

## The mobility phenomenon - the first decade

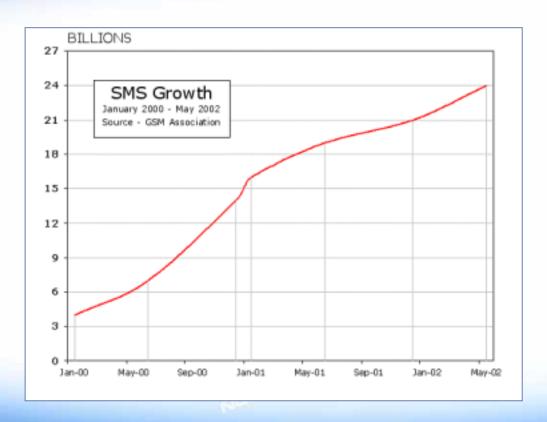
The first ten years of a consumer good





### The wake of value added services

The birth of SMS – a wonderful coincidence!







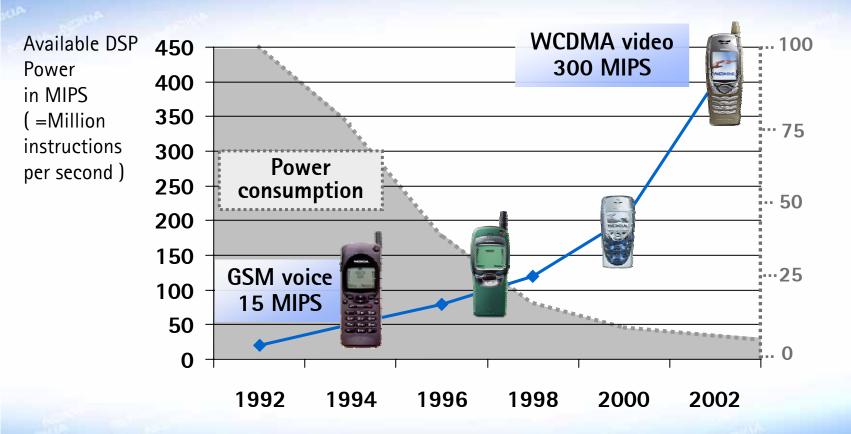
Mobile Information Society
-How did we view it?

- Big color displays "From ears to eyes"
- Digital cameras "See what I see"
- Three distinct form factors
  - A communicator a business tool
  - A feature phone imaging, media, games, entertainment
  - A mobile phone Classic category, still predominantly a phone





### **Processing Power - following the track**





### The consumer benefits of "3G"

#### **Applications**

- Picture messages
- Game downloads
- Web access

#### Radio technology

- Capacity
- Speed
- Multitasking

Seamless user experience



Any new feature must not compromise the performance of the old



# Style Dimension

### Product category matrix

**Functionality Dimension** 

Application Style Areas	Voice	Entertainment	Imaging	Media	Business applications
Premium					
Fashion					
Classic					
Active					
Expression					
Basic					







### **Key Characteristics**

• Size: 123 cc

Weight: 141 g

• Performance:

Talk time: up to 2 h 40 minutes (GSM); 2h 20 minutes (WCDMA)

Standby time: up to 14 days

High resolution color display

• 4096 colors, 128x160 pixels

Data transfer speed 128 kbps

MMS & camera with video capability

Java<sup>TM</sup> technology for application download

Connectivity: Bluetooth, USB, Infrared

Comprehensive PC-Suite



### Summary

- Data rates clearly superior to ordinary landline modems
- Both radio technologies integrated in the same chipset
- Seamless dualmode functionality
- Multitasking
- Top of the class operation times





### The strong and colorful Nokia portfolio





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# CONNECTING PEOPLE

