



Wireless Multimedia: A Guide to the IEEE 802.15.3 Standard

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DESCRIPTION

Wireless Multimedia: A Handbook to the IEEE 802.15.3 Standard clarifies the IEEE 802.15.3 standard for individuals who are implementing compliant devices and shows how the standard can be used to develop wireless multimedia applications. The 802.15.3 standard addresses an untapped market that does beyond 802.11 and Bluetooth wireless technologies. The standard addresses the consumer need for low-cost, high data-rate, ad-hoc wireless connections. Some of these applications include: wireless keyboards and printers, personal video and digital cameras, cordless telephones and intercoms, digital audio players and headphones, gaming (including interactive gaming, multiplayer consoles, handheld multiplayer gaming, digital music, video, and image uploads to handheld games), home theater system and stereo system components, video conferencing, and more! Navigating through the IEEE 802.15.3 standard to find the required information can be a difficult task for anyone who has not spent a considerable amount of time involved in standards development within the IEEE 802.15.3 Working Group. Written by Dr. James Gilb, Technical Editor of the *IEEE 802.15.3 Standard*, *Wireless Multimedia* contains an "insider's view" of the standard in which implementation issues that are not obvious in the text of the standard are highlighted with in-depth explanations. Impact the future of your business *Wireless Multimedia: A Handbook to the IEEE 802.15.3 Standard* brings it all together for those looking to standardize their wireless applications. It introduces and eases the implementation of devices compliant to the IEEE 802.15.3 standard. You will discover the types of implementations that were anticipated when the standard was developed, which will help you to determine what architectures are ideal for developing IEEE 802.15.3 products.

ABOUT THE AUTHOR

James P. K. Gilb received the Bachelor of Science degree in Electrical Engineering in 1987 from the Arizona State University, graduating magna cum laude. In 1989, he received the Master of Science degree in Electrical Engineering from the same institution and was named the Outstanding Graduate of the Graduate College. He received the Ph.D. degree in Electrical Engineering in 1999, also from Arizona State University. From 1993 to 1995, he worked as an Electrical Engineer at the Hexcel Corporation's Advanced Products Division, which was subsequently bought by the Northrop Grumman Corporation, developing advanced artificial electromagnetic materials, radar absorbing materials, and radar absorbing structures. He joined the Motorola Corporation in 1995, working initially for the Government Systems Technology Group as an RFIC designer and radio system designer. In 1999, he moved to the Semiconductor Products Sector as a Technical Staff Engineer (Member of Technical Staff) where he worked on a variety of radio systems. He developed radio architectures and specifications for new products and provided input for new process development. He joined the Mobilian Corporation in 2000, as a Senior Staff Engineer, where he developed the radio architecture and wrote the specification for the RF/analog chip that supported simultaneous operation of IEEE Std 802.11 and Bluetooth. He was also responsible for the detailed design and layout for the front-end RF circuits of the chip. He is currently the Director of Radio Engineering at Apparent Technologies where he is responsible for overseeing the implementation of the complete physical layer for IEEE Std 802.15.3. He has been the Technical Editor of the IEEE 802.15.3 Task Group since 2000 and was responsible for issuing all revisions of the draft standard. He has five patents issued and many papers published in refereed journals.

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