Hybrid Infrastructure and Technologies for Affordable Broadband Access

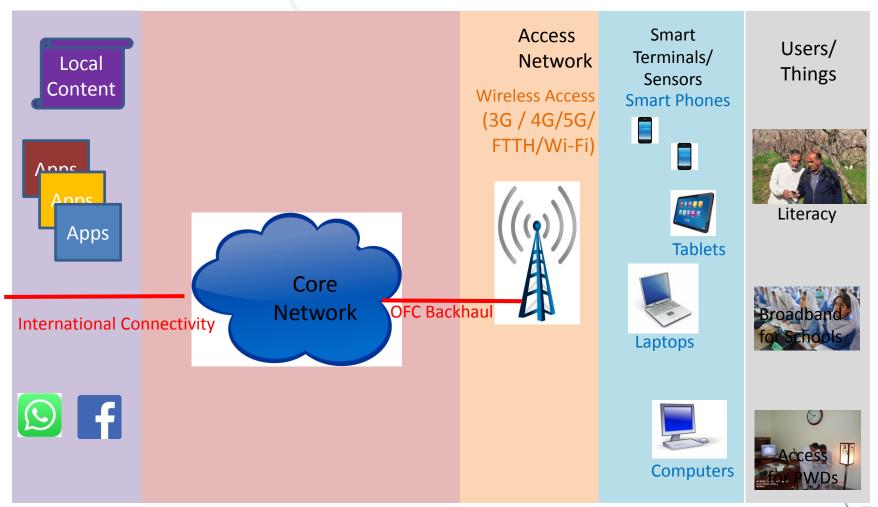
Syed Ismail Shah, ITUU Area Office Jakarta, Indonesia

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





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





