

Index

Symbols

(Universal) Subscriber Identity Module-
(U)SIM 222
2.5G 184
3G 184
3G Mobile Communications 348
3G wireless industry 7
3G Wireless Market 1
4G 184
802.11 259
802.11i/WPA 263
802.1X 259

A

active monitoring 183
adoption models 61
ARPU – average revenue per user 3
ATM 157
authentication 255

B

bandwidth 124, 187
bit rate 157
broadband 345
buffering 187
bursty traffic 211
business models 83

C

card application toolkit (CAT) 226
case studies 25, 29, 65
CDMA 225
cell phones 24, 25
certificate 262
communication systems 157
company 87
competition rules 347
competitive analysis 4, 7
competitive casual loop 11
competitive local exchange carriers (CLECs)
5
connectivity 124
cost structure 87
cost structure mode 93
cultural and societal influences 60

D

data rates 157
data traffic 164
decision-making 24, 26
DECT™ 225
DECT Authentication Module (DAM), The
229
delay distribution 188
diffusion of innovation framework 53
diffusion of technology 75
digital rights management (DRM) 360

E

e-business 346
 e-commerce 116
 e-economy 359
 EAP 262
 education 52
 end user 158

F

first-generation cellular systems (1G) 95

G

global adoption of technology (GAT)
 55, 61
 GSM™ 223

H

health 52

I

incumbent player 13
 information loss and delay 184
 information society 345
 International Telecommunications Union
 (ITU) 168
 Internet Engineering Task Force (IETF) 188
 Internet mobile services 14
 Internet service providers (ISPs) 5
 Internet services 347
 interoperability 345
 IP networks 184
 IP performance metrics (IPPM) 188
 IPSec 255
 ISDN 158

J

jitter 187

L

LAN 255
 LBS applications 141
 location 144, 148
 location based applications 132

location based services (LBS) 131, 142,
 144
 low earth orbit (LEO) 83

M

market attractiveness indicators 9
 measurement 183
 mobile 142, 148, 257
 mobile applications 133
 mobile authentication 317
 mobile casual model proposed 87
 mobile commerce 126, 355
 mobile communication technologies 94
 mobile communications systems 221
 mobile satellite networks 99
 mobile technology 52, 162
 mobile telephony 24, 25
 monitoring 183
 multimedia 157
 multimedia applications 347
 multimedia messaging (MMS) 5
 multimedia traffic 168

N

navigation 136
 network heterogeneity 185
 networking topology 157
 non-real time 185

O

organizational culture 55, 64

P

packet based networks 184
 packet delay 184
 passive monitoring 183
 perceived ease of use 53
 perceived usefulness 53
 personal identity management 315
 PK 262
 positioning 134, 135, 136, 137, 138,
 140, 142, 143
 privacy 126, 221, 312
 probing 186

profit model 93
profitability 87

Q

QoS 183
QoS differentiation 187
QoS guarantees 187
quantum leap 4
queue management 187
queueing theory 186

R

radio spectrum 351
real time 185
regulatory framework 346
requirements 53
revenue model 87, 93

S

sampling theory 204
satellite 82
saturated market 3
second-generation cellular systems (2G),
the 95
security 25, 221, 255
security issues 314
security threats 256
service level agreements (SLAs) 183, 185
short-messaging service 52
smartcard 221
smartcard logon 288
social norms 76
space technologies 84
SSH 255
standard 256
system architecture 168

T

technology acceptance model (TAM) 53
technology diffusion models 53
telecommunications 161
telematics 147
third generation networks (3G) 96
TKIP 259
TLS/SSL 255

trace 145
tracking 131, 132, 143, 146, 149
tracing 131, 132, 143, 149
traffic burstiness 211
traffic heterogeneity 185
TSIM 231

U

u-commerce 114
ubiquitous commerce 114
UICC 222
Unified Theory of Acceptance and Use of
Technology 55
Universal Mobile Telecommunications
Systems (UMTS) 96, 344
user needs 53
user-friendly interfaces 119
user-identification 221
USIM 222
UTRAN 225

V

value chain 8
value chain strategy 7
variable bit rates 165
vulnerabilities 256

W

WAN 202
WEP 257
Wi-Fi 256
wireless 24, 25, 255
wireless cellular networks 158
wireless chain 8
wireless commerce 118
wireless technologies 123, 316
WLAN 255
WPA 259