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On-Demand Bandwidth with StreamingHand

by [Nathan Segal](#)

July 3, 2001

Looking for a new alternative for your bandwidth needs? Then have a look at StreamingHand, a new service that offers a different approach for flexibility and control of bandwidth access. With this service, users don't have to worry about binding, long-term contracts. StreamingHand allows bandwidth to be utilized only when necessary and in the amounts required. According to the company press release, StreamingHand is attracting attention from some of the largest names in the "gaming, peer-to-peer, networking and streaming industries, including Gigex, Playnet, Toadnode and Inoize Networks."

StreamingHand has created a pricing system that allows for the fluctuating bandwidth needs of streaming media providers. This is particularly effective when media and software downloads occur during peak usage times or following a product release.

Due to the speed of the Internet, time often defines the difference between failure and success. With current pricing strategies, users are often locked into fixed term and volume contracts. To make matters worse, it is difficult, if not impossible, to project your bandwidth needs from day to day, much less from year to year.

Some of the issues that content providers have faced are "A best-guess approach to bandwidth projections, long and frustrating negotiations, and fixed term and volume contracts with little flexibility."

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