

1. P2P SIP

The P2P technology finds its applications in the Internet for file sharing, VoIP, instant messaging and presence. The Session Initiation Protocol (SIP), is a signaling protocol with extensible frameworks. The applications of SIP include Internet conferencing, telephony, presencing, event notification and instant messaging. With the inherent properties of the SIP to behave as P2P, research is being carried out to leverage the distributed nature of P2P to allow for distributed resource discovery in a SIP network eliminating or reducing the need for centralized servers[2]. With a motive to investigate about the advantages of the P2P SIP, we first study the background information about the P2P and SIP. Later we discuss about the IETF drafts and other related research articles published on P2P SIP.

Background:

Basic knowledge about the SIP and P2P

References:

1. <http://www1.cs.columbia.edu/~library/TR-repository/reports/reports-2004/cucs-044-04.pdf>
2. <http://www.p2psip.org/>

2. Social impact on mobile technology:

The boom of mobile technology has its own impact on our society. In this paper we discuss about the societal impacts of this emerging technology in various parts of the world, concentrating mostly in Europe and Asia.

Background: -

References:

1. http://www.itu.int/telecomwt99/press_service/information_for_the_press/press_kit/backgrounders/backgrounders/social_impact_mobile.html
2. http://www.usajapan.org/PDF/060804_nji_tech_summary.pdf

3. Mobile game Communities

Mobile gaming is one of the fastest growing wireless applications that attracts more and more younger generation people earning high revenue. Wireless gaming communities are being deployed by the mobile game providers where the players can interact with each other through their mobile devices. In this paper, we discuss about the mobile game communities in detail and explore the future of this emerging community.

References:

1. <http://www.javaworld.com/javaworld/jw-11-2003/jw-1107-wireless.html>
2. <http://www.costik.com/presentations/The%20Future%20of%20Mobile%20Games.ppt>
3. http://www.receiver.vodafone.com/11/articles/pdf/11_09.pdf