

Network Convergence



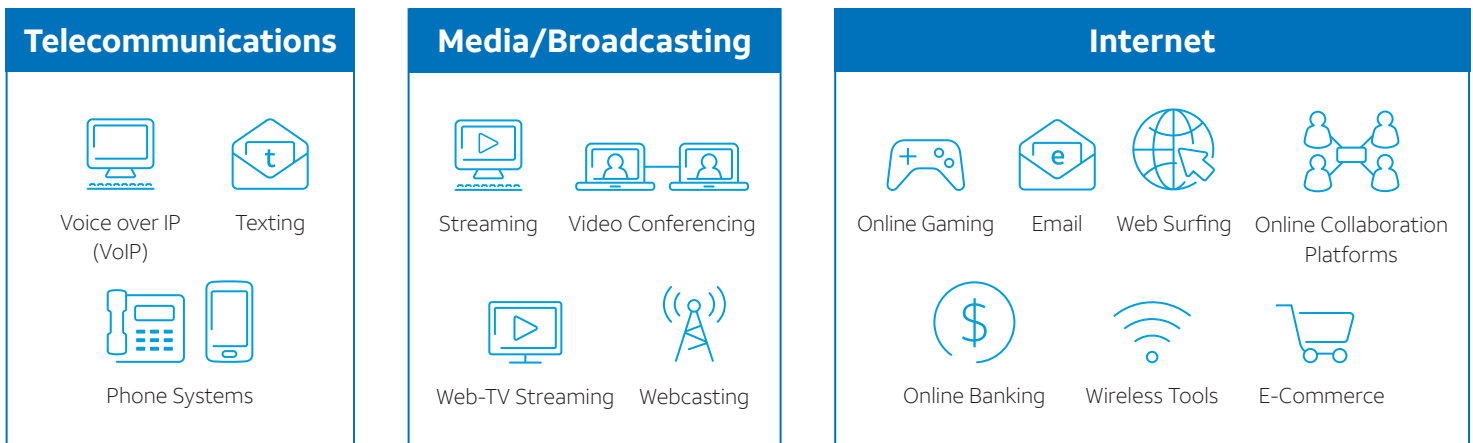
Our world revolves around our access to media and technology, so we can do things like video streaming, internet shopping, and video conferencing with our peers, families, or friends. The growing need for access to these types of services is at the heart of our evolving networks and systems. Network convergence allows for seamless access where and when we want to use these tools in our life.

Network convergence, simply put, is the process of merging existing network systems into a singular, multi-model communication platform that broadens use for users. It includes the integration of telecommunications, broadcasting, and internet networks. Network convergence is often referred to as “[media convergence](#),” which relates to the merging of media systems, as we are seeing these systems converging currently.

The first type of convergence is the basic combination and connection of systems where professionals look at singular systems and the infrastructure necessary to bring them together for a simpler and broader use. The second type is the convergence of telecommunications, which includes cellular, internet, and streaming systems that can converge into a single platform for the user.

Services Affected by Network Convergence

Clearly, network convergence doesn't exist in a bubble as it enables many technologies to interact and connect with each other. The field of media and broadcasting benefit from network convergence by being able to offer streaming video, webcasting, and video conference. Perhaps, where we see the biggest revolution powered by network convergence is with the internet and how people use it for online banking and shopping, collaboration, e-mail, gaming, and more.



[Learn more about AT&T network convergence.](#)