



## GIGABIT GLOSSARY

**Artificial intelligence:** the intelligence exhibited by machines.

**Augmented reality:** a live direct or indirect view of a physical, real-world environment whose elements are supplemented by computer-generated sensory input such as sound, video, graphics or GPS data.

**Bandwidth:** an electronic byway that connects the internet to your computer. Increasing bandwidth allows for a faster internet connection.

**Bit:** a basic unit of information in computing and digital comms, usually represented as a 1 or 0.

**Buffering:** the process of storing (data) while it is being processed or transferred.

**Byte:** a unit of data that is usually equivalent to 8 bits.

**Download:** allows users to copy (data) from one computer system to another, typically over the Internet.

**Fiber Optic:** a technology that uses glass (or plastic) threads (fibers) to transmit data.

**Gigabit:** a unit of information equal to one billion ( $10^9$ ) bits. Gigabits are pretty much only ever used to describe download and upload speeds for internet connections.

**High symmetric bandwidth:** allows for things like uncompressed high definition video transmission to create truly interactive experiences.

**Internet of Things (IOT):** a physical device - vehicle, building, or other item - that is connected to the internet, and contains electronics, software, sensors that enable me to collect and exchange data.

**Latency:** an expression of how much time it takes to transmit or receive packets on a network. Gigabit internet networks typically have very low latency, meaning data can travel faster.

**Packets:** a formatted unit of data that is routed between an origin and a destination on the internet.

**Real Time:** the ability for a computer to communicate, analyze, and present data at the same time as events actually happen

**Upload:** enables users to send data to a remote system, such as a server, so that the remote system can store a copy of the data.

**Virtual Reality:** a realistic and immersive simulation of a 3D environment, created using interactive software and hardware, and experienced or controlled by movement of the body.

**4K:** the resolution of an electronic display, usually 3,840 pixels along the horizontal line of the display, and 2,160 pixels vertically.