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Real-Time Communications



Voice and Content All at Once

Imagine being able to use more than just your voice to talk with others. By using Motorola's real-time communication technologies, users can communicate not only with their voices, but also with pictures, video, and digital information. Motorola is working to make communications more dynamic, with applications that can instantaneously route media objects to all participants in a conversation. Real-time communications is the foundation of natural, seamless communications, because it minimizes latency in streaming various types of content. For Motorola, the future is a place where content has wholly merged with communications, with little time delay between sender and receiver.

TODAY	TOMORROW	FUTURE
One-to-One "Voice-Plus" Enabling a one-to-one, picture-augmented communication experience	Rich Media Communication Effortless communication with multiple media types, anywhere	Shared Experience Enhance the social experience through shared group interactions revolving around rich media content

Motorola's Approach

With Motorola's heritage of Push-to-Talk technology, it is not surprising that the company is also leading the industry in redefining real-time communications. Research is expanding Push-to-Talk to Push-to-View to Push-to-See to Push-to-Ask and, eventually, to Push-to-Anything. Global research and development projects are under way to answer questions involving content sharing, real-time markup, location mapping, IMS-based applications, and multimodal devices, while keeping in mind the need for privacy and the preservation of content rights. Specific areas within Motorola's real-time communications research include:

- Content-enhanced communications** — Motorola is working to understand how users communicate, how they consume and share content in order to determine novel applications that enhance the communication experience by blending content and communications together. Technical issues are being addressed at the application, session, and transport levels in order to bring these experiences to life.
- Content sharing** — The aim is to develop services for easily sharing and publishing content during a conversation, whether it is one-to-one or multiparty discourse. Communications history linkage with content and social contacts, as well as trust and privacy constraints, can also facilitate content sharing.
- Enhanced presence information** — The goal is to improve user experience by allowing devices to use presence and location information to enhance and personalize communication experiences. Relevant elements of context include location, activity, and mood, and should be maintained automatically. With this information, enhanced policy management can also determine when a system should act and when it should wait for instructions.
- Session establishment and maintenance** — Services within the network can coordinate content and communications, as well as develop the ability to set up or tear down content sessions in real time. A variety of session types can be supported including streaming, file transfer, and interactive.
- Session control** — Motorola is designing intuitive user interfaces that depict real-time transmissions involving multiple parties, content, and communication sessions.
- Enhanced IP Multimedia System (IMS)** — These sets of services will support IP multimedia applications within converged networks by matching user profiles with appropriate servers, by modifying and controlling multimedia calls, and by extending the IP network to user devices.

Motorola real-time communications technologies will help make it possible to instantly share more information, no matter where the users are. The result? Richer social interactions, heightened user experiences, and enhanced business productivity.

Related Downloads

- [Innovation case study: Push to eXperience](#)

Real World Solutions

A group of friends is using Motorola's Media Chat technology to plan a dinner at a restaurant. Everyone is using different devices, from mobile phones to home computers to televisions. By using a Push-to-Video session, they get everyone's live input by video-conferencing. Somebody accesses the restaurant's menu, which is then shared with the group. Members communicate their preferences, and a location is chosen; GPS-assisted maps quickly help plot everyone's travel routes.

Featured Innovator



"As users and devices become more aware of the spaces and people around them, better communication becomes possible."

[Frank Bentley](#)

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