the driver for rich image-based media
- Network reliability
- Security
- Complexity



The Converged, Collaborative, Managed Network of 2010

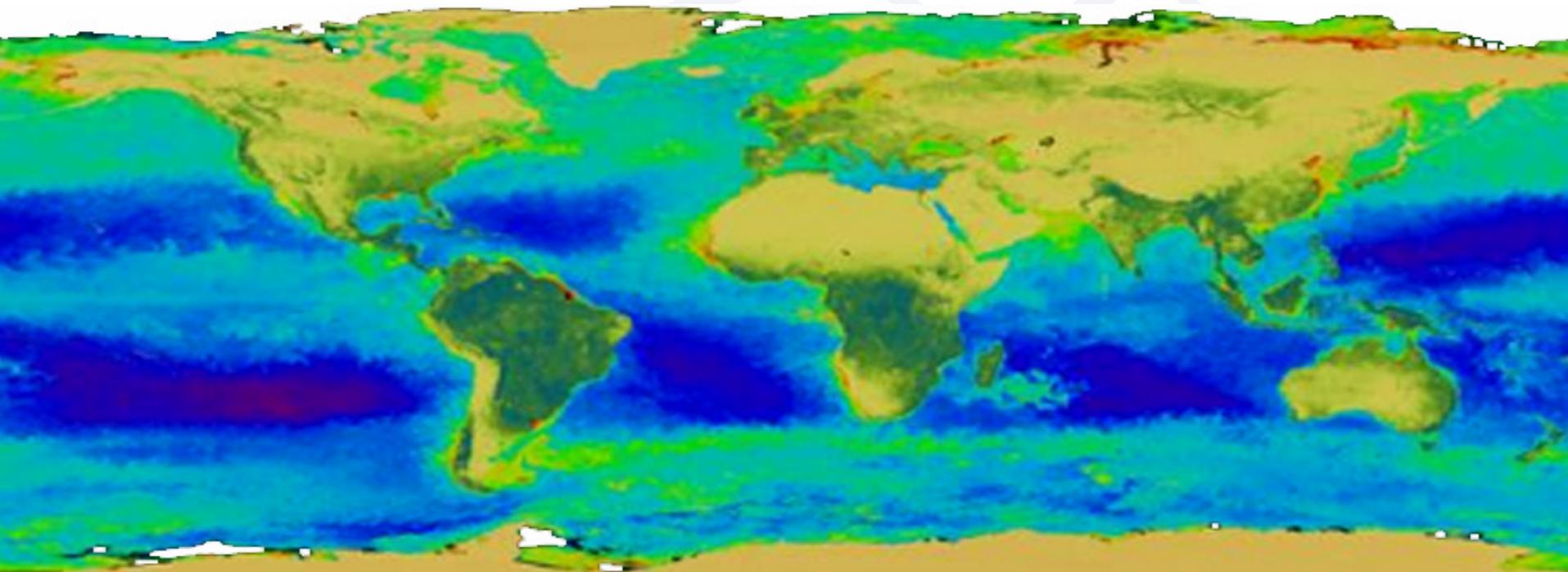


The Evolution of Content



The United States now has to compete for every job going forward. That has not been on the table before. It has been assumed we had a lock on white-collar jobs and high-tech jobs. That is no longer the case.”

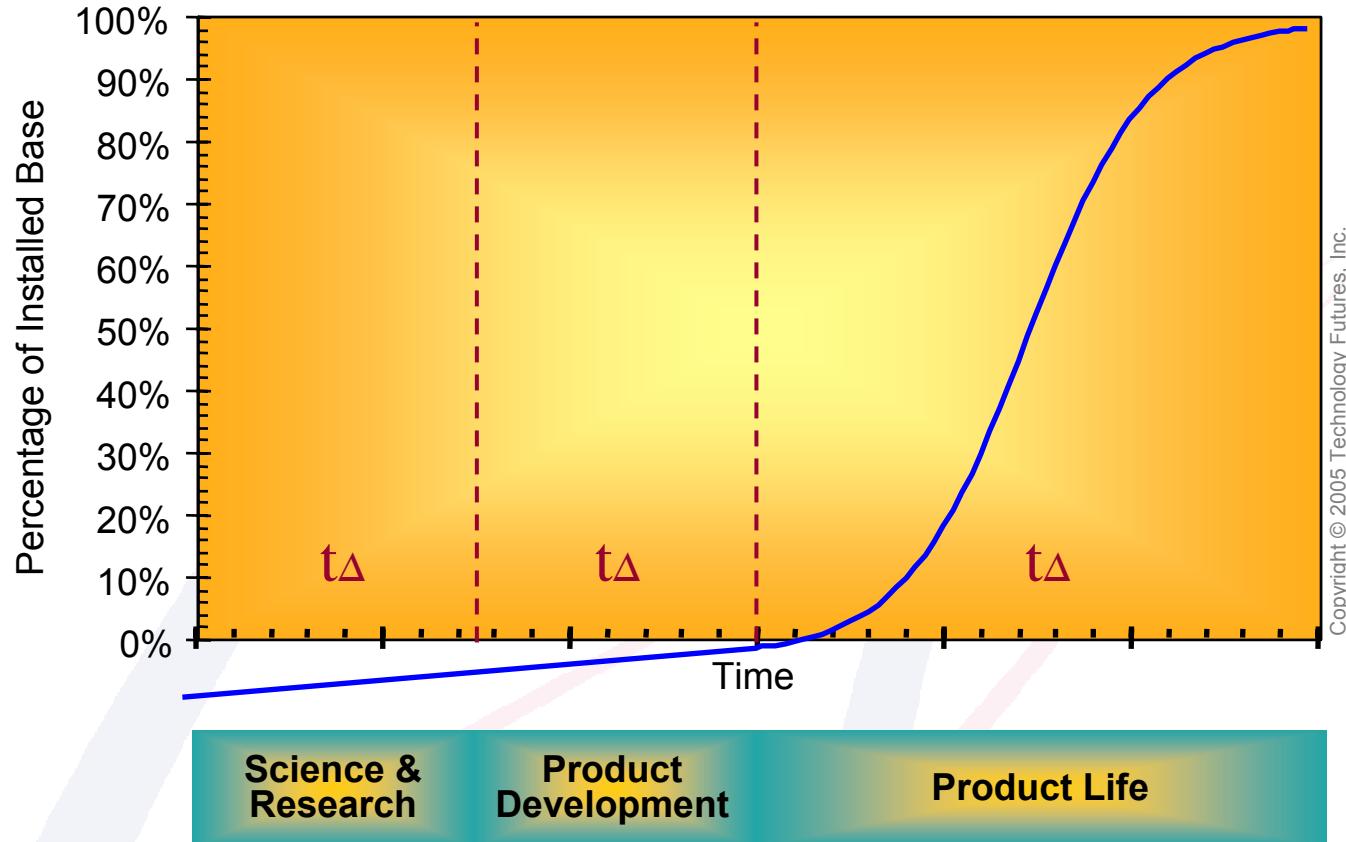
—Craig Barrett
CEO, Intel



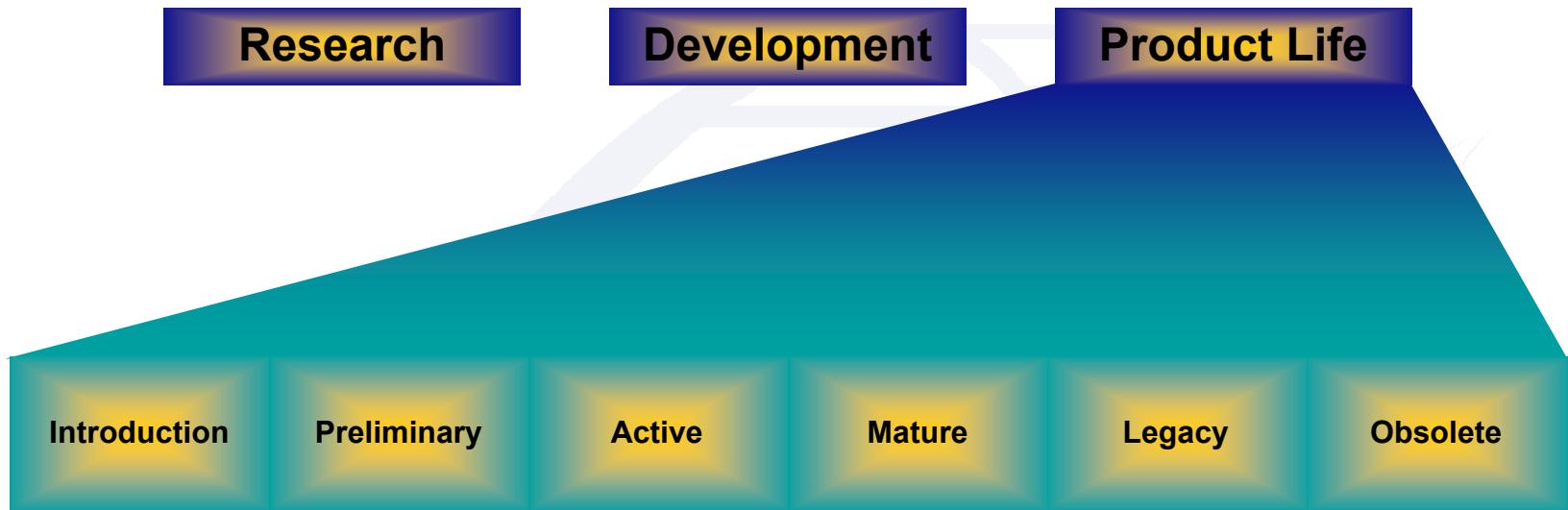
“The corporation as we know it, which is now 120 years old, is unlikely to survive the next 25 years. Legally and financially, yes, but not structurally and economically.”

—Peter Drucker, quoted in
Business 2.0, August 22, 2000

S-Curve for Innovation, Development, and Product Life

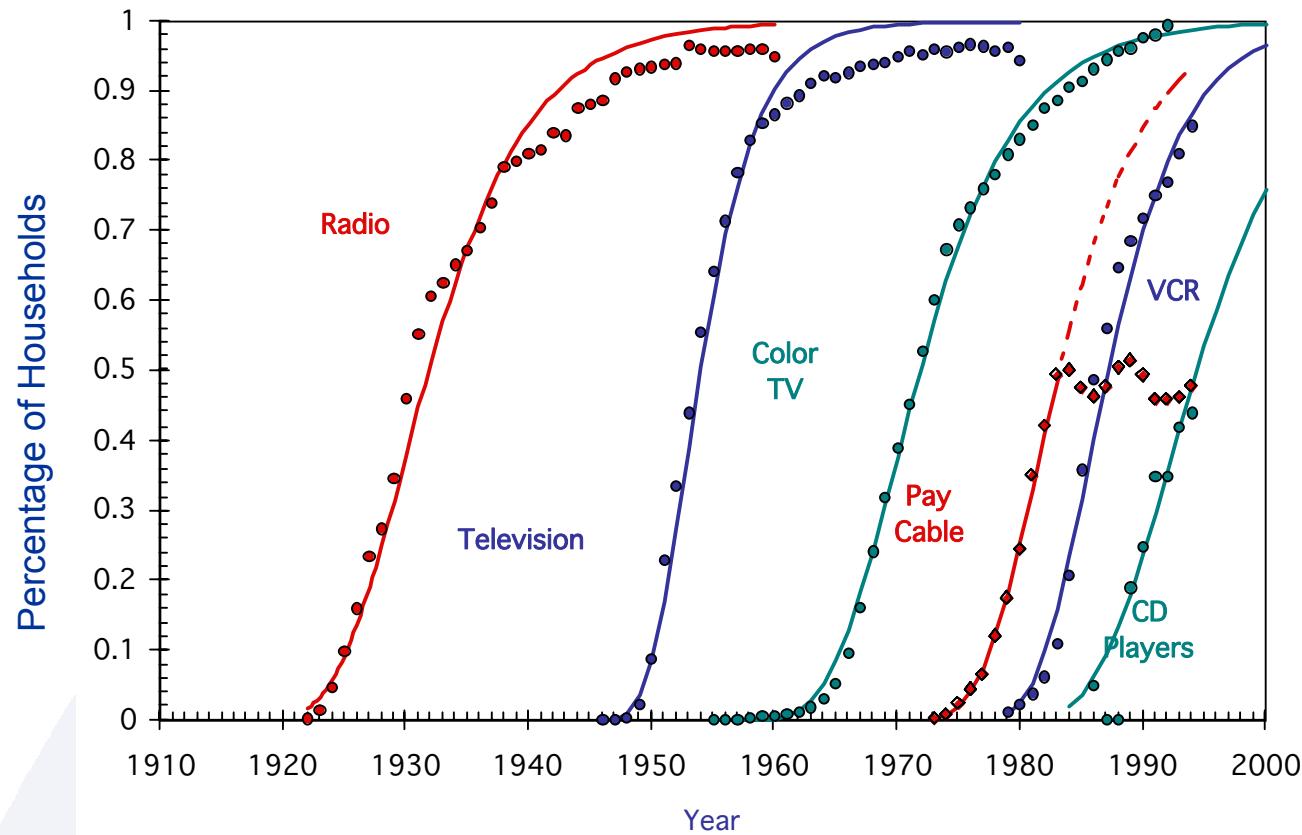


Research/Product Life Cycle

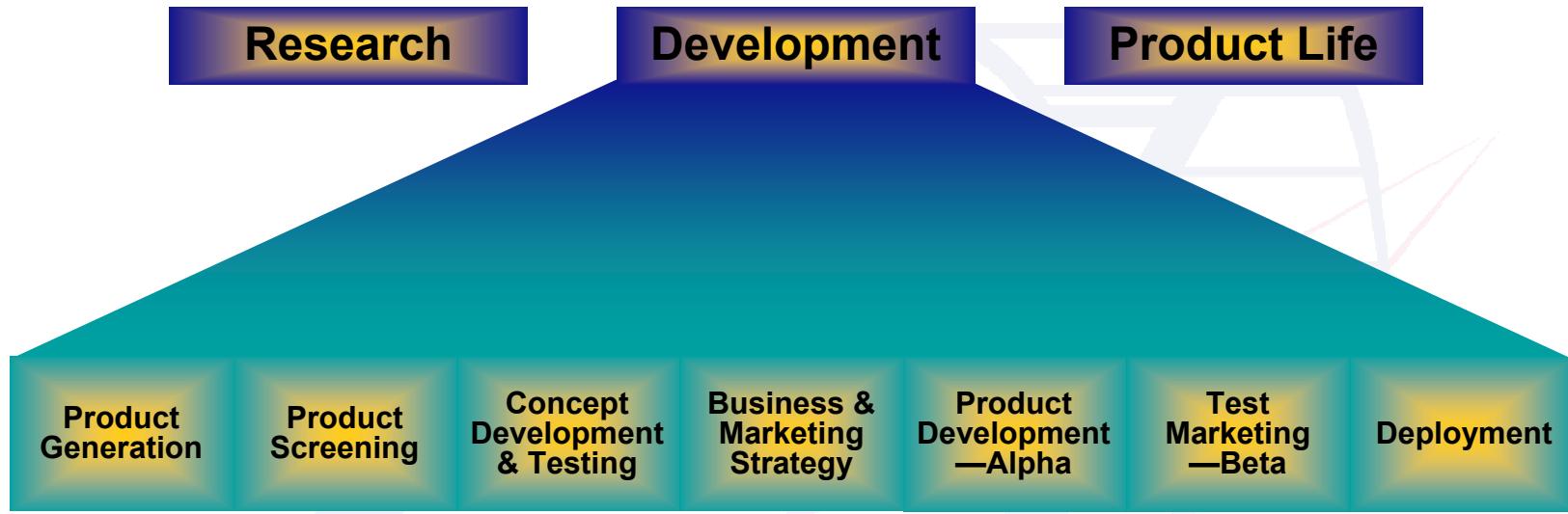


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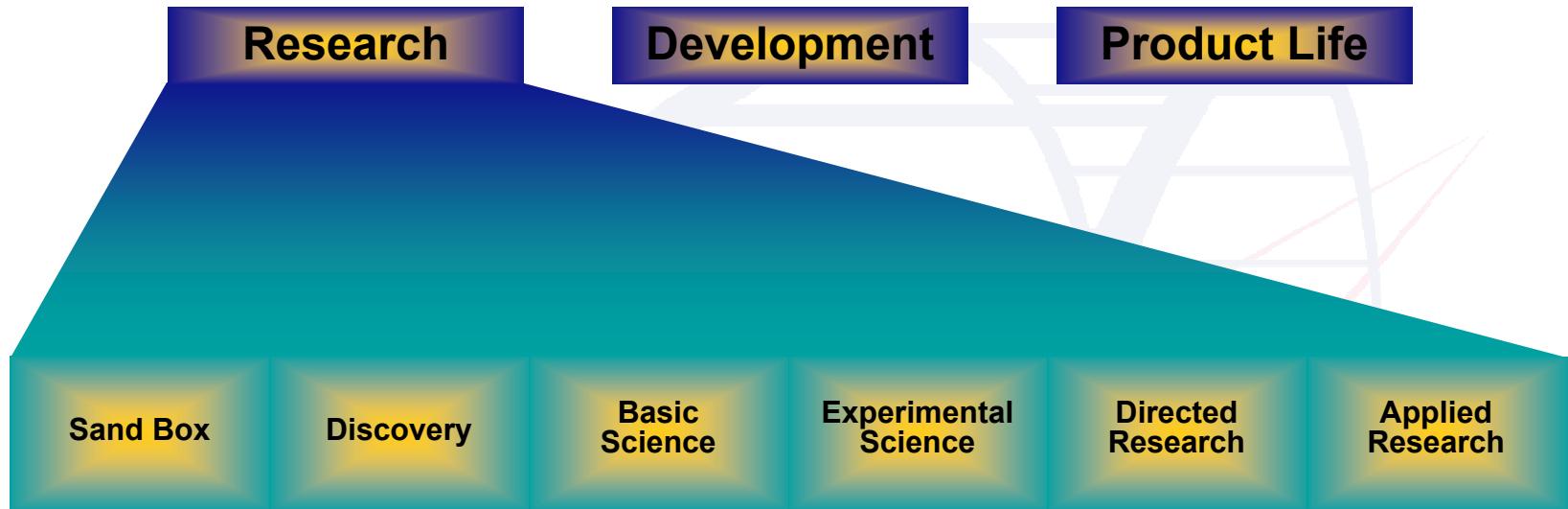
Examples of Consumer Adoptions



Research/Product Life Cycle

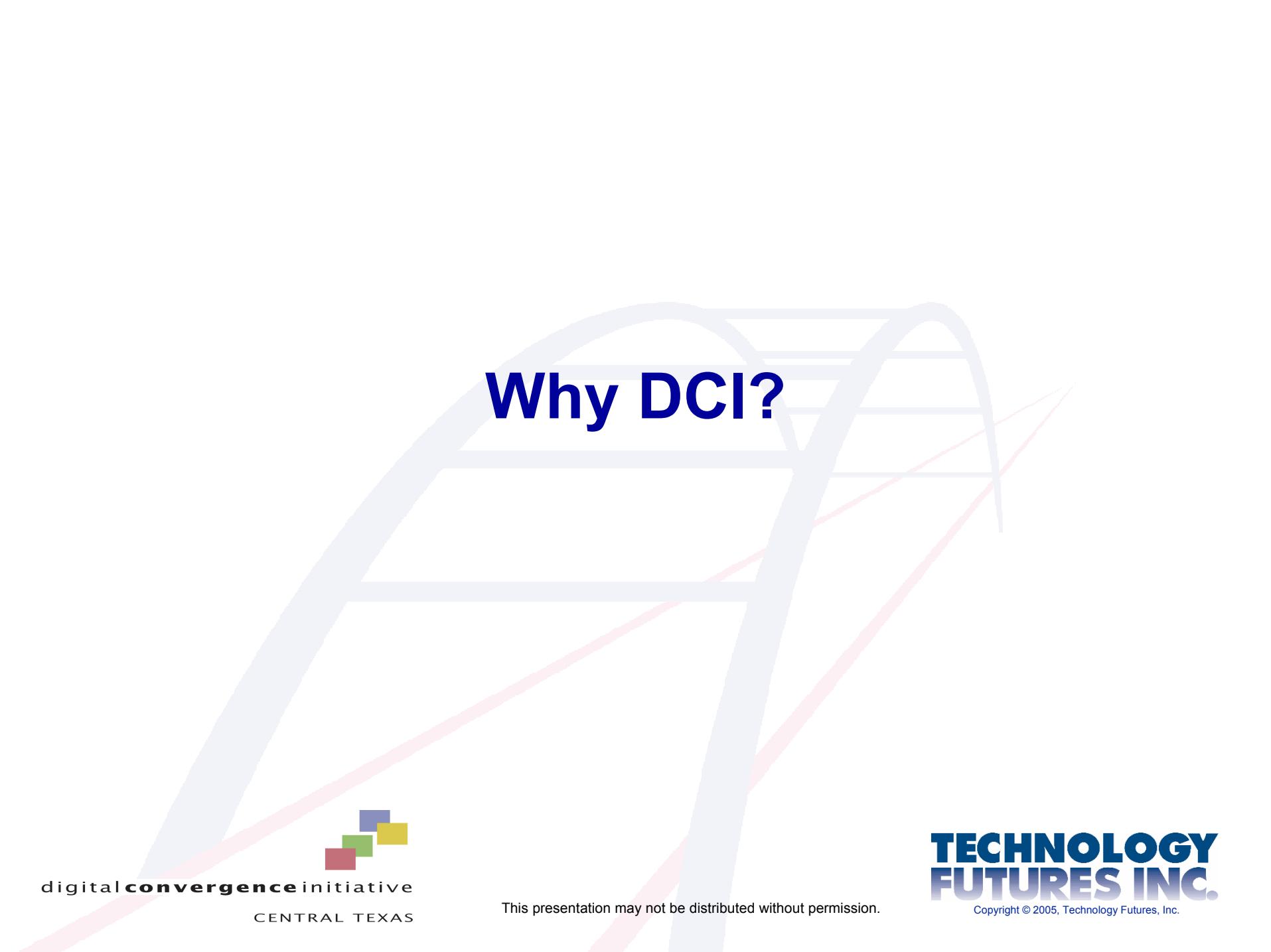


Research/Product Life Cycle



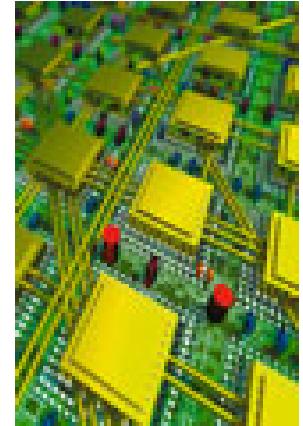
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Why DCI?



Semiconductor Industry

(NAICS 3344)



- Texas Industry Facts
 - Firms 374
 - Employment 51,459
 - Value of Shipments \$13.3 billion
 - Total Capital Investments \$1.13 billion
- How Texas Ranks
 - All Employees 2
 - Value of Shipments 2
 - Total Capital Investments 1

Electrical Equipment, Appliance & Component Manufacturing Industry

(NAICS 335)



- Texas Industry Facts
 - Firms 425
 - Employment 17,667
 - Value of Shipments \$4.5 billion
 - Total Capital Investments \$73.2 million
- How Texas Ranks
 - All Employees 8
 - Value of Shipments 9
 - Total Capital Investments 10

Computer Industry

(NAICS 334)



- Texas Industry Facts

- Firms 1,176
- Employment 112,876
- Value of Shipments \$41.3 billion
- Total Capital Investments \$2.1 billion

- How Texas Ranks

- All Employees 2
- Value of Shipments 2
- Total Capital Investments 2

Communications Equipment Industry

(NAICS 3342)



- Texas Industry Facts

- Firms
- Employment
- Value of Shipments
- Total Capital Investments

156
17,606
\$8.3 billion
(data incomplete)

- How Texas Ranks

- All Employees
- Value of Shipments
- Total Capital Investments

2
2
(data incomplete)

Music Industry



- Texas Industry Facts

- Firms

- 7,248

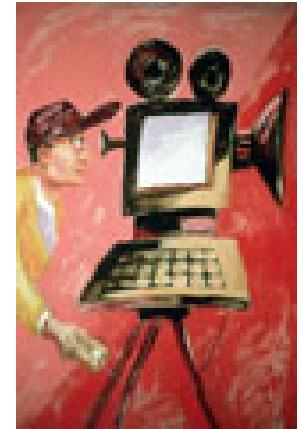
- Employment

- 58,052

- Economic Impact

- \$71. million

Film Production Industry

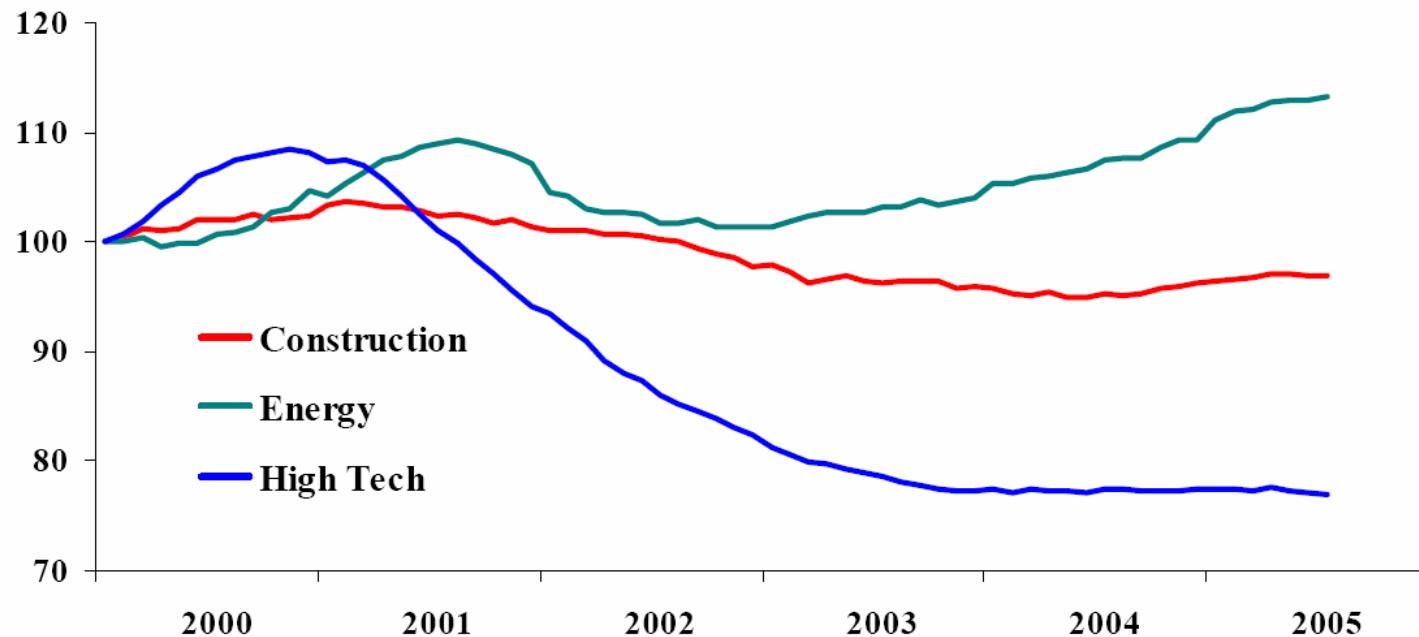


- Texas Industry Facts

– Total Films	55
– Total Budget	\$214. million
– Estimated Corporate Budget	\$76. million
– Estimated Sports Budget	\$28.5 million
– Total	\$319. million

Texas Payroll Employment

Index,
Jan 2000=100



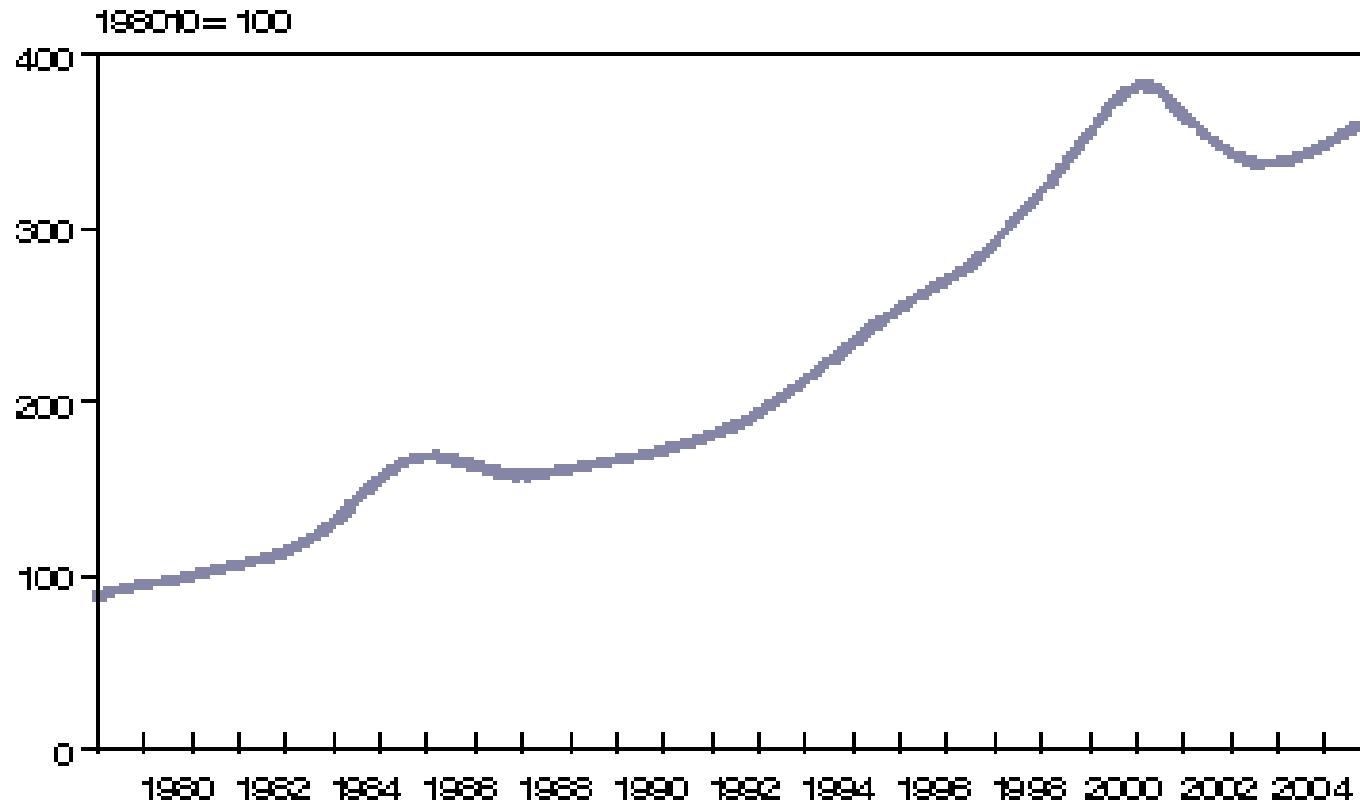
Data are benchmarked to 1st quarter 2005 by FRB Dallas.

Source: BLS, seasonal adjustment by FRB Dallas

<http://www.dallasfed.org>

Metro Business— Cycle Index: Austin-Round Rock

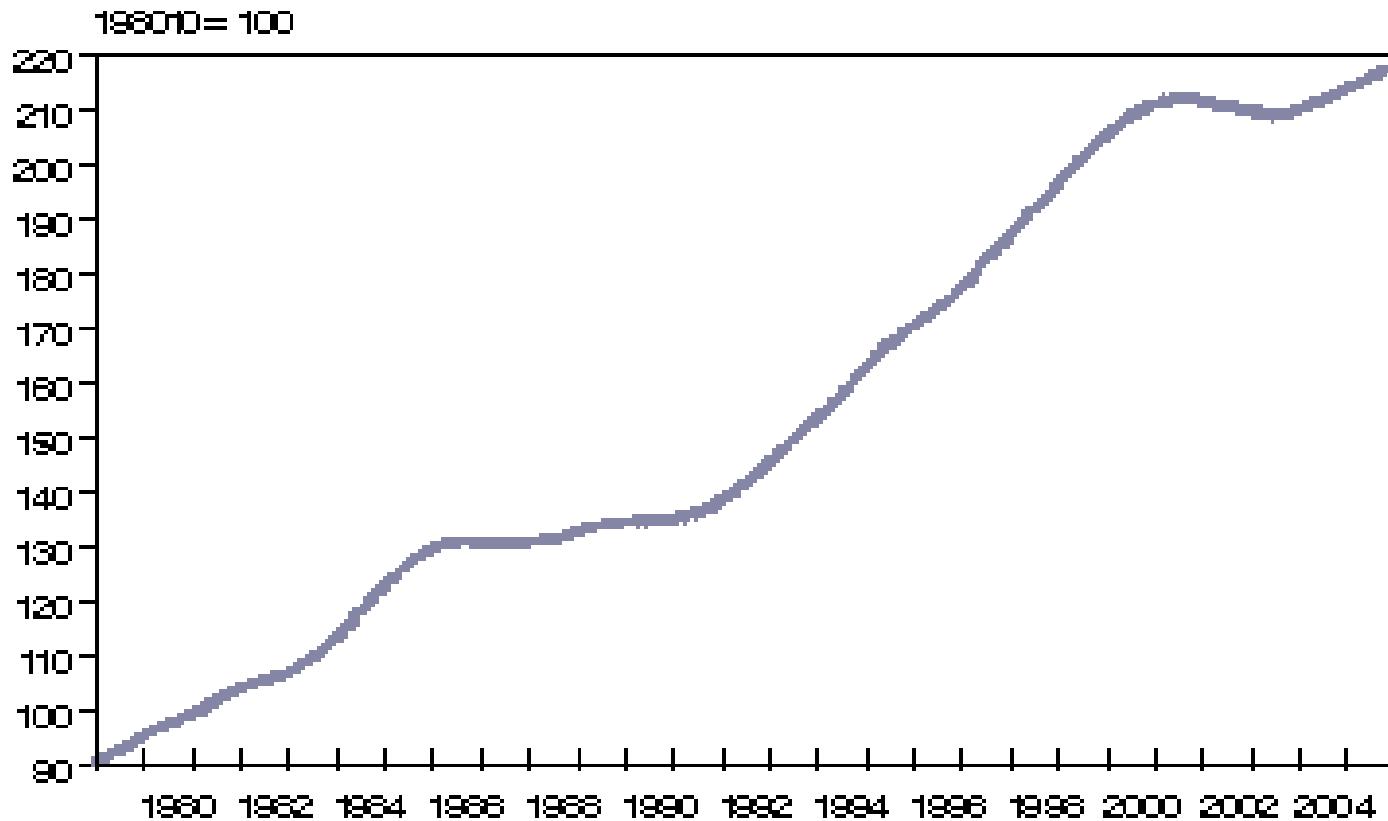
Monthly, Seasonally Adjusted, 198010=100



LAST DATA ENTRY JULY 2005

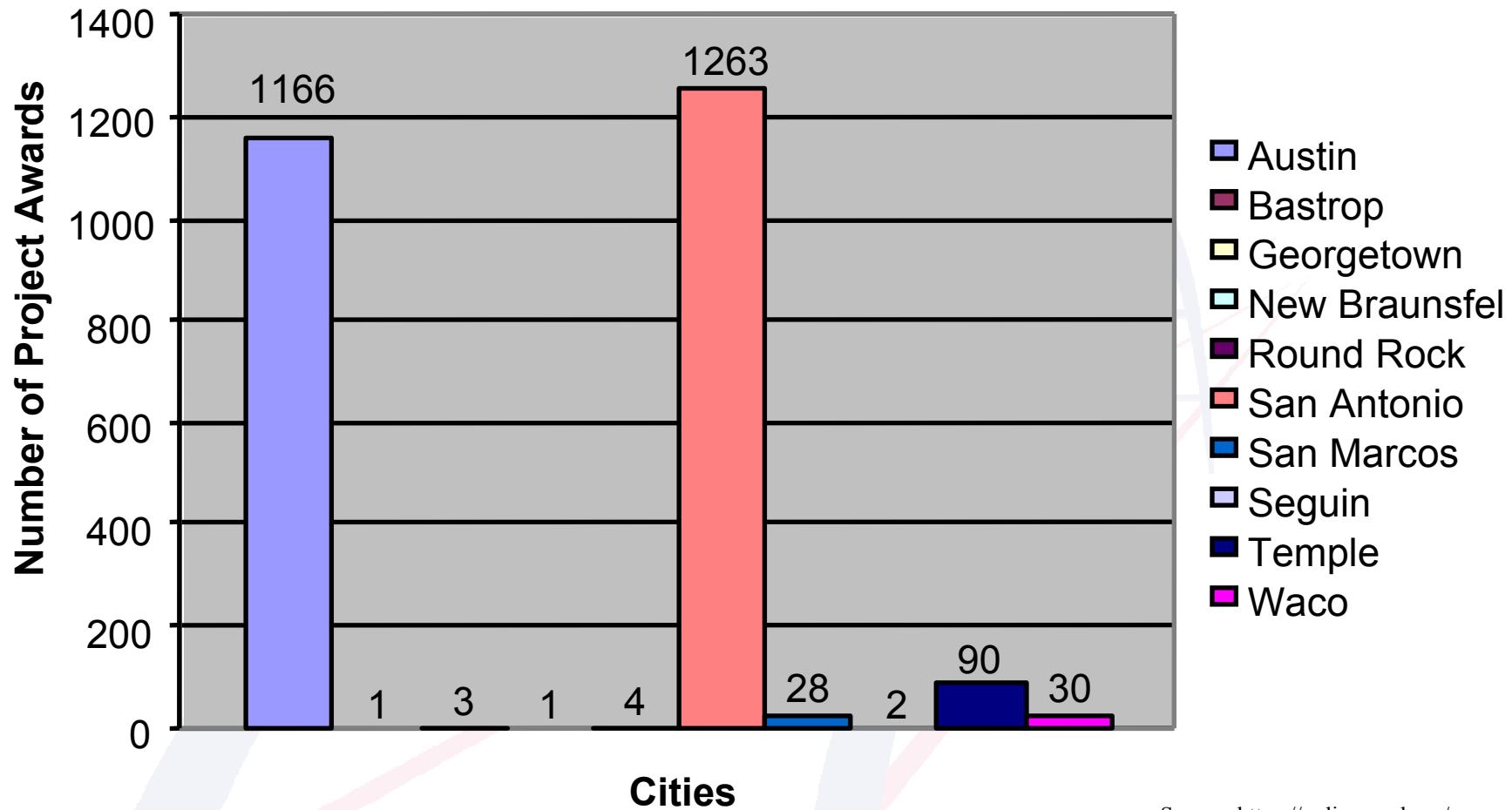
Metro Business— Cycle Index: San Antonio

Monthly, Seasonally Adjusted, 198010=100



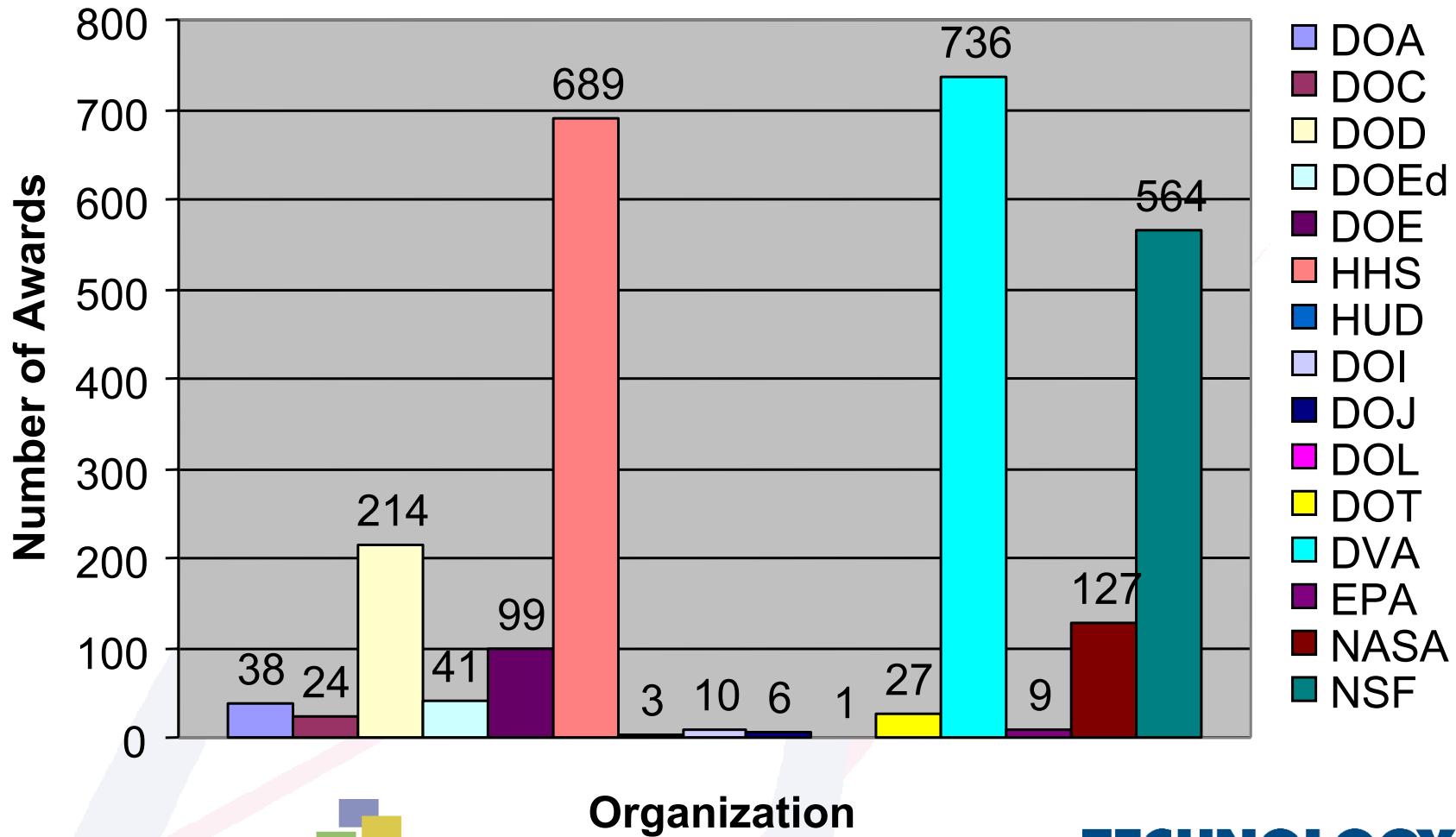
LAST DATA ENTRY: JULY 2005

Federal Research Dollars in FY 2003



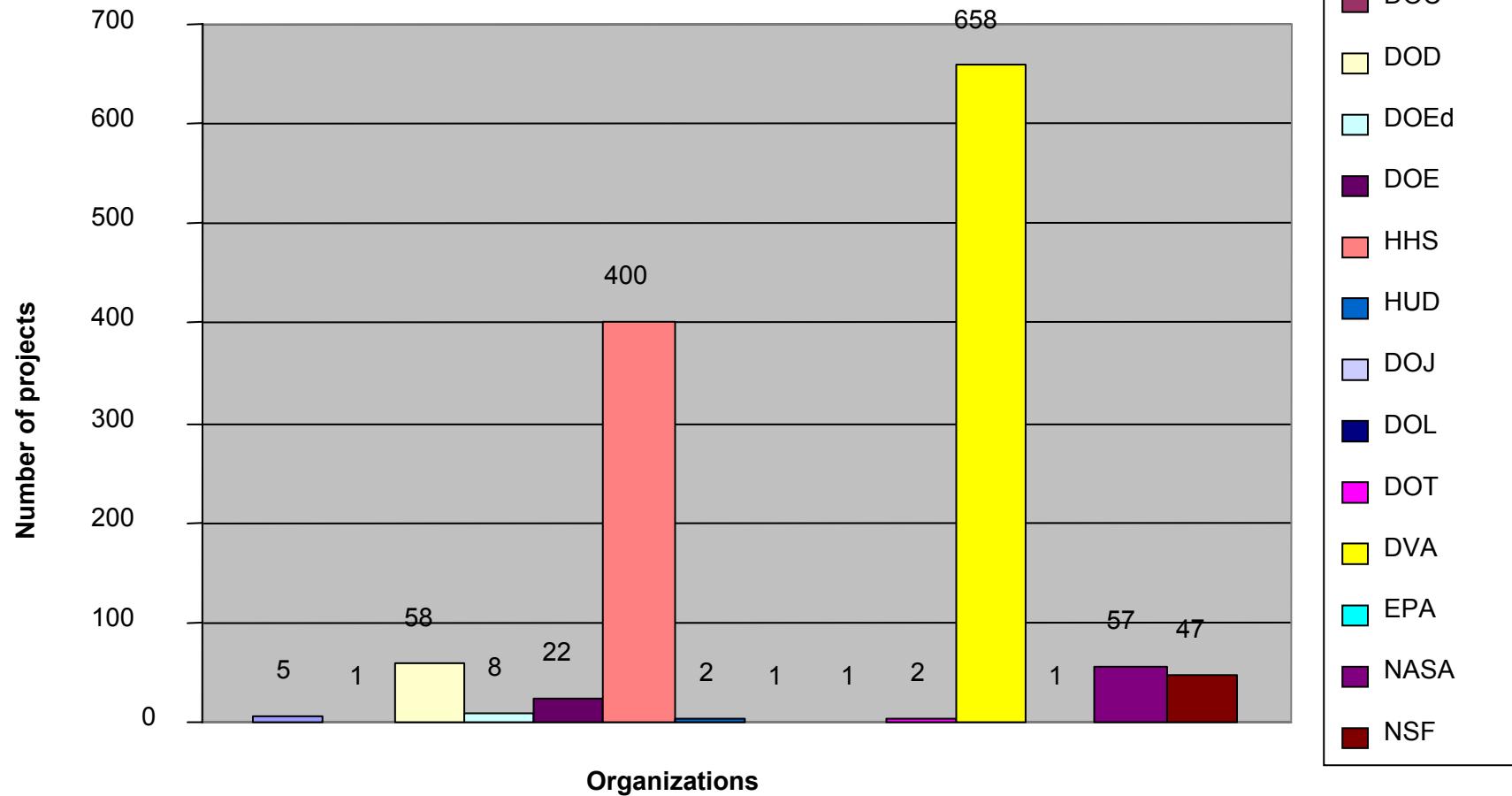
Source: <https://radius.rand.org/>

FY 2003 Federal Research Dollars— Waco to San Antonio by Organization



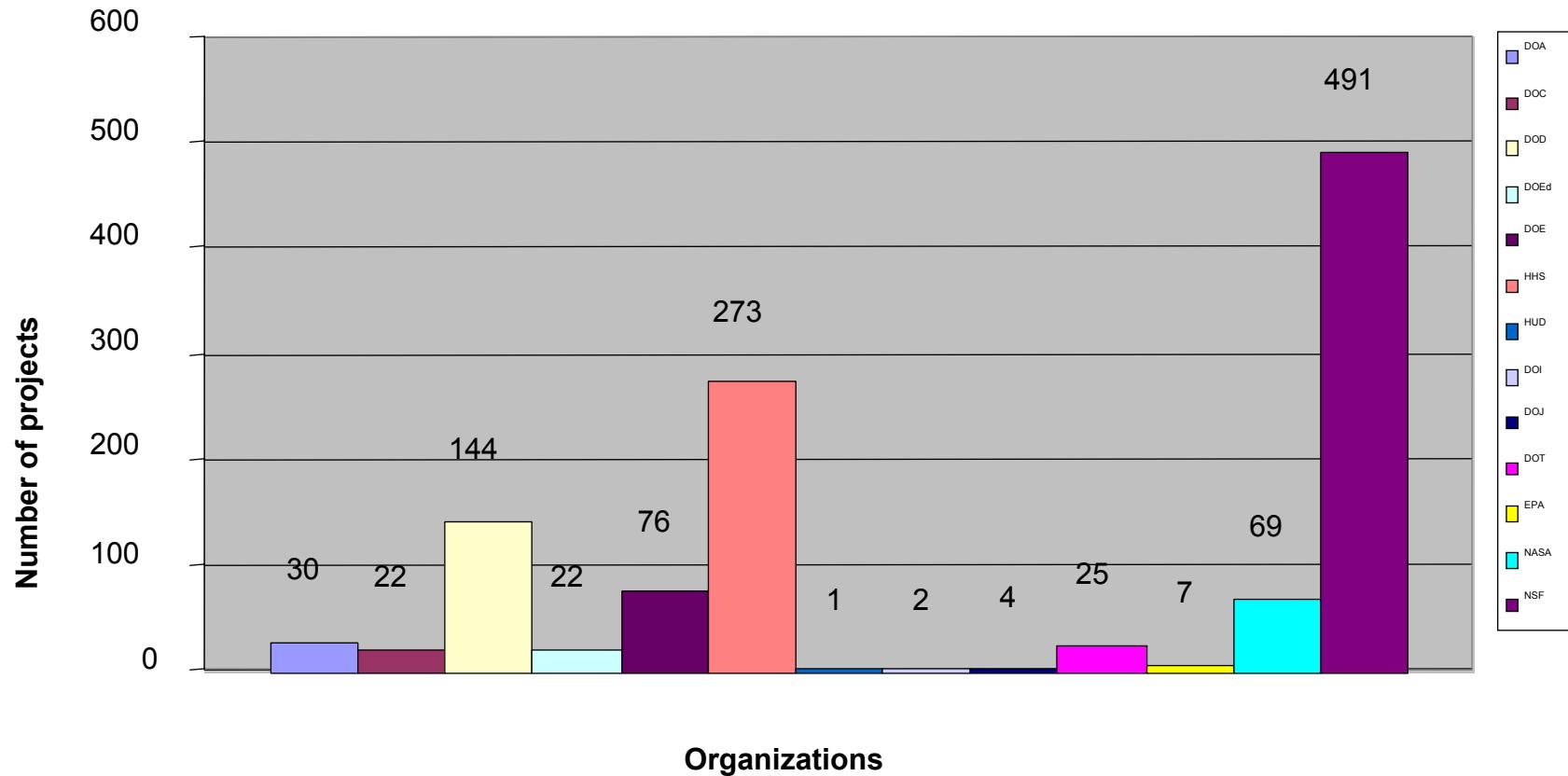
Source: <https://radius.rand.org/>

SAN ANTONIO AWARDS

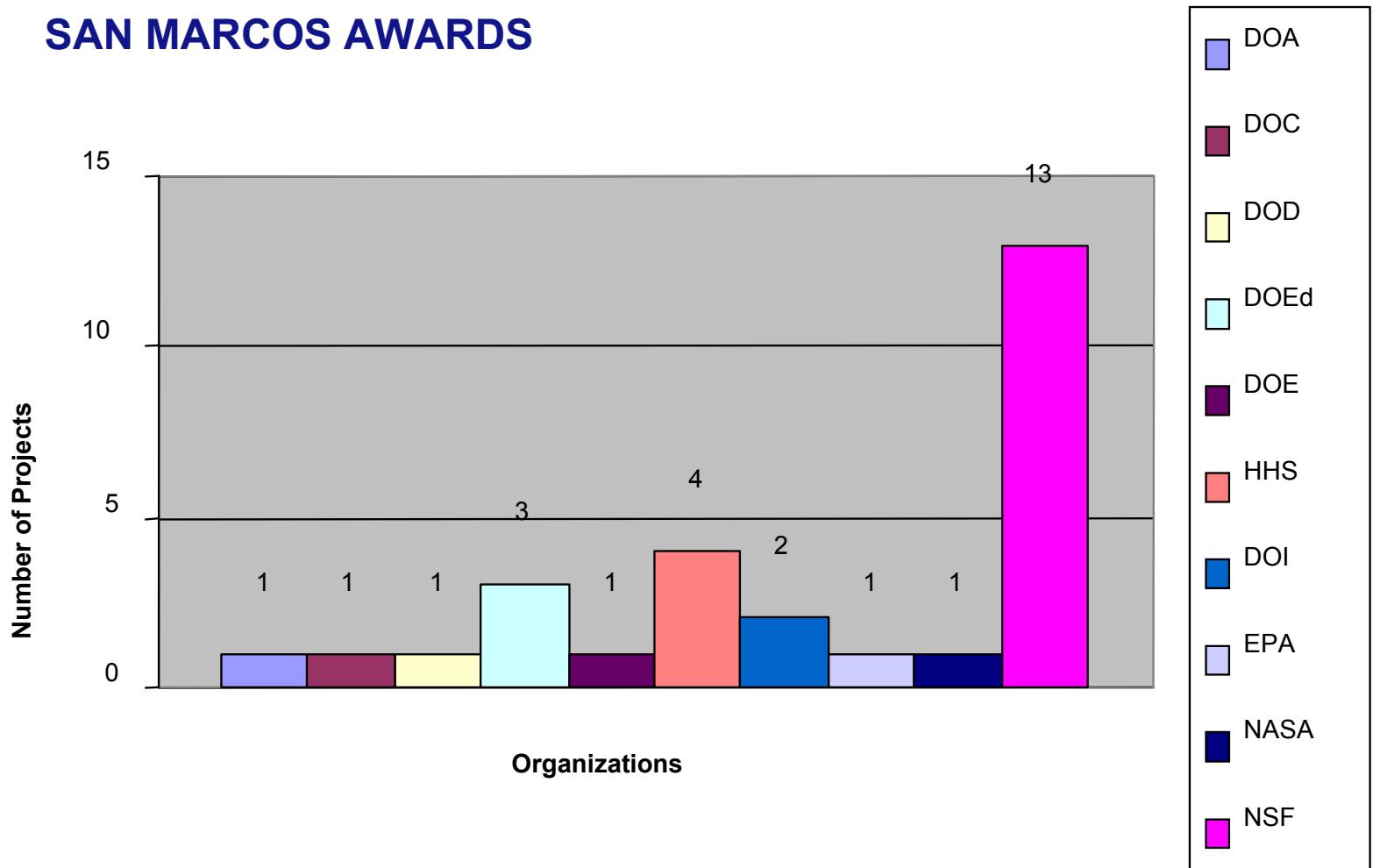


Source: <https://radius.rand.org/>

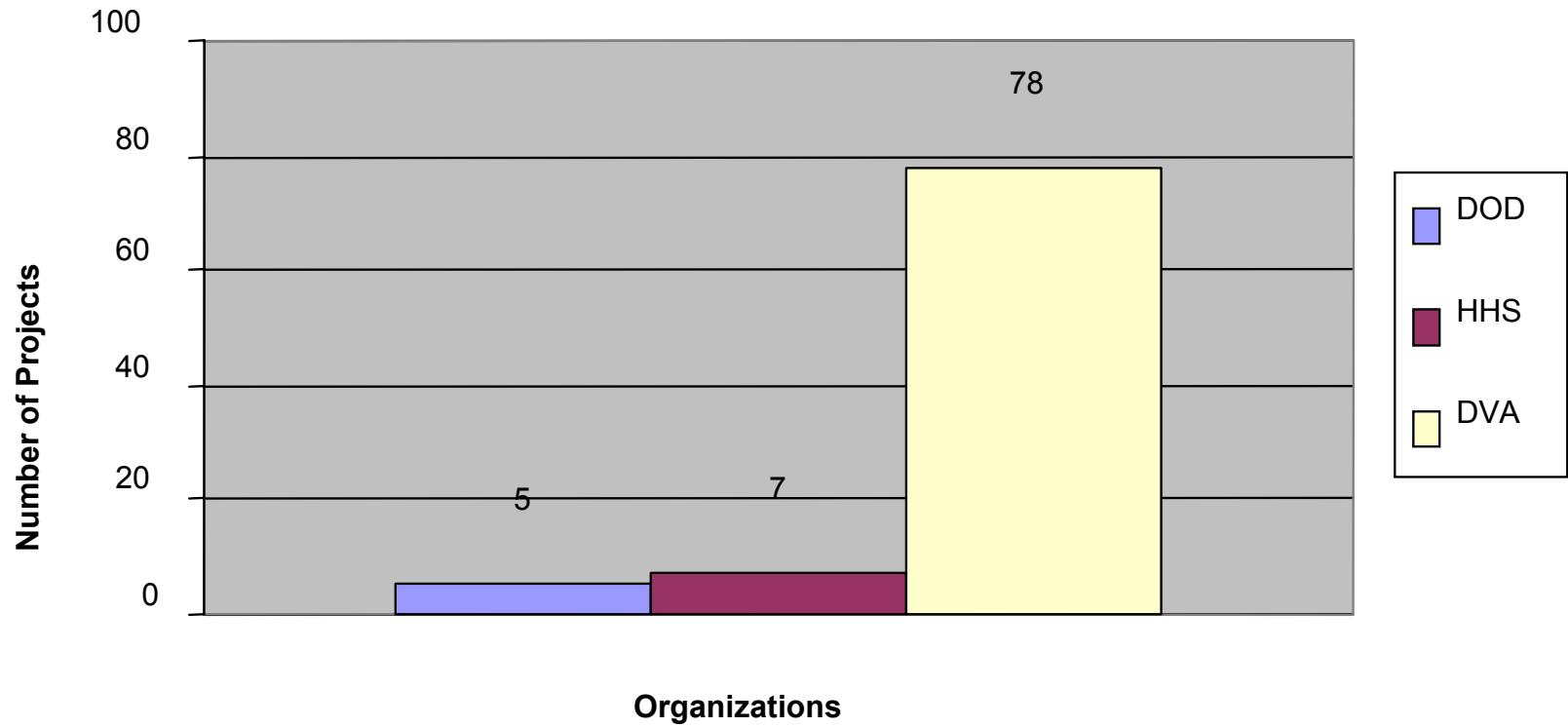
AUSTIN AWARDS



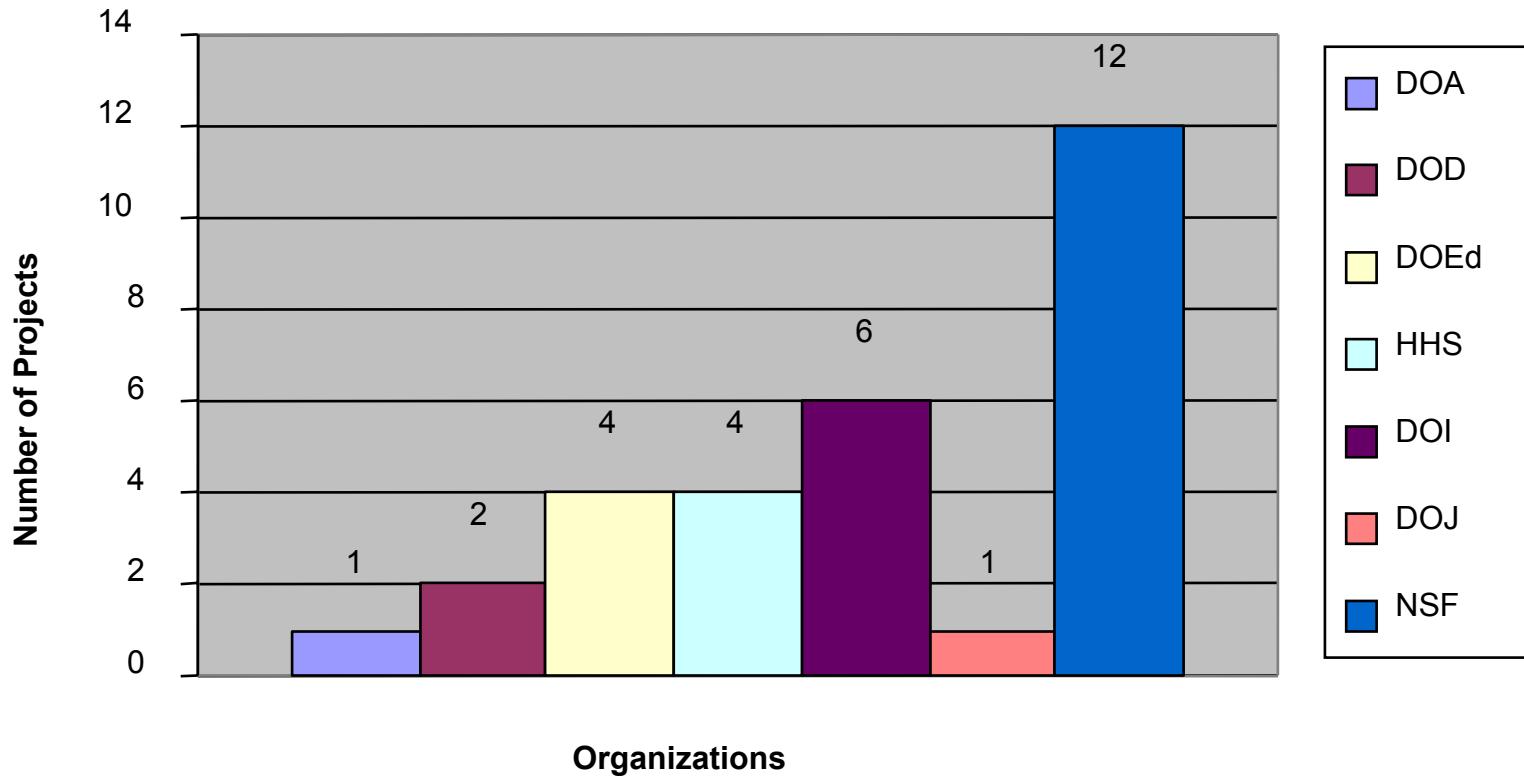
SAN MARCOS AWARDS



TEMPLE AWARDS



WACO AWARDS



Top Ten States

Executive Survey Business Climate Rankings

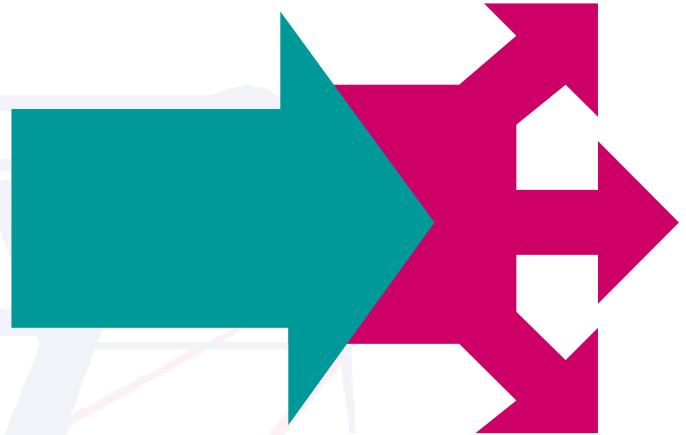
1. Texas
2. Georgia
3. Alabama
4. Florida
5. South Carolina
6. Tennessee
7. Nevada
8. Arizona
9. North Carolina
10. Colorado

Source: *Site Selection* survey of corporate real estate executives, August 2004.



**If we don't change our
direction, we'll end up
exactly where we are
headed.**

—Ancient Chinese Proverb



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