

# Mobile Communication



Phone UI

GIF/Video: Calls & Messaging Demo

Cellular

Wi-Fi

5G

VoIP

## Key Points



### Voice Calls

Circuit/packet-switched audio over cellular or internet.

Explanation: Primary, real-time person-to-person audio communication.



### Messaging

SMS, MMS, chat apps for asynchronous text & media.

Explanation: Lightweight, quick, and bandwidth-efficient.



### Social Media

Broadcasts, feeds, and DMs extend communication reach.

Explanation: Combines public and private interactions.



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Explanation: Combines public and private interactions.



## Connectivity

Cellular, Wi-Fi, and roaming enable mobility.

Explanation: Reliability and coverage define quality of experience.

## Visual Icons

Phone

Chat Bubbles

Tower

Share

## Tooltips



Latency-sensitive, human-to-human communication.



App UI

GIF/Video: Apps &amp; Tasks Demo

Edge

Cloud

AI

Offline

## Key Points



## Data Processing

On-device CPUs/NPUs and cloud backends handle compute workloads, syncing when connected.



## Applications

Native and web apps for navigation, health, finance, and more; permissions and sandboxes isolate data.



## Productivity

Editing docs, spreadsheets, and presentations; collaboration via cloud services and real-time cursors.

Content  
Creation/Consumption

Capture with camera/mic, edit on-device, stream or publish; optimize for battery and bandwidth.



## Productivity

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Editing docs, spreadsheets, and presentations; collaboration via cloud services and real-time cursors.



## Content

### Creation/Consumption

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## Visual Icons

Laptop

Tablet

Cloud

Apps

## Tooltips



Task-oriented, compute/battery-constrained workflows.

GIF Placeholder

Short Clip Placeholder

## Quick Comparison Summary

Goal: Connect people vs. Execute tasks

Primary Stack: Radio & protocols vs. OS, apps, cloud

- Communication
- Computing

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Critical Metric: Latency vs. Throughput

Usage Pattern: Real-time vs. bursty/async

Animations: smooth section transitions, gentle hovers, and simple entrances can be added in implementation.