FTTH at CWG Village: Taking India to the World via NANO.

Case Study

The XIX Commonwealth Games 2010, Delhi India, saw over 6000 athletes from 71 Commonwealth nations and dependencies coming together and putting up at the Commonwealth Games Village (CWGV). Hosting 34 residential towers with 1168 apartments, this was intended to be a universally accessible Village, built keeping in mind the technological needs of the athletes in terms of entertainment and broadband services.

It goes without saying, that a project of such mass scale would require a robust technology infrastructure at the last mile to address the diverse telecom service requirements to support the ICT needs for providing Triple play services (Voice, Data and Video) from various telecom operators like Airtel and MTNL along with other service providers for some of the internal services like home automation, surveillance, etc.

The need of the hour was to implement a truly ingenious solution that would be efficient, cost-effective and scalable. It's here where Radius Infratel's (RIPL) common shared FTTH Network – NANO (Neutral Access Network Operations) came into the picture. NANO enabled RIPL to accommodate and deliver High Definition IPTV content from multiple sources, high speed internet from Airtel, VoIP and Fax from MTNL, wireless services from multiple operators and Wi-Fi coverage for the Residential zone and temporary operational zone along with intercom facility through unified last mile using FTTH (Fiber to the Home) – GPON (Gigabit Passive Optical Network) technology from Ericsson.

Radius Infratel and Ericsson provided highly qualified technical expertise on a 24 X 7 basis to ensure high customer satisfaction. Radius Infratel, along with Ericsson, Airtel and MTNL addressed all the connectivity needs of the Commonwealth Games Village. The NANO-FTTH infrastructure benefited the CWGV by accommodating all the telecom needs on an integrated network, thus saving the time, expense and complexity involved in creating and managing multiple networks.

The high points

* It was for the first time ever that a single platform was used to commission the services from multiple operators, including the functions of Building Management System with the help of unified last mile offered by Radius – NANO
* For the first time in the history of Games, an FTTH- GPON was used as access network in the last mile
* For the first time ever, the Games saw IPTV being deployed in place of the conventional CATV.
* For the first time High Definition and Standard Definition content streamed through a single stream at short notice with the creation of an ecosystem - Multi vendor environment
* For the first time in India, live HD coverage was delivered, which was a result of the GPON as technology in place as it allows high bandwidth to each user and facilitates time shift option
* It was also for the first time in India, symmetrical ultra-High speed Broadband connections over static internet was provisioned