

## PRESS BACKGROUNDER – S60 SUMMIT 2008

### What is S60?

S60 on Symbian OS is the world's leading smartphone software. It is under continuous development by Nokia and licensed by some of the industry's top mobile device manufacturers.



#### *Internet innovation*

- \* S60 offers the best Internet experience. Internet services are available anywhere and at anytime. S60 enables true desktop browsing experience in a mobile device.
- \* S60 is the preferred platform for open innovation. S60 also holds the largest developer community.

#### *Volumes & reach*

- \* S60 is strengthening its market leadership, already at more than 48% share of global converged device shipments.
- \* Over 150 million S60 devices have cumulatively been shipped by all S60 licensees, with 79 device models addressing the widest range of segments and price points launched to date.

#### *User experience*

- \* S60 offers something for everyone; various form factors and interaction methods for different users.
- \* With S60, the user can experience new, innovative and intuitive ways to interact with the mobile device.

### S60 for businesses

S60 is an optimised platform that enables business mobility and offers a cost-effective, easy-to-implement, secure and scalable mobile solution. S60 devices are compatible with existing IT infrastructure and are widely available with a vast choice for business applications.

- \* Built in email, calendar, messaging and browsing, with business and personal email accounts in the same device.
- \* Availability of vertical business applications that allow access for corporate data while on the move,
- \* Advanced device management features that allow over-the-air installation and management of mobile applications, settings customization and management of the security of S60 devices.

### S60 for developers

S60 software brings open standards and multivendor support to smartphones, and enables developers to reach high-volume consumer and enterprise markets. Delivering advanced enterprise applications, games, or music, S60

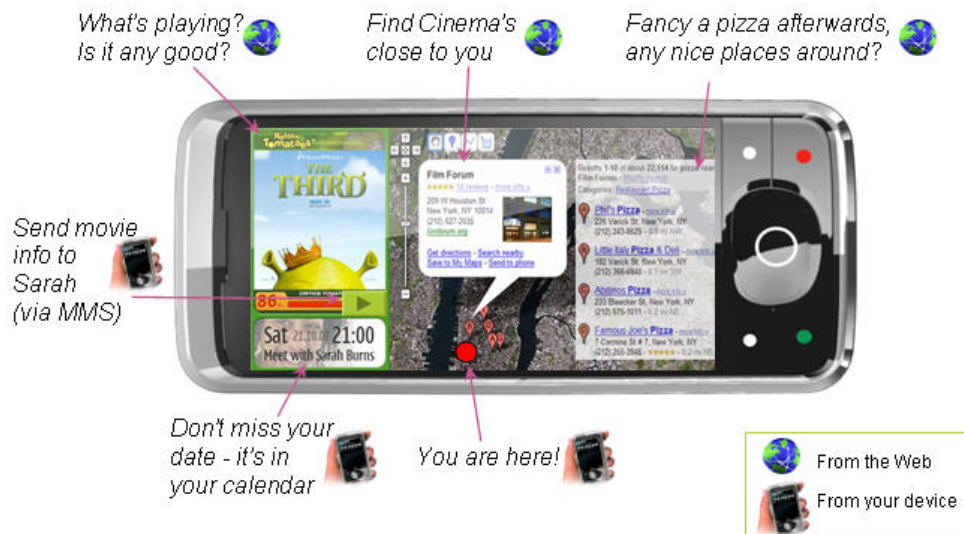
Find out more about the latest developments in S60 software at [www.S60.com](http://www.S60.com)

software provides developers with unparalleled opportunities in the mobile space. Implemented in a diverse range of devices, S60 provides developers with a consistent set of technologies.

### Experience mobile Internet services going beyond desktop based experience

Context aware and personal Widgets add value to many Internet services.

- \* Use location to provide relevant information.
- \* Mash-up information from the Web with information from your device.
- \* Provide new communication means through mobile messaging.
- \* Enrich service experience by user generated on-line images (Camera).



\*Image of concept device.

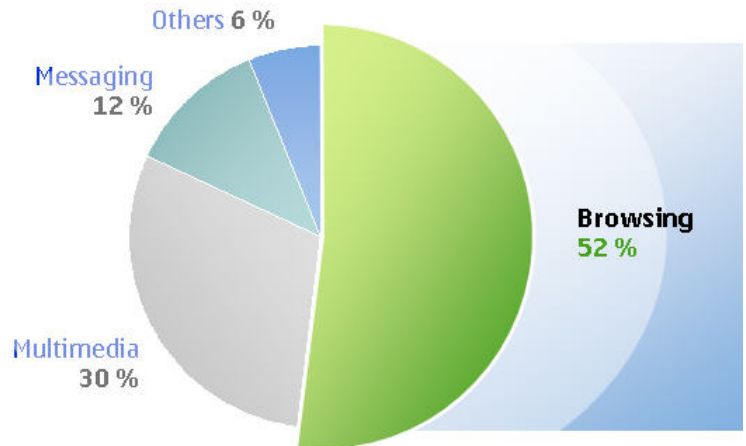
### Experience familiar, portable development with Open C++

Standard C++, Standard Template Library (STL) and iostreams support in S60 will enable developers to easily port C++ software from other operating systems to S60. With this support, the numerous open source innovations will become accessible to the S60 software developers, allowing very rapid progress. This is a natural continuation from Open C, which supports nine key standard C libraries.

## Experience full web browsing

S60 brings the desktop Internet experiences to the mobile device. There is a dramatic increase in the web browsing on mobile devices. Also, the operator data plans have become more affordable and most importantly, we're seeing a rapid rollout of flat rate tariff plans that provide the much wanted simplicity to data tariffs on mobile

- \* **Flash Video** support for the browser enables the Google and Youtube video services. Both streaming and progressive downloading is supported for Flash videos. Flash Media Server Support: Sorenson Spark, On2 VP6, progressive download, RTMP.
- \* **Flash 8** support enables access to the broadly used Flash presentations and applications in the Internet.
- \* **WM Video 9 streaming** enables fast access to high quality video also with low bitrates.
- \* **WM DRM 10** enables wide access to branded, licensed content.
- \* **WMDRM DLA** (Direct License Acquisition) enables OTA downloads from WM-DRM content services. No need to synchronize DRM licenses via MTP (PC), WM DRM content can be downloaded and played directly by Mobile device.
- \* **Media Transfer Protocol (MTP) Windows Media** support allows accessing many video and music services on the Internet and applications on the PC.



Source: Smartphone 360 study 2007

## Experience advanced sensor technologies

S60 also offers support for device motion and orientation based interaction. This is made possible with the advanced sensor technologies. This opens vast innovation potential for both device manufacturers and application developers.



Sensors enable very intuitive and smart usability for the key S60 applications. For example, silence the phone ringing by turning the phone upside down. Sensor technologies are opening a new kinetic world and are also an innovative input method. S60 implements some sensor features ready in the future devices but licensees can naturally add more features and use different kind of sensors. This opens new possibilities for application and game developers.

## Experience touch based user interface

Future editions of S60 will support touch based user interface in addition to the current options for input. This will allow manufacturers to design innovative new device concepts, combining finger or stylus optimized touch user interface and possibly various keypad options for optimal user experience in the desired device segment.

S60 touch user interface will provide a simple and intuitive access to all the great things and experiences in S60, adding to S60's wide and flexible range of interaction methods. The S60 touch user interface with large, high resolution screens will be:

- \* **Flexible:** Supporting all different input methods and several combinations of touch without keypads. So our design can be used also with non-bare hands.
- \* **Familiar:** S60 is the leading smartphone platform with wide adoption. S60 has a wide consumer base that prefers the well-known S60 interaction logic, as well as the great applications and functionalities.
- \* **Multilingual:** Combining the various text input capabilities and the wide language reach gives a superior support for also non-Latin languages such as Asian languages.
- \* **Compatible:** S60 with touch based interface will be backward compatible for 3rd Edition applications. Existing S60 3rd Edition applications will run on touch enabled devices unmodified. Tools will be made available for developers to further optimize the touch experience of their applications.
- \* **Responsive:** Tactile feedback is great for user experience. This helps in mobile context and gives users feeling of control over the device. The user does not need to be looking at the device to know the action succeeded.
- \* **Innovative:** *Adaptive search* – type the first letter of the entry– only letters really matching to the possible second letters given as option for the next letter. *Scrolling in browser* - when the user touches the screen and slides his finger towards the edge of the screen, the scrolling starts. The closer the finger is to the edge, the faster the scrolling. *Scrolling in Phonebook* - one doesn't need to use scrollbar but scrolling can be performed by sliding the finger up/downward. While in the list area, the selected entry will change. Scrolling starts when the finger moves beyond the first/last entry visible in the list area. The further the finger, the faster the scrolling. When the speed increases, the current initial letter is shown magnified and highlighted.
- \* **Intuitive:** S60 will also support selected gesture based interaction.