



The 26th STAG Board Meeting

Keynote Speech

The Ubiquitous Network and the u-Japan Policy

April 1, 2006

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Chief Corporate Counselor
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STAG Board Meeting

Keynote Speech



The Ubiquitous Network and the u-Japan Policy

- 1. The Ubiquitous Network Paradigm emerged in Japan**
- 2. National IT Strategies and the u-Japan Policy**
- 3. The Ubiquitous Network Paradigm**
- 4. The International Diffusion of the Ubiquitous Network Paradigm**



STAG Board Meeting

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The Ubiquitous Network and the u-Japan Policy

1. The Ubiquitous Network Paradigm emerged in Japan

What does “Ubiquitous” Mean? – “Japan’s Switch”

Do you know what
“ubiquitous” means?

N=31,965

Yes, I know
what it
means.
24%

No. What does it mean?
76%

Where do you run if you feel scared while walking at night?

Koban
(police station)
29%

Convenience store 70%

What do you think about supermarkets that charge for
bags to hold your groceries?

Poor service 36%

Innovative idea 64%

Source) Keio University, Masahiko Sato Laboratory, *Japan's Switch*, The Mainichi Newspapers, March 25, 2004

Various 'ubiquitous'

Ubiquitous network, Ubiquitous computing
Ubiquitous network society, Ubiquitous information society
Ubiquitous information network,
Ubiquitous technology, Ubiquitous revolution,
Ubiquitous life, Ubiquitous era, Ubiquitous space,
Ubiquitous learning environment
Ubiquitous value network, Ubiquitous solution companies
Ubiquitous integrated media computing
Ubiquitous business technology
Ubiquitous communications technology
Ubiquitous CRM, Ubiquitous media services
Ubiquitous ID chips, Ubiquitous exchanges
Ubiquitous time recorders,
Ubiquitous electronic medical charts
Ubiquitous databases, Ubiquitous agent technology
Ubiquitous teleportation, Ubitopia,
「時空自在」

Major Companies Using “Ubiquitous” in their Organizations Names 1

2000/7	UCHIDA YOKO CO.,LTD. : Ubiquitous Division
2002/1	UCHIDA YOKO CO.,LTD. : Ubiquitous Business Dept
2002/4	Hitachi,Ltd.: Ubiquitous Solution Division
2002/4	Nihon Unisys Ltd.: Ubiquitous Business Center
2002/4	Sony Corp.: Ubiquitous Technology Research Center
2002/4	Hitachi,Ltd.: Ubiquitous Platform Group
2002/10	Ricoh Co.,Ltd.: Ubiquitous Solution Research Center
2002/10	NRI Data Services: Ubiquitous Project Unit
2002/10	Hitachi,Ltd.: Ubiquitous Solution Group Headquarters
2002/10	Fujitsu Ltd.: Ubiquitous Business Promotion Dept.
2003/4	Mitsubishi Electric Corp.: Ubiquitous Image Technology Dept.
2003/4	Fuji Xerox: Ubiquitous Media Business Development Dept.
2003/4	Hitachi Capital: Ubiquitous Platform Group Headquarters
2003/6	NTT Do-co-mo: MM Business Division,Ubiquitous Business Dept.
2003/9	Mitsubishi Electric Corp.: Ubiquitous Product Business Group
2003/10	Hitachi,Ltd.: Urban Development Solution Division,Ubiquitous Urban Solution,Ubiquitous HDD Promotion Center
2003/12	Yokogawa Electric Corp.: R&D Ubiquitous Field Computing Research Center
2003/12	Fujitsu: Ubiquitous System Group
2004/1	NEC Corp.: Solution Development Laboratories,Ubiquitous Platform Development Division
2004/3	Hitachi: Ubiquitous Platform Systems R&D Laboratory
2004/3	SGI Japan: Broadband Ubiquitous Solution

Note: Translated by Nomura Research Institute (Tentative)

Major Companies Using “Ubiquitous” in their Organizations Names 2

2004/4	NEC Engineering: Ubiquitous Business Promotion Center
2004/4	NEC Soft: Ubiquitous Systems Division
2004/4	NTT Communications Corp.: Ubiquitous Service Department
2004/4	NEC Corp.: Software Business Unit, System Software Operations Unit, Ubiquitous Software Division
2004/4	Fujitsu: Ubiquitous Platform Division
2004/6	NTT Do-co-mo: Product & Service Division, Ubiquitous Service Department
2004/7	Fujitsu Access Ltd.: Access Business Group, Ubiquitous Access Division
2004/10	Hitachi Transport System Ltd.: Automobile Ubiquitous Business Development Dept
2004/10	Yokogawa Electric Corp.: Business Development Center I, Ubiquitous Security PJT
2004/10	KYOWA EXEO CORPORATION: IT Solution Business Division, Ubiquitous Department
2004/10	NEC Ubiquitous Software Division
2004/12	JAPAN TELECOM CO.,LTD.: Product Management Headquarters, Ubiquitous Transformation Service Department
2005/4	JAPAN TELECOM CO.,LTD.: Ubiquitous Division
2005/4	NEC Soft: Ubiquitous Systems Division
2005/4	Fujitsu: Ubiquitous Product Business Group, IPMT Project Unit
2005/4	Joho Gijyutsu Kaihatsu: Embedded Ubiquitous LSI Division
2005/4	NRI Data Services: Business Promotion Division, Ubiquitous Project Unit
2005/4	Hitachi Transport System: Hitachi Logistics Business Development, Headquarters Automotive Ubiquitous Systems Development Department
2005/6	JAPAN TELECOM CO.,LTD.: Ubiquitous Business Division, Ubiquitous Engineering Department

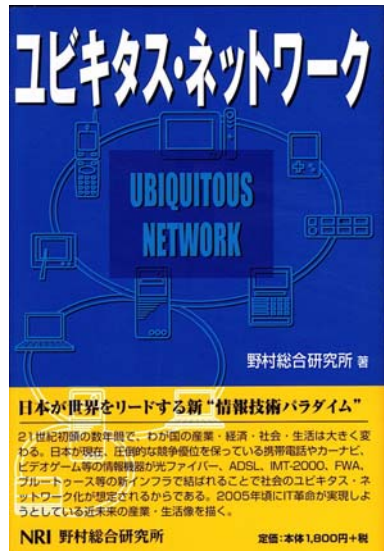
Note: Translated by Nomura Research Institute (Tentative)

Ubiquitous adj.

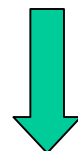
Ubiquity n. Omnipresence: Being Everywhere or in many place at the same time.

Source: Oxford Illustrated Dictionary, Oxford University Press, 1962

- Mark Weiser, Xerox PARC, Ubiquitous Computing, 1988
- Nomura Research Institute, Ltd., Ubiquitous Network, 1999-



Ubiquitous Computing



■ Pre-Internet era

■ Paradigm for computing

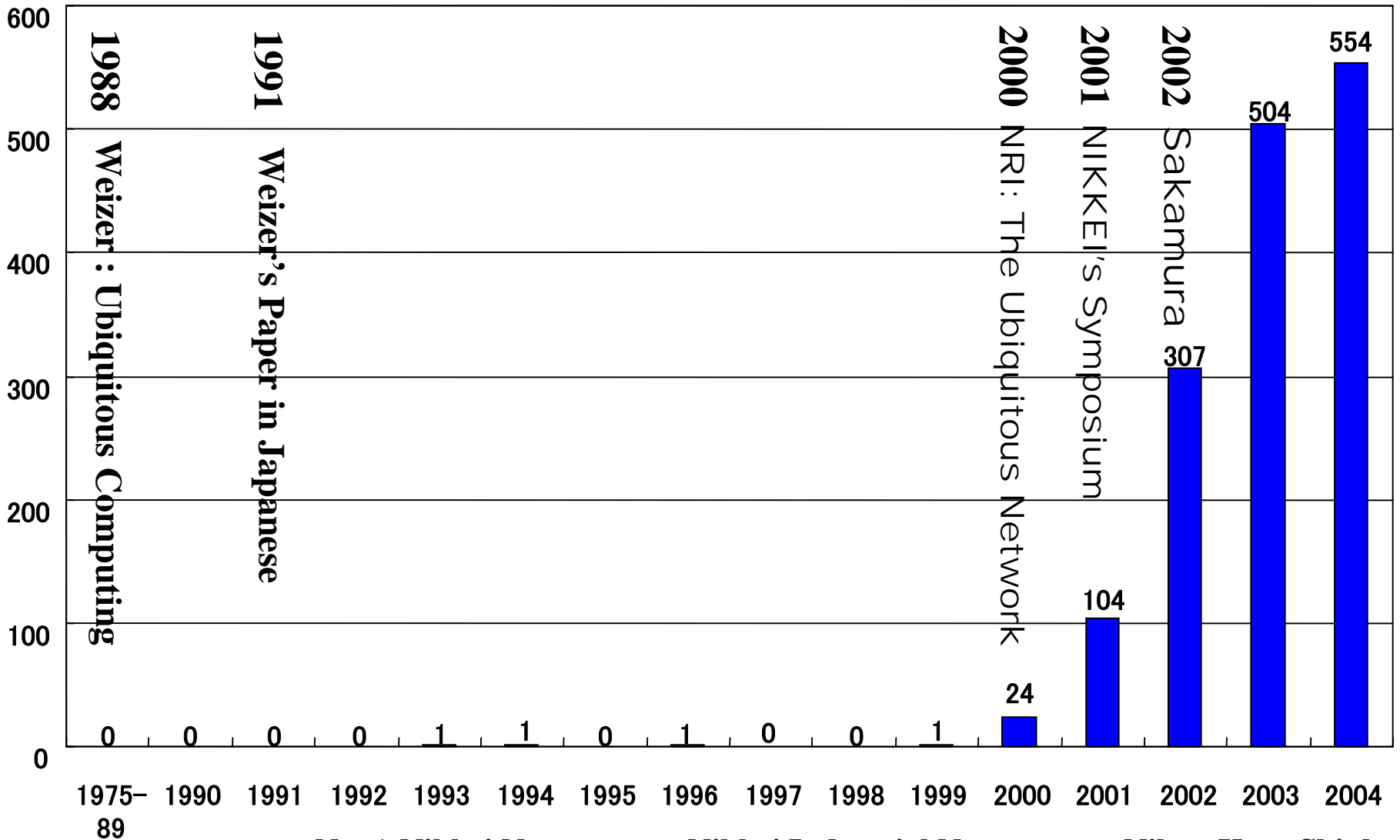
Ubiquitous Network

■ Post-Internet era

■ Paradigm for new ICT environment

(networks, information equipment and appliances, platforms, contents, services)

Frequency of Mention of “Ubiquitous” in Major Business Papers in Japan



Note) Nikkei Newspapers, Nikkei Industrial Newspapers, Nihon Kog. Shinbun



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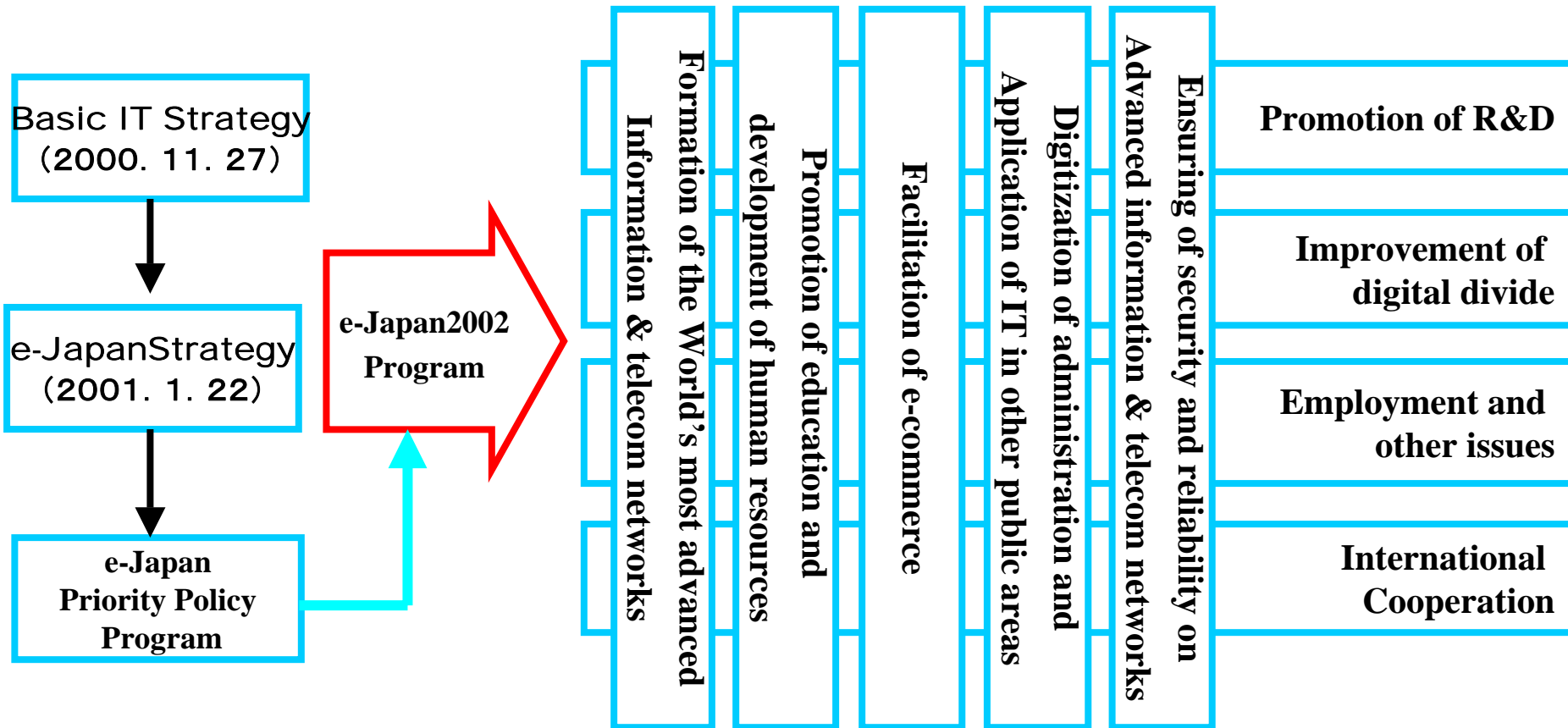
The Ubiquitous Network and the u-Japan Policy

1. The Ubiquitous Network Paradigm emerged in Japan
- 2. National IT Strategies and the u-Japan Policy**

e-Japan Strategy: Broadband Strategy

Target: The Most Advanced IT Nation in the World by 2005

Provides super high-speed Internet access at 30-100Mbps to 10 million households
Provides constant access high-speed Internet access to 30 million households



“Annual Velocity of Diffusion” of Broadband in Various Countries 1

“Annual Velocity of Diffusion” of Broadband in Various Countries June 2001					
	Broadband	June 2001	June 2000	Annual velocity	Penetration
Korea	ADSL	3.51	0.68	2.83	11.5%
	Cable	1.95	0.56	1.39	
	Total	5.46	1.24	4.22	
U.S.	ADSL	2.91	0.95	1.96	3.3%
	Cable	6.45	2.28	4.17	
	Total	9.36	3.23	6.13	
Japan	ADSL	0.29	0.001	0.29	1.0%
	Cable	0.97	0.33	0.64	
	Total	1.26	0.33	0.93	

Notes:

1. “Annual velocity of diffusion” is an indicator of the increase in subscribers in the past year.
2. The figures for population are as of 2000.
3. ADSL : Asymmetric Digital Subscriber Line、 Cable : CATV Internet

Source: Compiled by Nomura Research Institute, Ltd. from various data

“Annual Velocity of Diffusion” of Broadband in Various Countries 2

“Annual Velocity of Diffusion” of Broadband in Various Countries August 2003

	Broadband	August 2003	August 2003	Annual velocity	(Unit: 10,000 persons) Penetration
Korea	ADSL	639	526	161	21.7%
	Cable	388	340		
	Total	1,027	866		
U.S.	ADSL	647	433	474	6.3%
	Cable	1,137	877		
	Total	1,784	1,310		
Japan	ADSL	888	392.0	601	9.3%
	Cable	230	176		
	FTTH	61	10		
	Total	1,179	578		

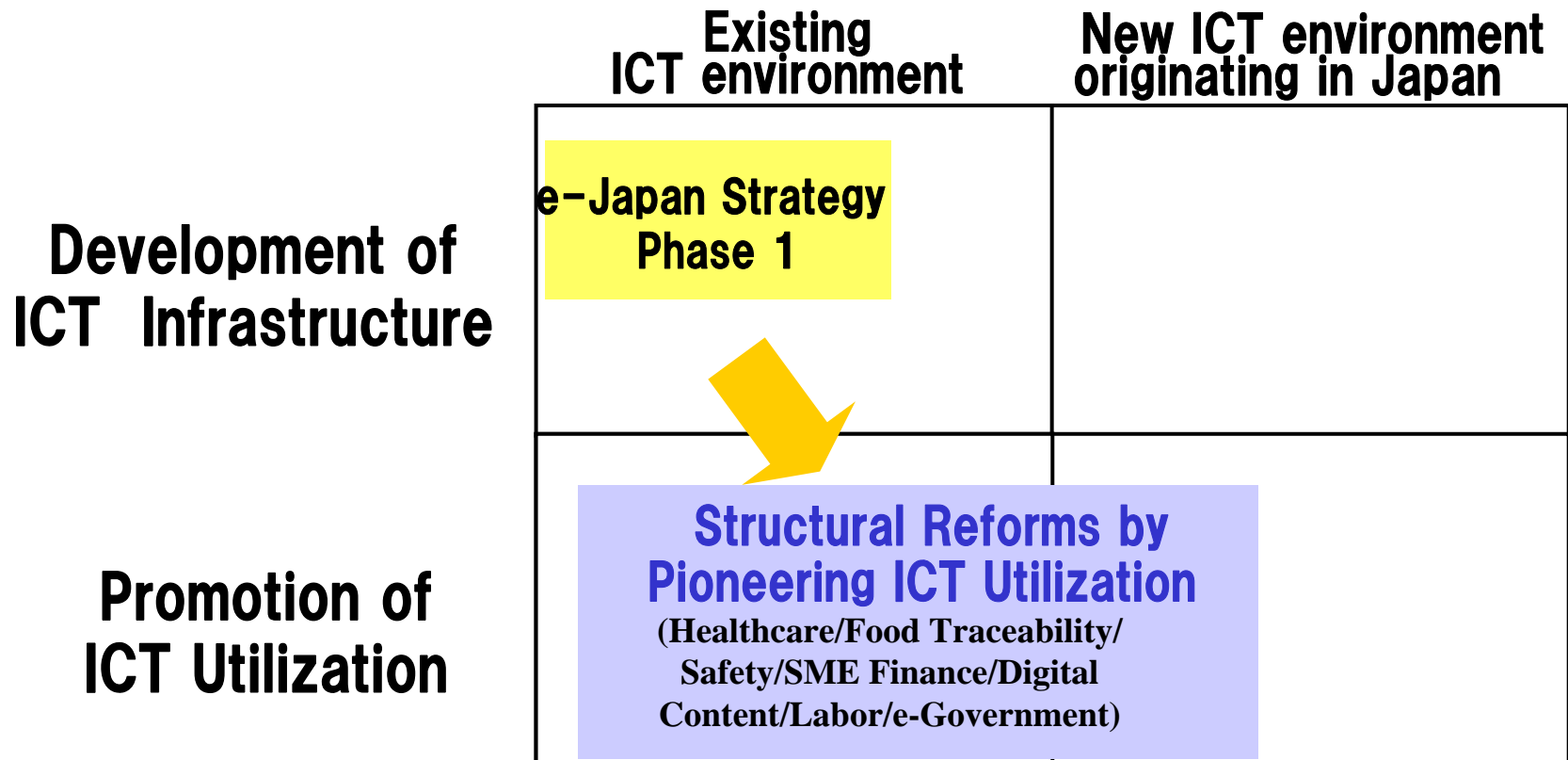
Notes:

- 1.“Annual velocity of diffusion” is an indicator of the increase in subscribers in the past year.
 2. US figures compare 2003.12 and 2001.12.
 3. The figures for population are as of 2000.
 - 4.ADSL: Asymmetric Digital Subscriber Line, Cable: CATV Internet, FTTH: fiber to the house
- Source: Compiled by Nomura Research Institute, Ltd. from various data

e-Japan Strategy II :

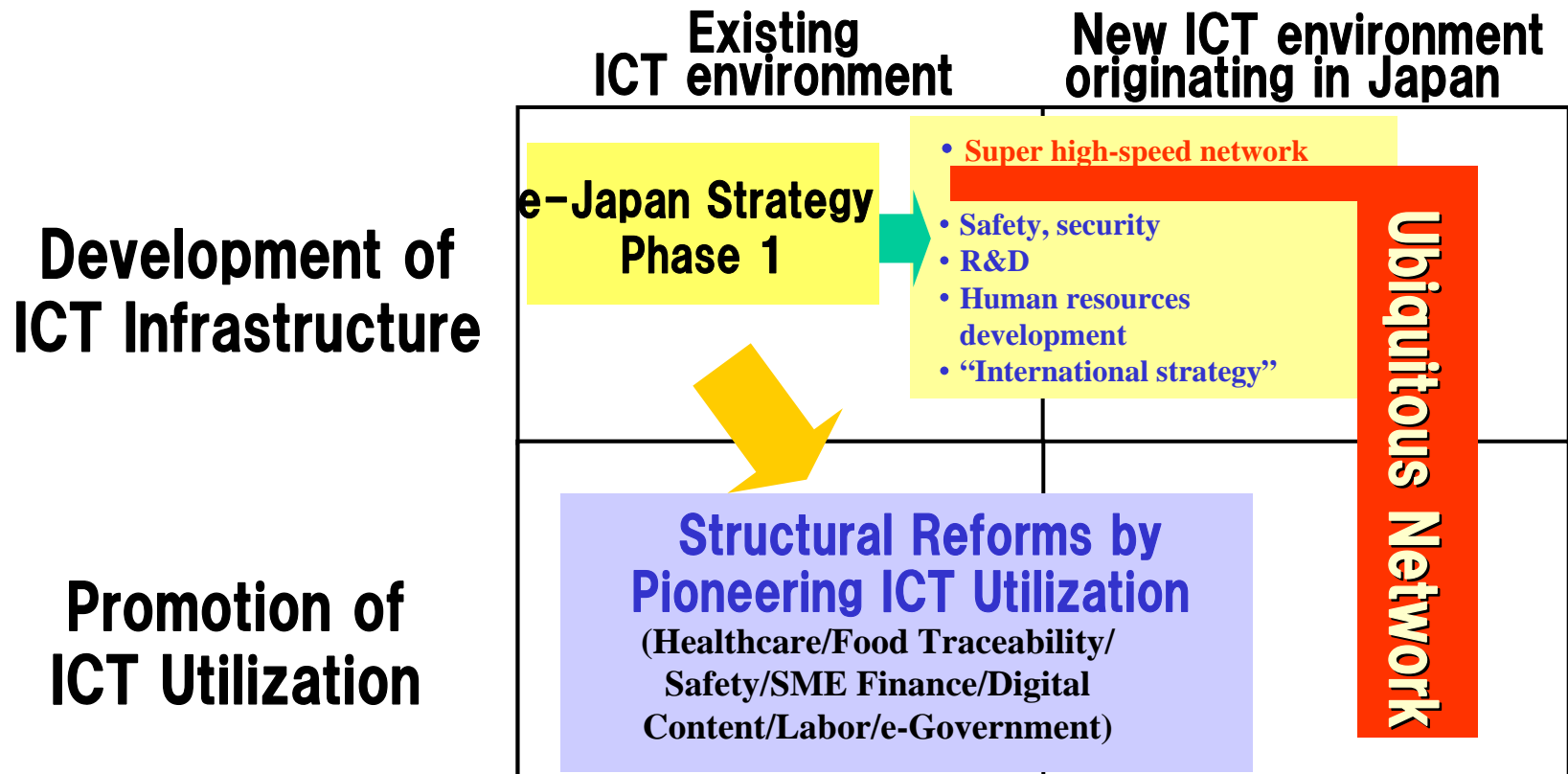
From Infrastructure Development To Promotion of Utilization

1. Shift of emphasis from the Development of ICT Infrastructure to the Promotion of ICT Utilization

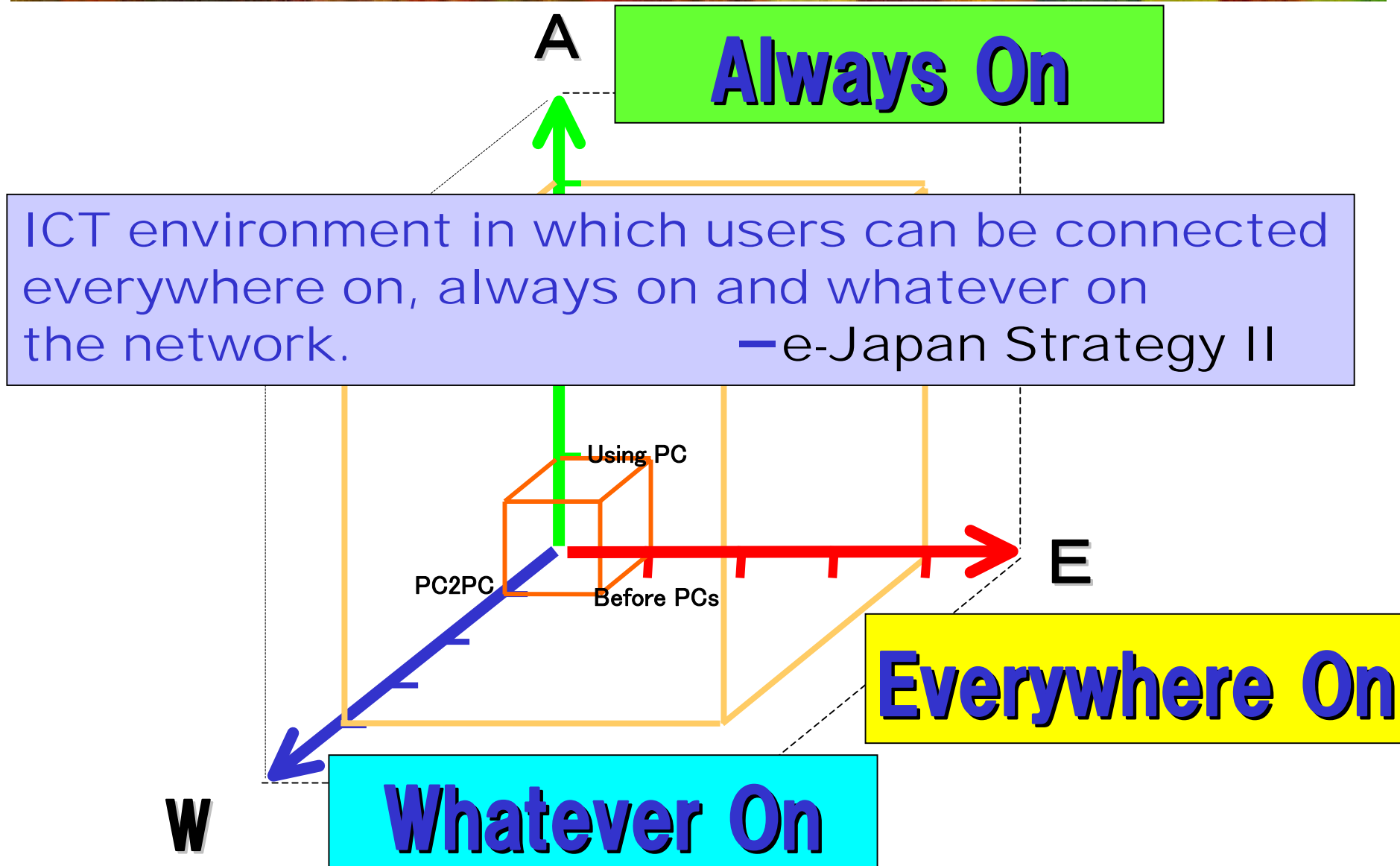


The Ubiquitous Network and *e-Japan Strategy II*

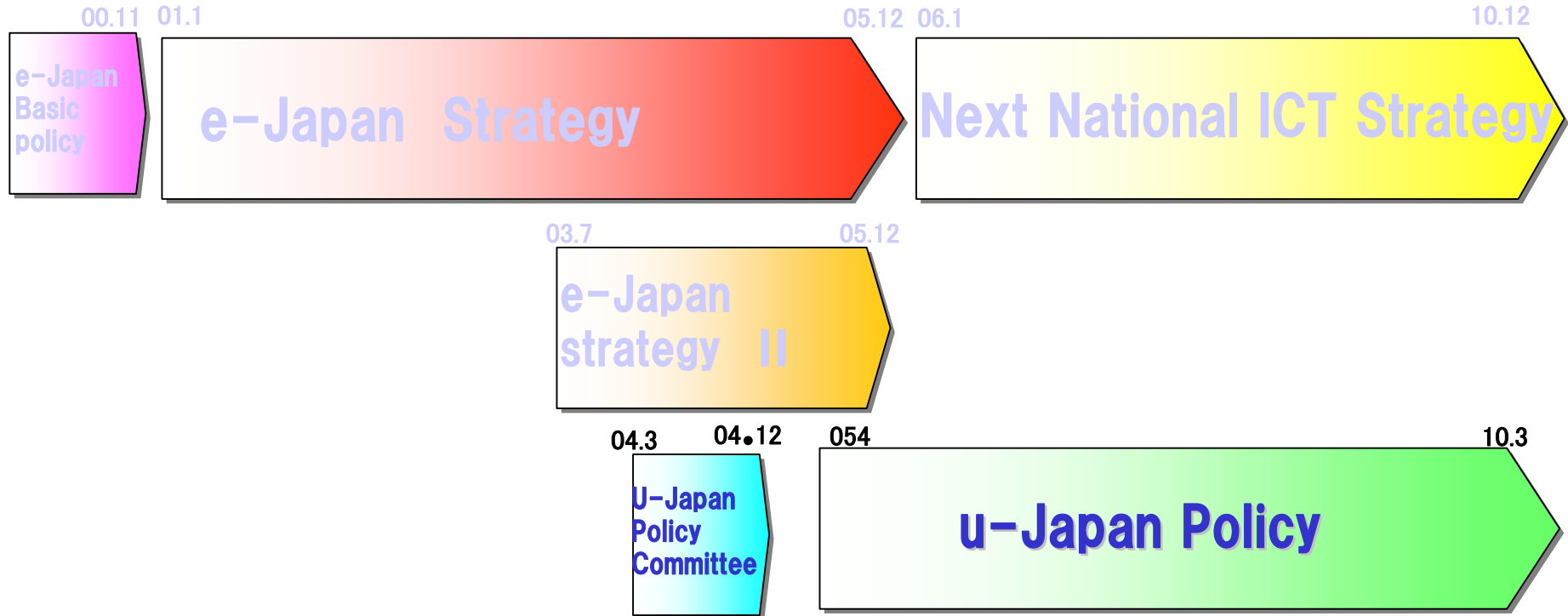
1. Shift of emphasis from the Development of ICT Infrastructure to the Promotion of ICT Utilization
2. **The Ubiquitous Network** to be the goal of the next ICT environment



The Ubiquitous Network in the e-Japan Strategy II



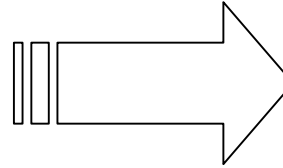
ICT Policy Development in Japan



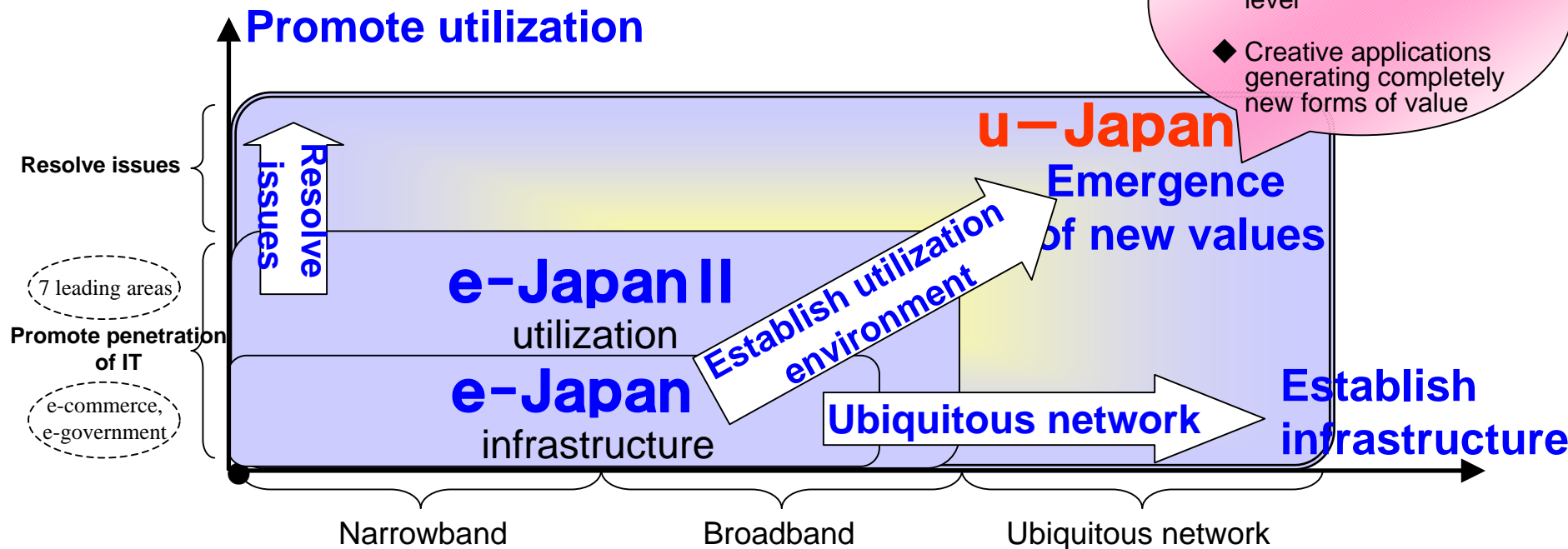
2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010

The u-Japan Policy

Main objective: to attain the frontrunner targets for 2010



Basic concept: evolving from “e” to “u”



What is u-Japan?

- As we move towards 2010, the social and economic issues that Japan must resolve are numerous and wide-ranging.

Safety and Security

Medical Care and Welfare

Transportation and Distribution

Environment and Energy

Education and Human Resource

Employment and Labor

Crisis Management

Economy and industry

Public Administration Service

International Affairs

- Under the environment where ICT has been rapidly accepted as an integral part of the social infrastructure, expectations are growing that ICT will lead to breakthroughs with respect to the issues facing Japan.

- u-Japan (ubiquitous net Japan) represents the vision of Japanese society in 2010 in which these issues are resolved by means of ICT.

- u-Japan symbolizes the vision of a new society that will be a reality in 2010. The environment where "any object and any person" can easily be connected to a network "at any time and in any place" will become available. This environment refers to the new ICT utilization environment consisting of individual as well as integrated ICT services and technologies, and will play a major part in the resolution of the social and economic issues.

Usage Scenes for u-Japan (Life)

Case of grandfather and grandson

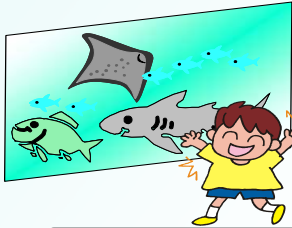
What do you want for your birthday?

While watching a cartoon... Oh! A message from Grandpa!

I want to go to the aquarium!

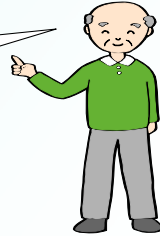
With a ubiquitous terminal, it is possible to watch cartoons anytime, anywhere.

OK, I will pay the fee so why don't you enjoy the virtual aquarium?



Wow! The shark just got bigger! It is like I am actually in the sea.

Screen adapts to the sounds in the large-screen virtual aquarium.



I will send a script I just amended here.

In charge of script

I am going to actually perform the choreography that I have worked out, so take a look.

In charge of choreography

Image of costumes for the $\Delta\Delta$ role are ready so take a look.

In charge of clothing

The main theme song is finally ready. What do you think?

In charge of music

Collaboration on a multi-screen

When it is ready I will try distributing on the web. If the response is good I will actually perform it later.

Send choreography as solid images

Anybody can create (musical creation with Net friends)



u-Japan

ICT penetrates into every area of life.

Encourage the driver to pay attention and contribute to prevention of accidents

There is a bicycle 2m ahead. Take care.

The sensor detects and notifies concerning obstacles

A pedestrian is trying to cross the crossing.

Guides to registered destination with simple operations

Cross the pedestrian crossing 5m ahead to the right.

I must slow down and pay attention.

Case of the handicapped

Checks on state of her children. Check contact items via e-mail.

Notice
Tomorrow is the excursion so we will meet at 8:30. Please make sure to bring a lunch box.
In charge ○○



They are playing happily. I need to prepare a lunch box tomorrow so I must go shopping on the way home.



Supports ideal lifestyle based around return time.



A hot bath ready 5 minutes after returning home.



Cleaning complete by return time.

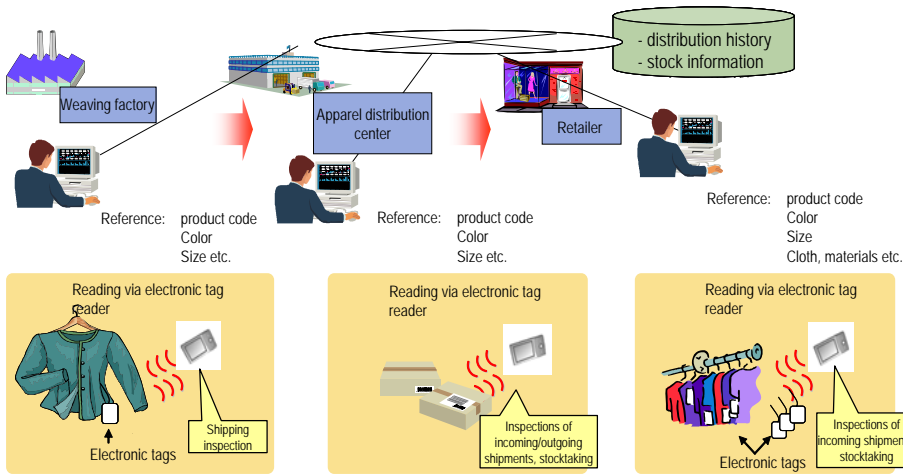


Food ready 10 minutes after coming out of the bath.

Case of working parents

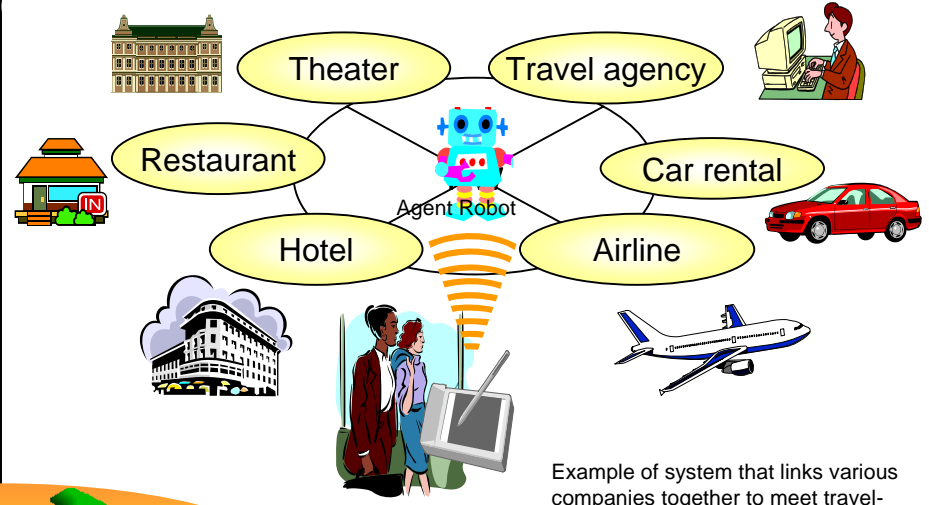
Usage Scenes for u-Japan (Industry)

Efficiency in production management processes within corporations



Example of supply-chain management for apparel company (management of orders, stock and distribution)

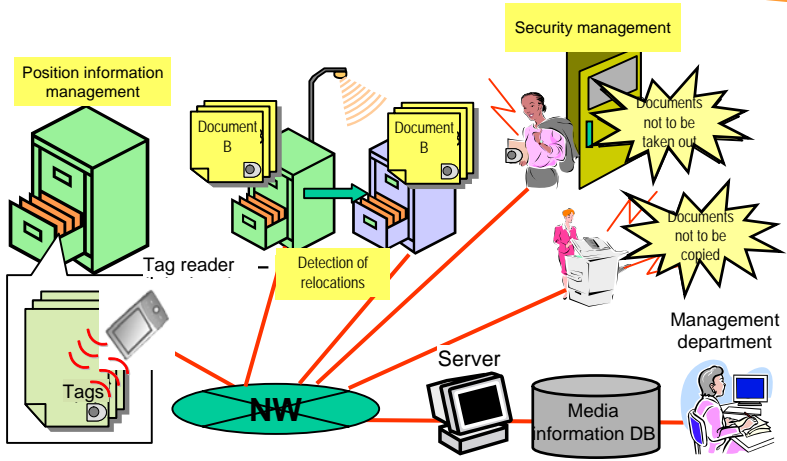
Realize flexible collaboration between corporations



Example of system that links various companies together to meet travel-related needs and provides a system for processing.

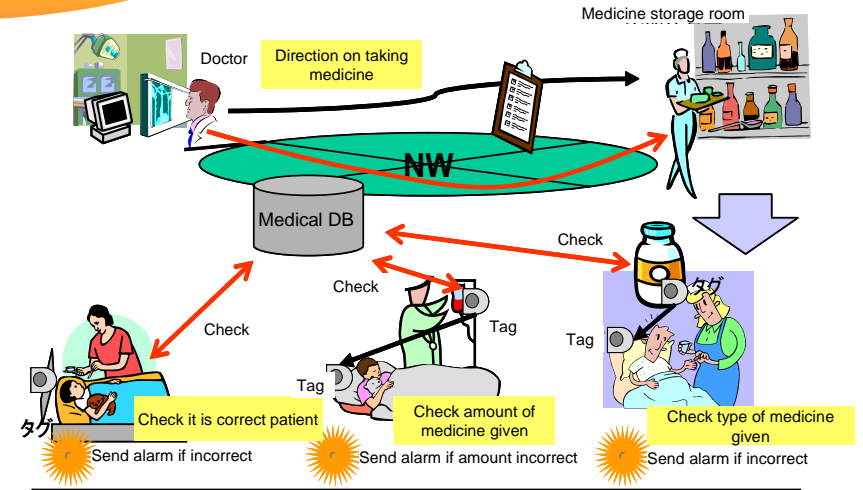
ICT penetrates into all areas of industry

Example of system of document management within a company (confirm location of documents, security management)



Advanced knowledge management within corporations

Example of system to support appropriate provision and application of medicine at hospitals etc.



Penetration of ICT use into all areas of industry

MIC: the u-Japan Policy Package

Development of Ubiquitous Network

Development of the environment enabling seamless wired and wireless access

Nationwide development of broadband infrastructure

Establishment of object networks

Infrastructural development for network collaboration

Advancement of Ubiquitous ICT Utilization

Advance in social system reforms by means of ICT

Promotion of creation, distribution and utilization of content

Promotion of the adoption of universal design

Making best use of ICT human resources

Development of Safe & Secure ICT Environment

Clarifying issues to be resolved

Promotion of 21 strategies for ICT safety and security

Establishment of Ubiquitous Network Social Charter

International Strategy: Promotion of the Asia Broadband Plan, etc.

Technology Strategy: UNS Strategy Program

Ubiquitous Networking Process

Ubiquitous Services

- Health and Security
- Healthcare and welfare
- Education and training
- Traffic safety
- Environmental management
- Corporate activities

Ubiquitous Electronics

- Ubiquitous appliances
- Ubiquitous automobiles
- Ubiquitous office
- Ubiquitous housing

Ubiquitous Contents

- Commercial content
- Personal content
- On-site content
- Government information content

Ubiquitous Platforms

- Authentication
- Account settlements
- Digital rights management
- Security
- Privacy
- System platforms

Ubiquitous Terminals

- Operating system
- Telecommunication
- Displays
- Input
- Applications
- Storage
- Sensing
- Batteries/power sources

Ubiquitous Network Infrastructure

- Wired networks
- Wireless networks
- Transport information networks
- Broadcast networks
- Real object networks
 - Electronic tags/RFID
 - Sensor networks
 - Network robots

Source: *Adopted from Teruyasu Murakami, "Ubiquitous Networking: Business Opportunities and Strategic Issues," NRI Papers, August 2004.*

100 Challenges the Ubiquitous Network Society will Face with

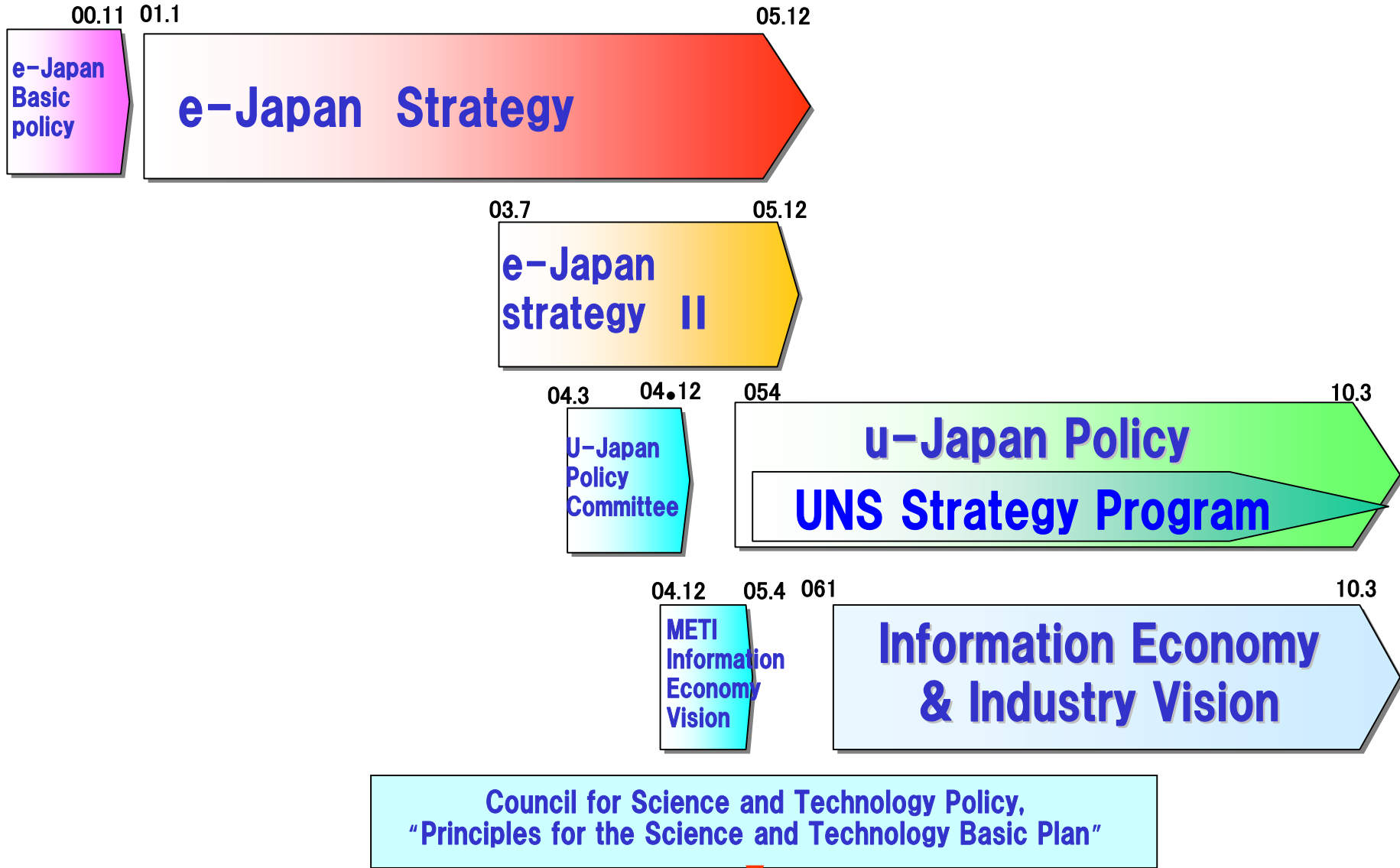
	1. Protecting Privacy	2. Ensuring Public Security	3. Developing an E-Commerce Environment	4. Legal/Harmful Content and Unsettled Communications	5. Handling Intellectual Property Rights	6. Establishing New Social Norms	7. Penetration of Information Literacy	8. Overcoming Geographic Divides	9. Consideration of the Global Environment and Physical/Mental Health	10. Establishing Systems and Practices for an Online World
P R E S E N T	Protecting personal information held by public institutions and companies	Restricting exports of high-tech skills and products	Increase in legal e-commerce transactions	Increase in harmful sites	Unauthorized domain use	Rules for the disposal of IT equipment	Rules of information in other languages	Regional gaps in essential IOT services	Increase in mobile internet	Required preservation of official documents and face-to-face transaction requirement
	Protecting financial/payment privacy	Computer Viruses	Sudden jump in consumer complaints	Facilitation of criminal acts	Protecting copyrights for digital property	Easily understood distribution of information on IOT	Income-based digital divide	Regional divide in advanced services	Issues of legal dumping	Financing for IOT ventures, etc.
	Measures for collecting Website visitor information	Measures against intercepted communications	Misleading business practices using the Net	Junk mail	Scope of business social patents	Mobile device eligibility	Support for disabled individuals	North-south gap in information/communication use	Increase in energy consumption	Convenience of e-governance
	Privacy protection in medical care	Measures against unauthorized access	Issues in online advertising	Crack telephone calls	Overseas infringement of intellectual property rights	Rules for internet use in the workplace	Use of IOT in education	Priority of IOT in establishing social capital	Increase in paper consumption	Utilizing IOT in bus systems
	Technologies to anonymize service usage	Awareness of information security among general users	Lack of user knowledge and experience	Anonymous bulletin boards	Lack of reuse of contents	Rules for social activity online	Protecting against decreased sociability and adaptability	Open in community development using IOT	Unintended effects of new technology on the human body (e.g. electromagnetic waves)	Utilizing IOT in agriculture, forestry, and fisheries
	Managing hotspot users	Handling sudden increases in traffic	Safety in e-payment	Online gambling	Usage rules for copyrighted Websites, etc.	Proper behavior online ("Netiquette")	Lack of advanced IOT human resources	Excessive geographical concentration of contents and software development resources	Online software distribution as against postage software distribution	Utilizing IOT in justice systems
	Video recording rules	Wireless network security	Cross-border issues in e-commerce transactions	Protecting content use by juveniles	Protecting publicity rights	Flexible work configurations	Measures against information overflow	Divide in local e-governance	Recycling ID tags	Use of IOT in medical care
	Introducing/propagating bioscience	Information network vulnerabilities	Underdeveloped rules for commercial activity online	Provider responsibility	Hiding software open-source	Science and technology ethics in information technology R & D	Problems of software version upgrades	Presence/absence of concentrations of IOT industries	Impact on youth development	Utilizing IOT in the labor market
	Rules for managing geographical position information	Using IOT for public law and order	E-commerce standards	Ensuring content safety/reliability	Intellectual property strategies	Video communication eligibility	Using IOT in small- and medium-sized businesses	Internet use underground or while on the move	Insufficient real-life experiences given increase in virtual experiences	Standardization of work of regional governments
	Rules for using ID tags	Security measures for non-ID devices	Scope of electronic signatures/authentication	Cross-border issues in providing content	Public domain	Rules for the use of robots	Developing foolproof interfaces	Development of social capital	High-tech devices embedded in the human body	Insufficient global leadership

Source: Ministry of Internal Affairs and Communications of Japan, u-Japan Policy Roundtable

Tentative translation by Teruyasu Murakami, Nomura Research Institute

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ICT Policy Development in Japan



UNS Strategy Programs (R&D Policy)

Ultra-realistic communication

Building the first ever realistic 3-D video communication systems

Super communication

Developing super communication systems designed to eliminate language, knowledge and culture barriers

New-generation network architecture

Building networks based on innovative new concepts, using optical technology to extend into non-IP areas

Ubiquitous mobility

Creating a super-broadband environment with mobile on the core, providing seamless coverage from space to every point on the globe

Creating a new ICT paradigm

Generating the seeds of ICT for Japan 20 years into the future, such as optical and quantum communications technology and nano-ICT

Ubiquitous Network Society Strategic Program

Universal Communications

<Intelligence Creation Program>
Universal Communications Strategy

Creation and distribution of advanced content

Developing an environment designed to promote information reliability and allow any person to create content

New Generation Networks

<International Leadership Program>
New Generation Network Technology Strategy

Ubiquitous platforms

Building platforms to support network authentication, payment, distribution and service integration

Safety and Security

<Safety and Security Program>
ICT Safety and Security Strategy

Ubiquitous and Universal Town

Developing user-friendly ubiquitous networking environments particularly for the benefit of older and disabled persons by the sensor network and robot technology

Secure networks

Building the world's most durable network lifelines designed to withstand all forms of external threats and internal failure

Sensing/ubiquitous space-time infrastructure

Developing advanced measurement, spatio-temporal and positioning systems for use in environmental initiatives and disaster response programs

METI: Information Economy and Industrial Vision

Increasing competitiveness and problem-solving capabilities of IT users in four fields

Qualitative and quantitative support for IT investment
IT-based solutions for social issues

Solutions for household

Solutions for business

Solutions for government

Solutions for social systems

Active development of platform business

- Support for the creation of “platform business”

Pursuing collaboration with Asian Countries

- Collaborative development of networked digital home appliances mainly among Asian countries.
- Asia-wide standardization, human resource development and platform creation.

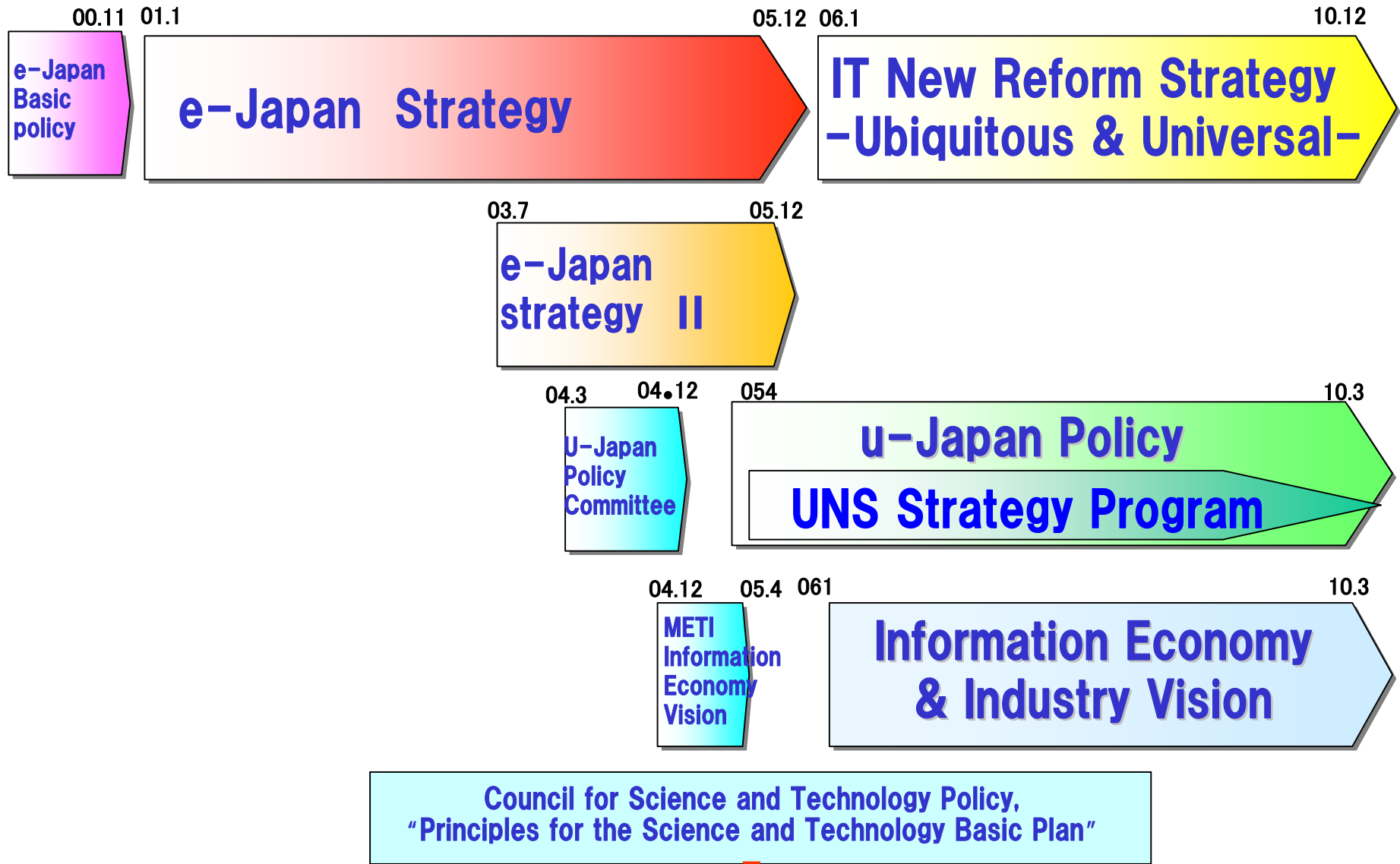
Developing the ubiquitous IT utilization environment

- Improving the ubiquitous IT infrastructure to the world’s highest level and maintaining that level.

Investment in reliability assets to

- Accelerating the establishment of security measures in the private sector.

ICT Policy Development in Japan





STAG Board Meeting

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The Ubiquitous Network and the u-Japan Policy

1. The Ubiquitous Network Paradigm emerged in Japan
2. National IT Strategies and the u-Japan Policy
- 3. The Ubiquitous Network Paradigm**

The Emergence of the Internet as a Communication Revolution

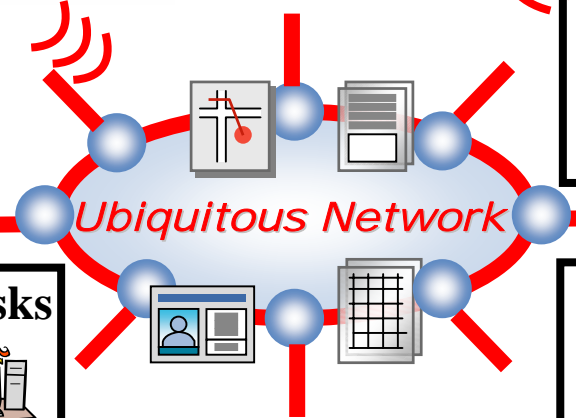
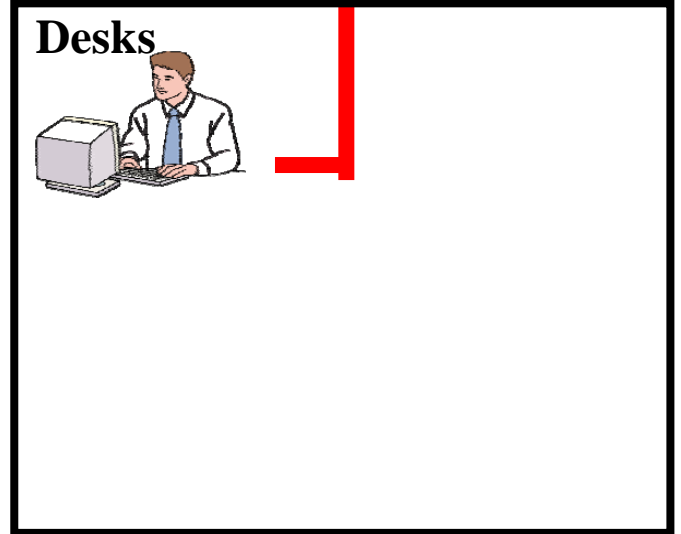
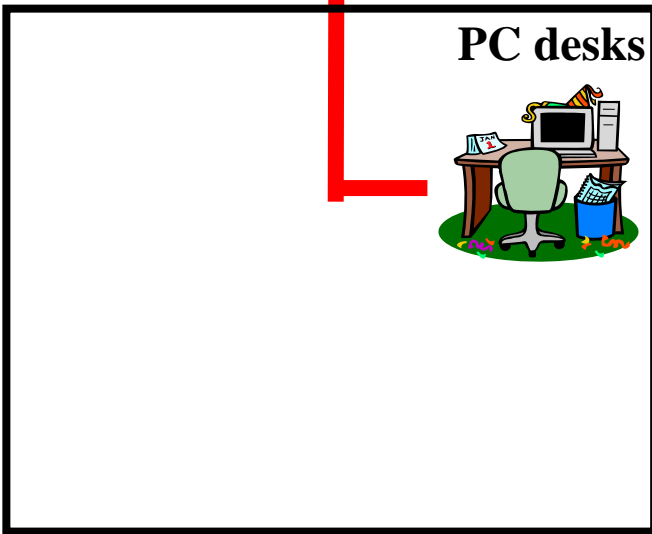


Connect to the Network from Anywhere & Anytime

Out and Around



On the Move



In the Home

In the Office

Technologies that Allow Access to Networks from Other Places Than before PCs

Enabling to access networks from any scene in our daily lives and from anywhere: For example, our office desk, desk at home, living room, kitchen, children's room, station, convenience store, cinema, sports facilities, hospital, government office or while commuting, riding a car, traveling, etc.

■ At home

Mobile Phone (3G, 3.5G) , Power Line Network, Blue Tooth, Digital Networked Appliances, Net camera, Networked Digital TV, UWB, etc.

■ Stores, stations, hotels, etc.

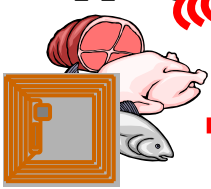



Wireless LAN, RFID, Sensor Network, Multimedia Kiosk, Electronic Shelf, Personal Shopping Assistant, Net camera, Mobile Phone (3G, 3.5G, OneSeg) , WiMaX, etc.


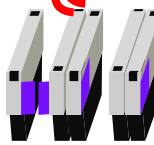
■ Automobiles, trains, airplanes

Networked car navigation system, GPS link, DSRC, ETC, ITS, AHS etc.


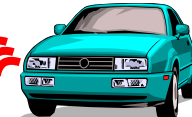


Everywhere on & Always on the Network

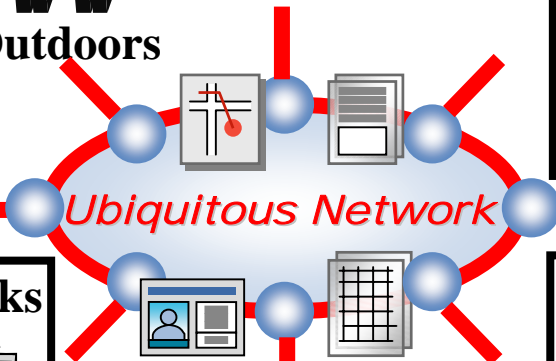
Out and Around





Shopping

Warehouses
wireless

Service Counter

Shelves and Kiosks


Outdoors







On the Move

Travel, Business Call, etc.
(33 minutes)
wireless


Commuting, Outing, etc.
wireless





Kitchen

Living Room
wireless

PC desks

Children's rooms


In the Home

Desks

Conferences

Meeting Visitors

wireless

In-Transit

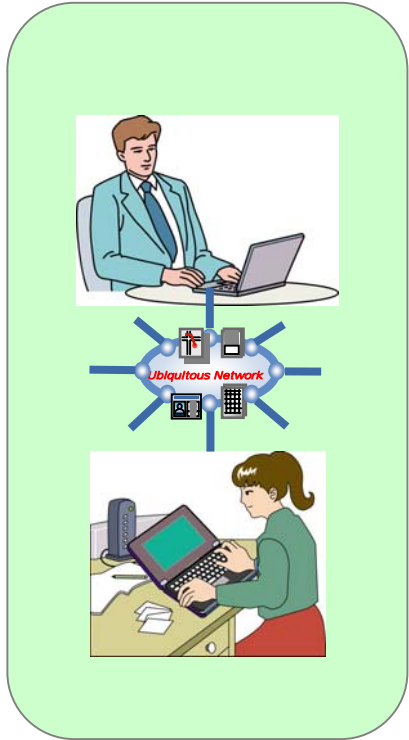
In the Office

Whatever On the Network III

(I) PtoP

(II) PtoO

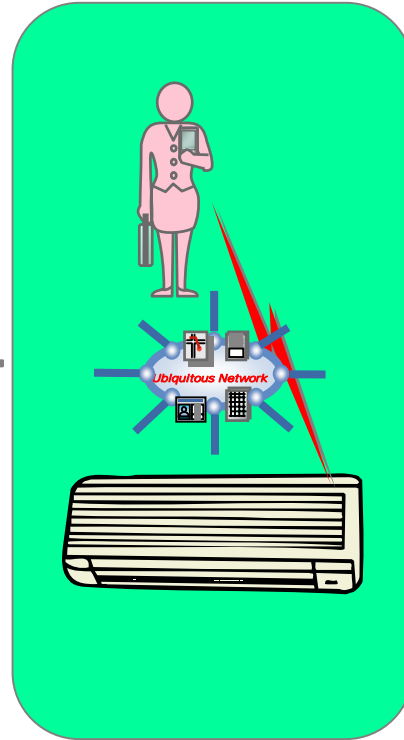
(III) OtoO



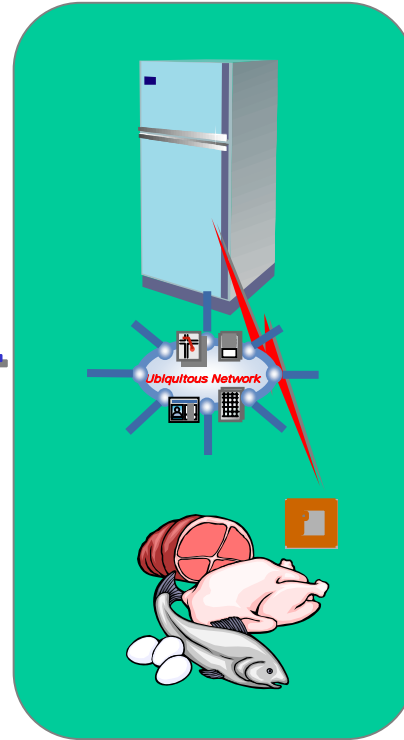
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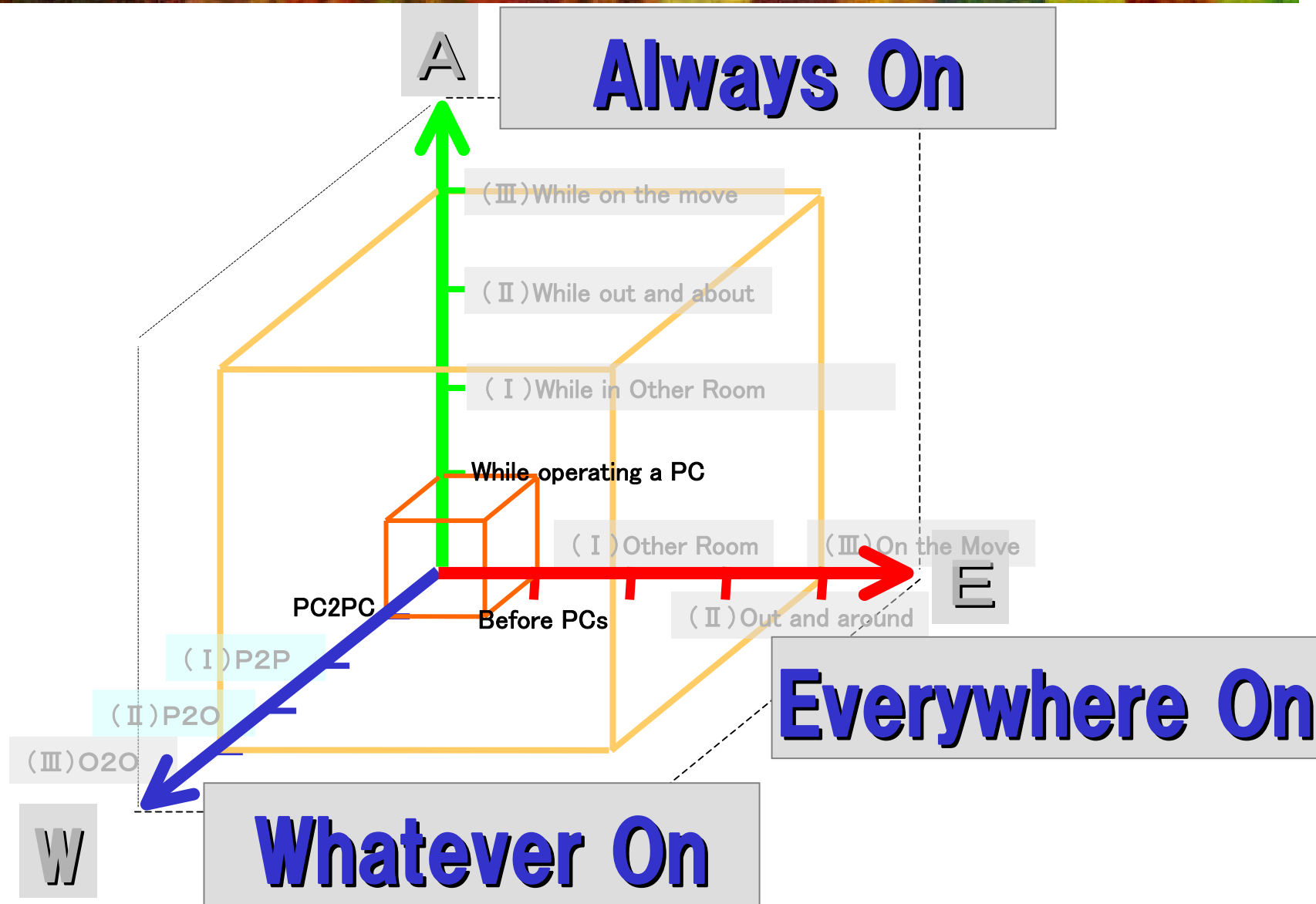
PC to PC

**Information Equipment to
Information Equipment**

**Person to
General Equipment**

Object to Object

The Communication Revolution In front of PCs





STAG Board Meeting

Keynote Speech

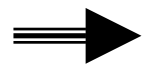


The Ubiquitous Network and the u-Japan Policy

1. The Ubiquitous Network Paradigm emerged in Japan
2. National IT Strategies and the u-Japan Policy
3. The Ubiquitous Network Paradigm
- 4. The International Diffusion of the Ubiquitous Network Paradigm**

u-Korea Strategy and IT 8·3·9 Strategy

8 Services



3 Infrastructure



9 Growth Engines

WiBro Service
DMB Service
Home Network Service
Telematics Service
RFID-based Service
W-CDMA Service
Terrestrial Digital TV
Internet Telephony (VoIP)

Broadband Convergence
Network(BcN)

Ubiquitous Sensor
Network(USN)

Next-Generation Internet
Protocol(IPv6)

Mobile Telecomm
Handset & Equipment
Digital TV &
Broadcasting devices
Home Network Devices
IT System-on Chip
Next Generation PC
Embedded SW
Digital Contents &
SW Solutions
Telematics Devices
Intelligent Service Robot

Source) Ministry of Information and Communications

u-IT 8·3·9 Strategy

8 Services



3 Infrastructure



9 Growth Engines

HSDPA/W-CDMA Service
WiBro Service
Broadband Convergence
DMB/DTV Service
u-Home Service
Telematics
/Location-based Service
RFID/USN Application
IT Service

Broadband Convergence
Network(BcN)

Ubiquitous Sensor
Network(USN)

Soft Infraware

Mobile Telecom
/Telematics Devices
Broadband/Home
NW Devices
Digital TV
/Broadcasting Devices
NG Computing
/Peripherals
Intelligent Service Robot
IT SoC/Convergence
/Parts
RFID/USN Devices
Embedded SW
Digital Contents
/SW Solution

Source) Ministry of Information and Communications

China Started to Move

International Forum on the Construction of Ubiquitous Digital Society: at Shanghai



Forum on Construction of Ubiquitous Digital Society



The 5th Annual Forum on City Informatization

in the Asia-Pacific Region

The International Forum on the Construction of
Ubiquitous Digital Society

随意 = Ubiquitous

2005-5-31

無所不在的網絡 無所不在 = Ubiquitous

「从上述可知，“无所不在的网络”是一个IT应用环境，它是网络、信息装备、平台、内容和解决方案的融合体。《在日本建立一个无所不在的网络社会》一文的作者Teruyasu Murakami指出，应从三方面推进无所不在的网络社会的实现。」

出所)信息网络 2005年8月17日

Ubiquitous Network Society in The WSIS



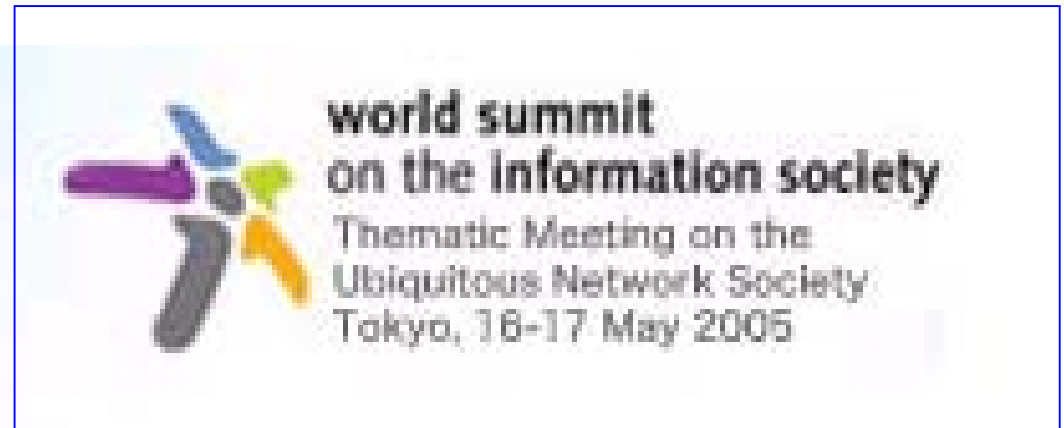
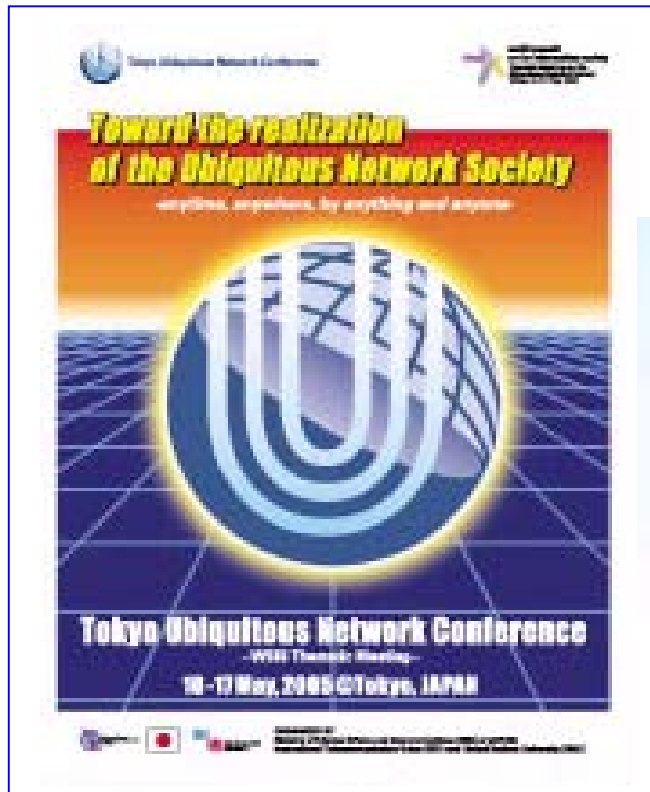
GENEVA2003 WSIS Side Event

Symposium organized by the Japanese Government

Perspectives for the Ubiquitous Network Society

Tokyo Ubiquitous Network Conference

May 16-17, 2005 in Tokyo



Tokyo2005 WSIS Thematic meeting

Symposium organized by the Japanese Government

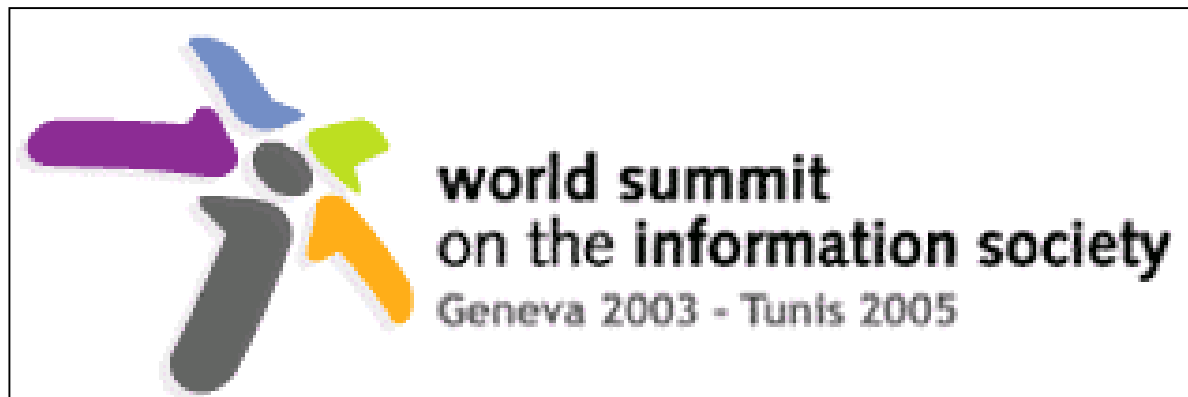
Toward the realization of the Ubiquitous network society

<http://www.soumu.go.jp/ubiquitous/index.html>

WSIS/TUNIS COMMITMENT 28

We reaffirm our desire to build ICT networks and develop applications, in partnership with the private sector, based on open or interoperable standards that are affordable and accessible to all, available anywhere and anytime, to anyone and on any device, leading to a ubiquitous network.

By President of the PrepCom of the Tunis Phase, 18 November 2005



International Diffusion of the Ubiquitous Network Paradigm

