

Aggregators of added value

Editors / publishers, advertisers, marketers, brokers, infomediaries, etc.

Creators and producers of content

The integration of voice, video, written text, music, theatre, games, etc. as multi-media

Infrastructures

Telephony, mobile, cable distribution, satellite radio, mobile, Wi-Fi. GPS, RFID, etc.

Equipment makers

Physical and satellite-based networks, cameras, computers, maps, servers, etc.

INTERNET 2

A digital platform, location-based interactive high-speed mobility, offering customized (personalized) content and services

Markets and users

Mass media consumer markets (broadcasting)
Specialized niche markets (narrowcasting)
Interest groups (social networks)
Mobile systems users (pointcasting)
Mediators and connectors (cultural workers / shapers)
Tele-workers and tele-consumers
Citizens of cities (local networks). Etc.