

Course ID

MULTIMEDIA

Course Duration

2 days

Course Title

Multimedia Applications: IMS, SIP, and VoIP

Related Courses

- Wireless Network Structure, Operation, and Technologies (WIRELESSNET, 3 days)
- Wireless Technologies: A Comparative Study (COMPARISON, 2-4 days)
- GSM: Network Architecture, Operation, and Design (GSM-I, 5 days)
- GPRS: Network Architecture, Operation, and Design (GPRS, 3 days)
- EDGE: Network Architecture, Operation, and Design (EDGE, 2 days)
- iDENTM: Network Architecture, Operation, and Design (IDEN, 4 days)
- cdmaOne/IS95: Network Architecture, Operation, and Design (IS95, 2 days)
- 1xRTT: Network Architecture, Operation, and Design (1XRTT, 2 days)
- UMTS-FDD: Network Architecture, Operation, and Design (UMTS-FDD, 3 days)
- IP-based Systems: TCP/IP and Mobile IP (IPSYS, 2 days)
- Interconnect Technologies: T1/E1, Microwave, Fiber (XCONNECT, 2 days)

Aimed At

Technical audiences who have some familiarity with both mobile communications and data networking. However, the prerequisite material will be reviewed as needed.

Group Size

5-25

Prerequisites

You should have a good grasp of the data networking principles, network performance issues, and associated design and optimization algorithms -- along with some familiarity with TCP/IP. You should also have a good understanding of the architecture of a mobile communications network and the limitations imposed by its air interface.

Course In a Nutshell

With the explosion of the Internet, most people take multimedia applications for granted, at least in the fixed network environment. It is obviously desirable and perhaps expected that we deliver the same capabilities and services in the mobile communications environment as well.

In this course, we examine the challenges posed by the delivery of such services in the mobile environment. While some of these problems pertain to the air interface, others fall under networking. Whether you are an engineer or a marketing strategist, you must have a good understanding of the problems and associated solutions for both of these areas to be able to achieve your objectives. Indeed, this course undertakes a comprehensive study of the entire range of issues that impact the delivery of true multimedia applications to the end user on a mobile device.

Customize It!

Customize this course to your specific needs at little-to-no additional cost. Whether your forte is mobile communications, data networking, software engineering, or hardware design, we can align the course with your background and objectives. We offer distinct versions tailored for:

- Network design and optimization engineers
- Equipment or application designers
- Less technical audiences such as managers, executives, business planners, sales and marketing specialists, and operations and support personnel.

Course Outline

We will provide a detailed course outline following training needs assessment. Please call or e-mail to schedule a no-obligation conference call to help us understand your audience background and training objectives.

How You Will Learn

- You will learn in interactive lecture format from an instructor who's among the most knowledgeable and dynamic in the industry.
- Along with lecture, we use exercises, puzzles, case studies, and interesting group activities to enrich the instruction and drive home the essential points.
- If you already know something about the technology, we will build on that. We'll compare and contrast what's familiar with what's new, making new ideas easier to learn as well as more relevant.
- If your background is less technical, we will use meaningful and ingenious examples and analogies to simplify the complex subject matter.
- The Participant Handbook will provide you with a structure to which you can add the information and insight provided in real-time, turning it into a valuable reference resource you can take back to your job

Revised

Dec. 5, 2005