



Solid State Networks Receives 2009 DCIA Trendsetter's Award Presentation Accepted by Founder & CEO Rick Buonincontri at P2P MEDIA SUMMIT LA

Los Angeles, CA – May 4, 2009 – The Distributed Computing Industry Association (www.DCIA.info), a trade organization with more than one-hundred Member companies, including peer-to-peer, cloud computing, and social networking software developers and distributors (P2Ps), Internet service providers (ISPs), content rights holders (CRHs), and service-and-support companies, announced today that [Solid State Networks](#) is the recipient of its 2009 DCIA Trendsetter's Award.

The award was presented in a special ceremony today to Rick Buonincontri, Solid State Networks' Founder & CEO during the conference luncheon at the fourth annual [P2P MEDIA SUMMIT LA](#).

"The DCIA Trendsetter's Award is presented annually to that company which sets the pace in the advancement of distributed computing technologies for commercial purposes," said DCIA CEO Marty Lafferty in making the award.

"Solid State Networks has consistently demonstrated its strong leadership in the commercialization of P2P, particularly within the game industry. The company has long been an advocate of consumers and for the responsible use of P2P technology for the long-term benefit of our industry."

The P2P MEDIA SUMMIT LA featured keynotes from top P2P and cloud computing software distributors, panels of industry leaders, and special workshops.

About Solid State Networks

Solid State Networks is a leading developer of specialized, high performance content delivery solutions and a provider of managed CDN and P2P delivery services. Since early 2007, Solid State Networks has steadily gained recognition within the gaming industry as a highly innovative company with reliable technology and versatile game delivery and patching solutions for companies such as Funcom, Acclaim Games, Wizards of the Coast, Abandon Interactive and others. For more information, please visit www.solidstatenetworks.com.

About the DCIA

The Distributed Computing Industry Association (DCIA) is a non-profit trade organization focused on commercial development of peer-to-peer (P2P), cloud computing, file-sharing, and related distributed computing technologies.

DCIA Membership is organized into three Groups: Content, Operations, and Platform. The DCIA conducts working groups and special projects, such as the P3P Working Group, (P3PWG), P4P Working Group (P4PWG), Inadvertent Sharing Protection Working Group (ISPG), P2P Digital Watermark Working Group (PDWG), Consumer Disclosures Working Group (CDWG), P2P PATROL, and the P2P Revenue Engine (P2PRE). It also publishes the weekly online newsletter DCINFO.

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