Collaboration

Definition of VC, UC, transitions from VC to UC, trends, to desktops, BYOD, business cases

What is Video Conferencing?

Started as a Fiction

Evolved Through Years as Room Equipment

SD

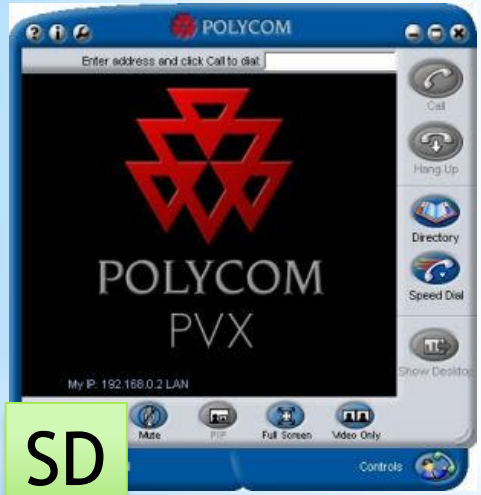
HD

FullHD

As Hardware Immersive Systems

2x or 3x FullHD

Software Always Pursuit Hardware



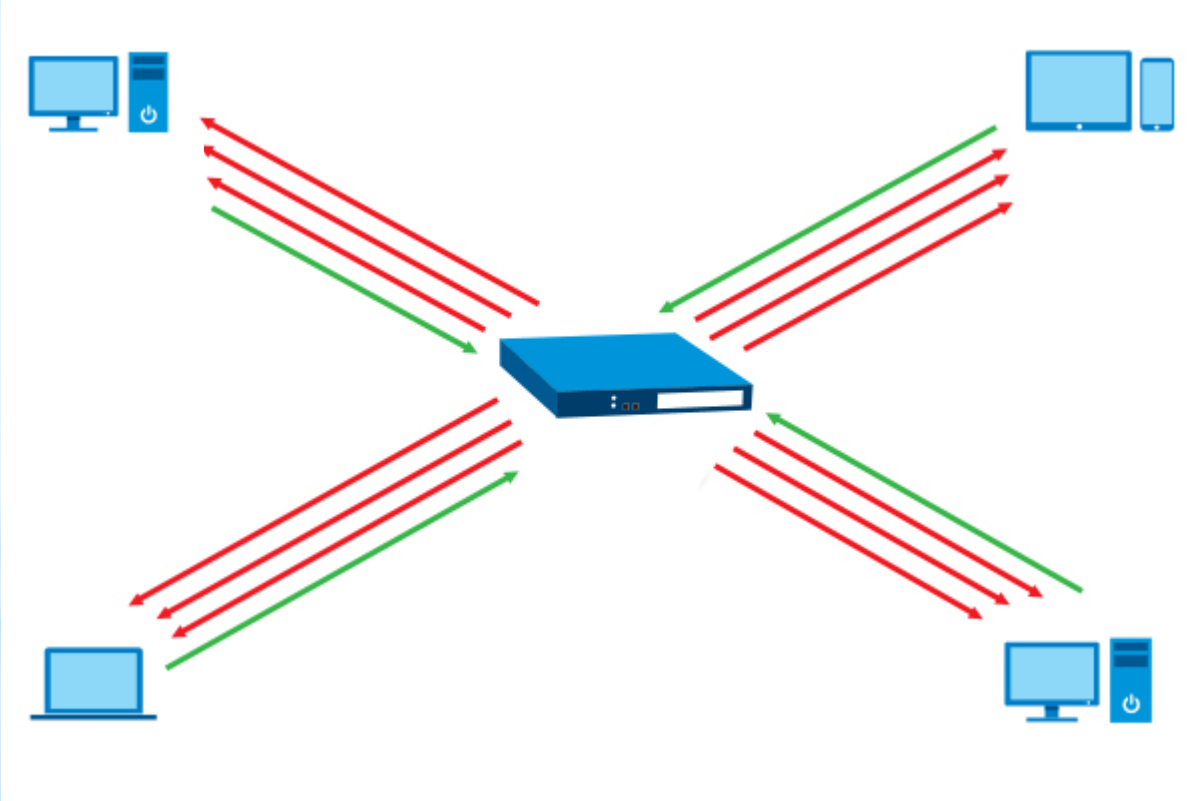
Every Solution is Telepresense 1080p Class Now

- No more differences between software and hardware
- **Now software set the limits**
- 4K video conferences is just an example
- Virtualization is another
- 3D is knocking into the door

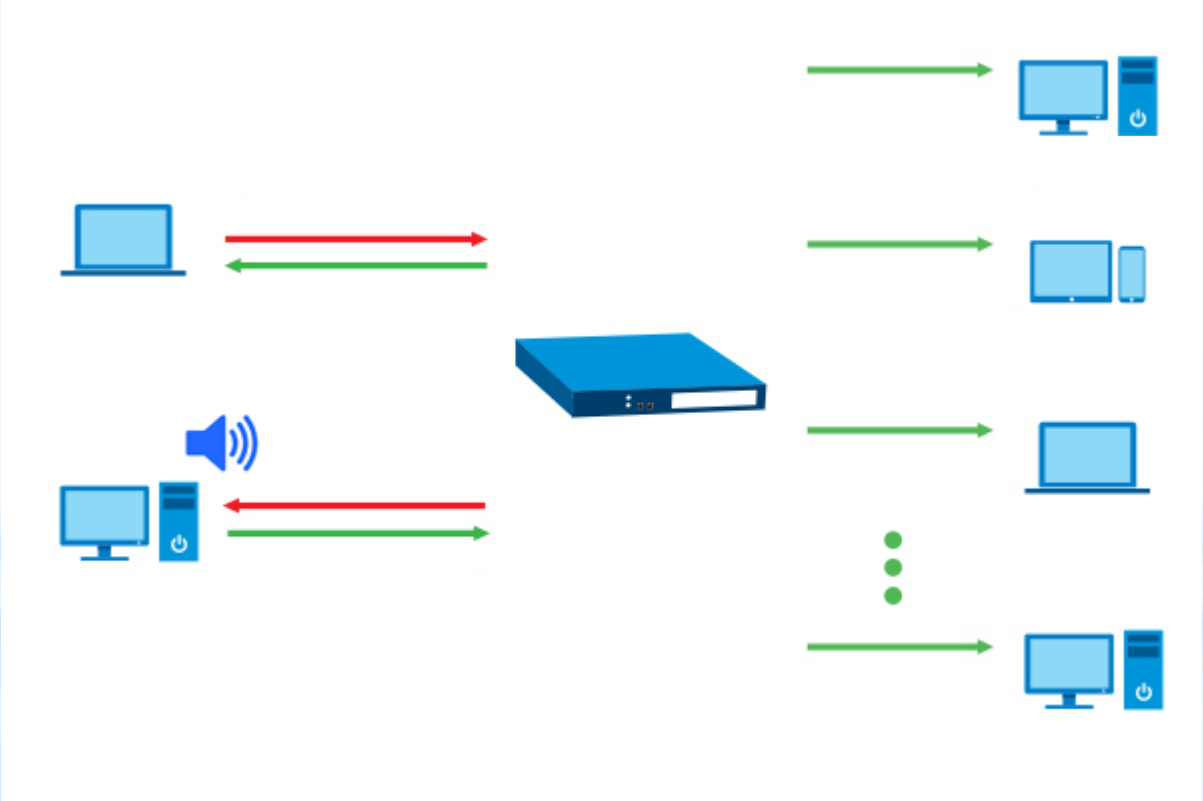
4K ULTRAHD

3D

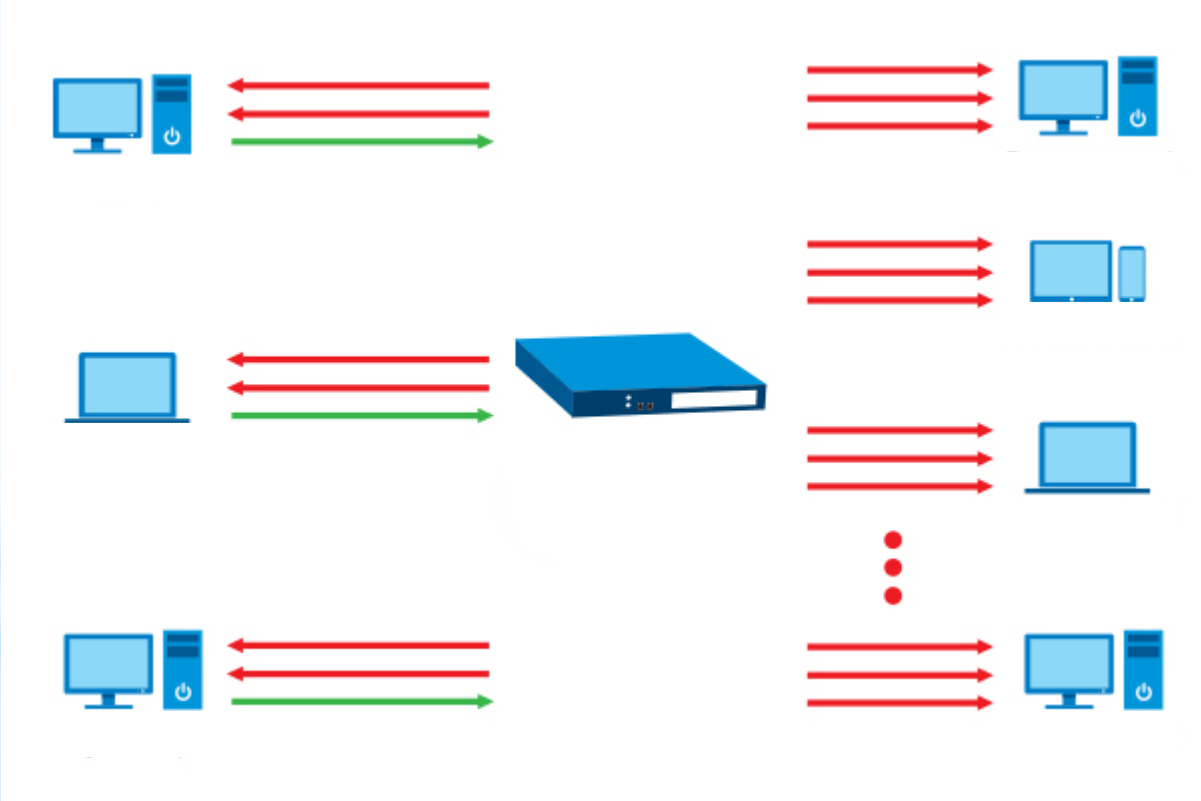
Type of Conferences – Continuous Presence



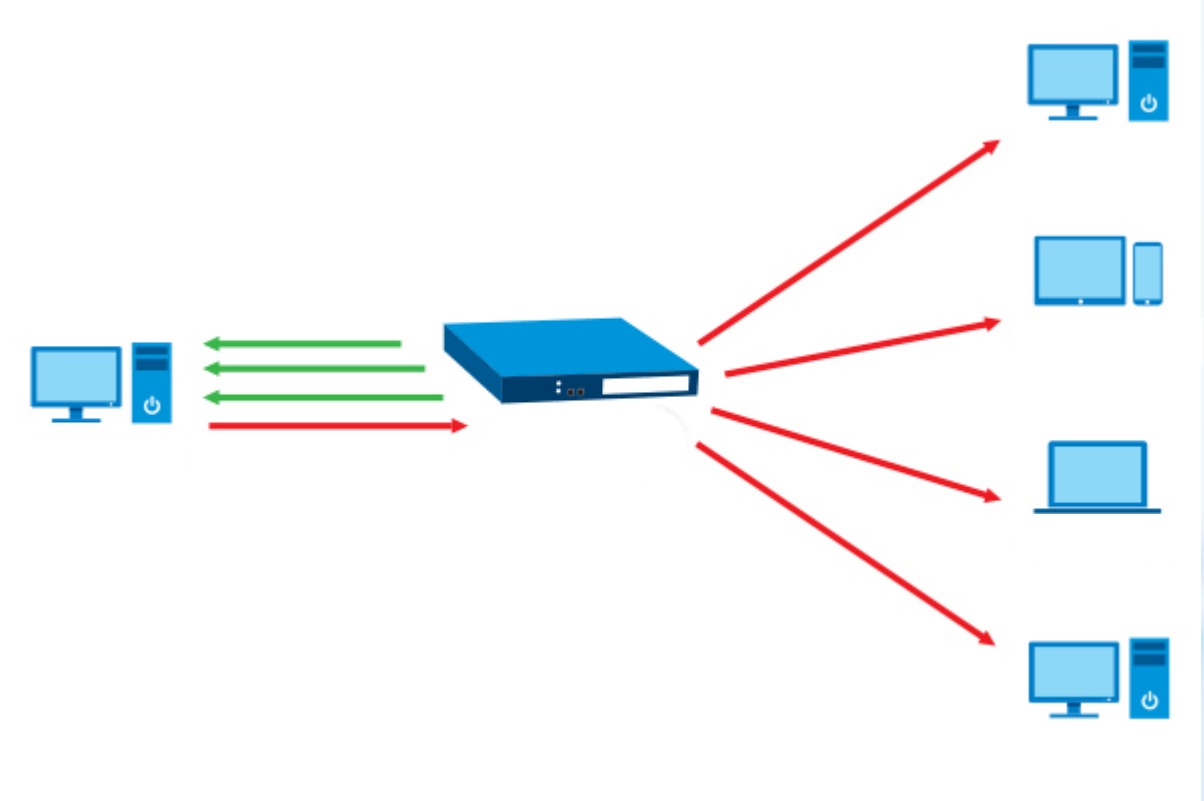
Voice Activated Switching



Role Based Video Conference



For Distant Learning

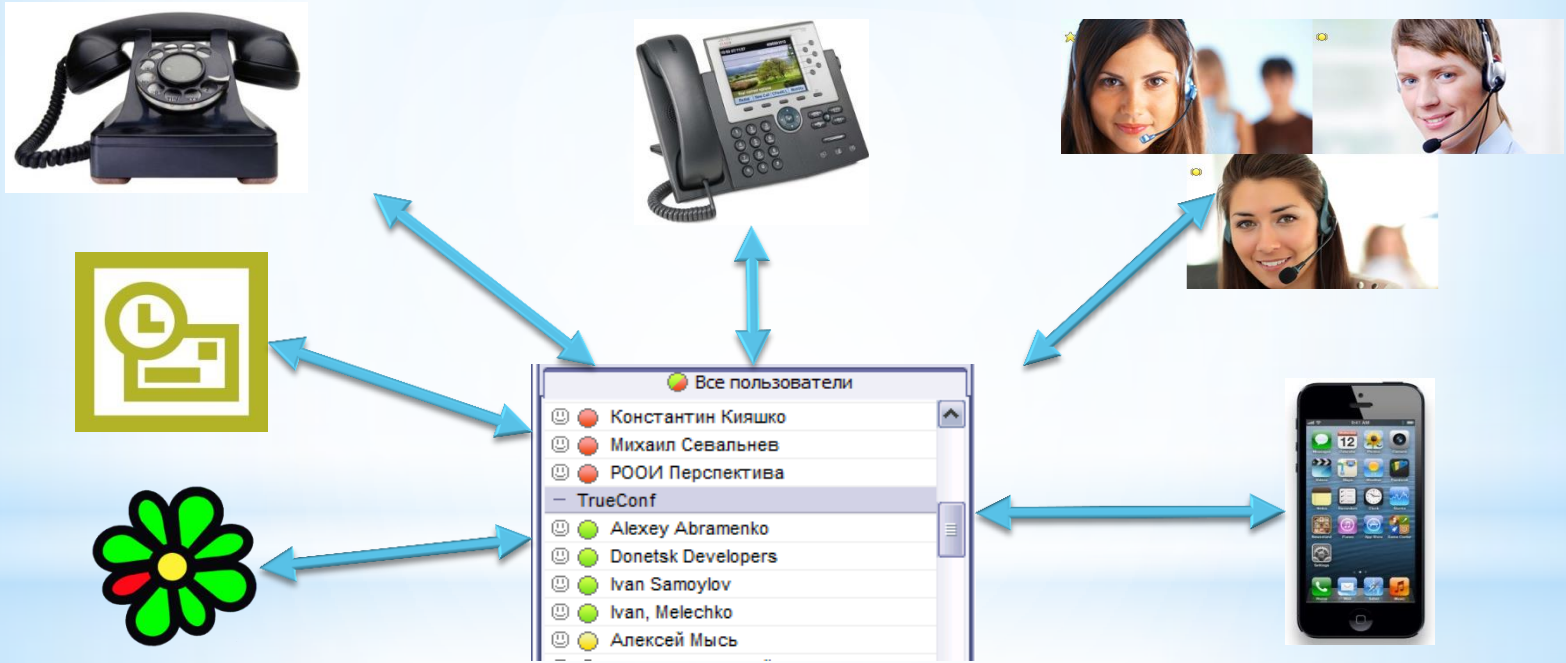


What is Unified Communications?

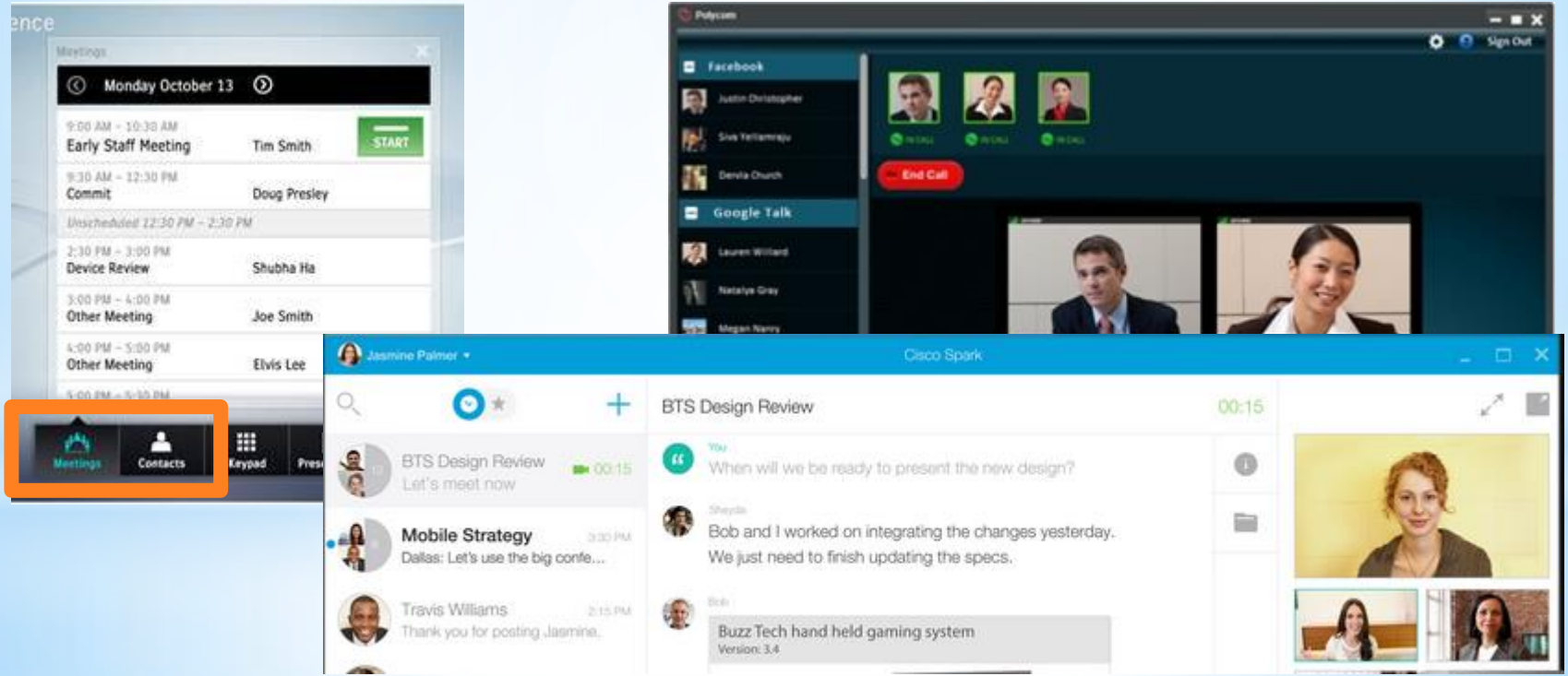
- Presence
- Access to a central users directory
- Instant messaging
- VoIP audio
- IP video
- Desktop sharing
- Collaboration with >3 participants

a.k.a. UC&C (Unified Communications & Collaboration)

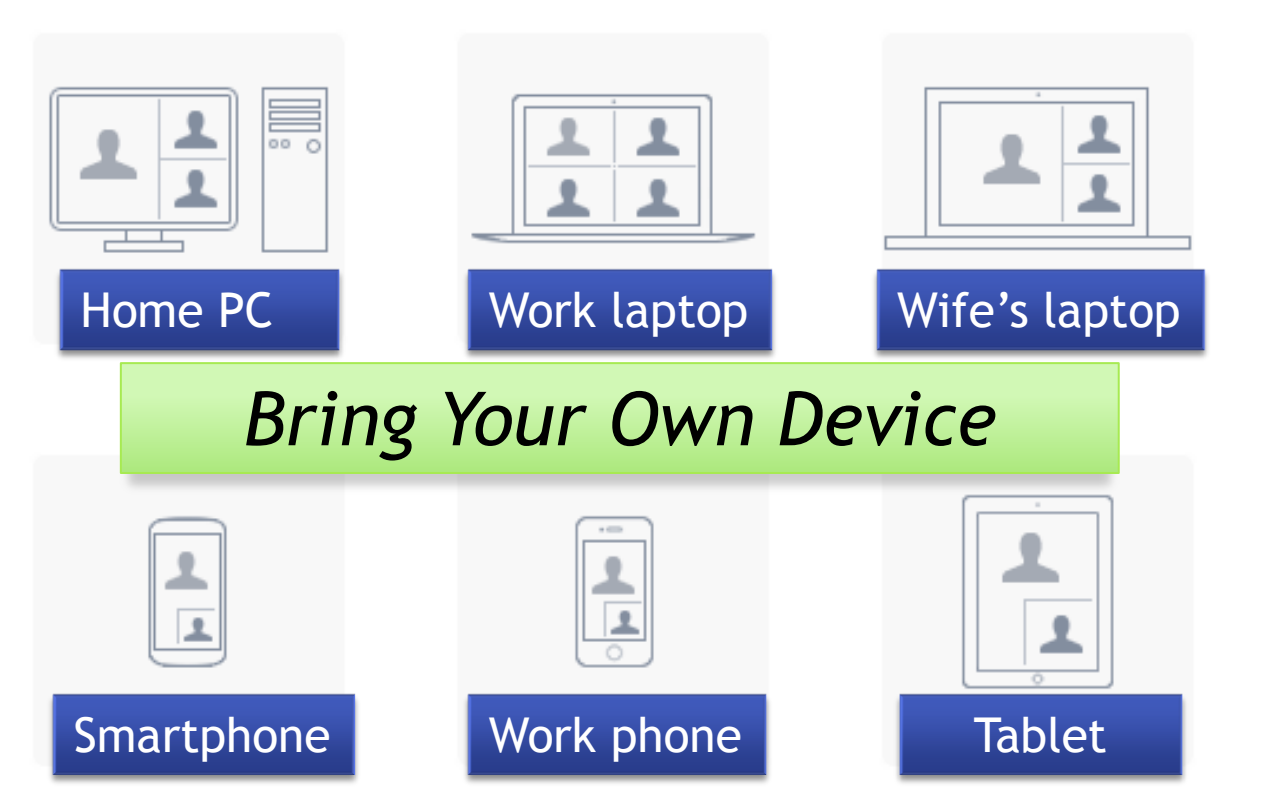
All Mediums in a Single System



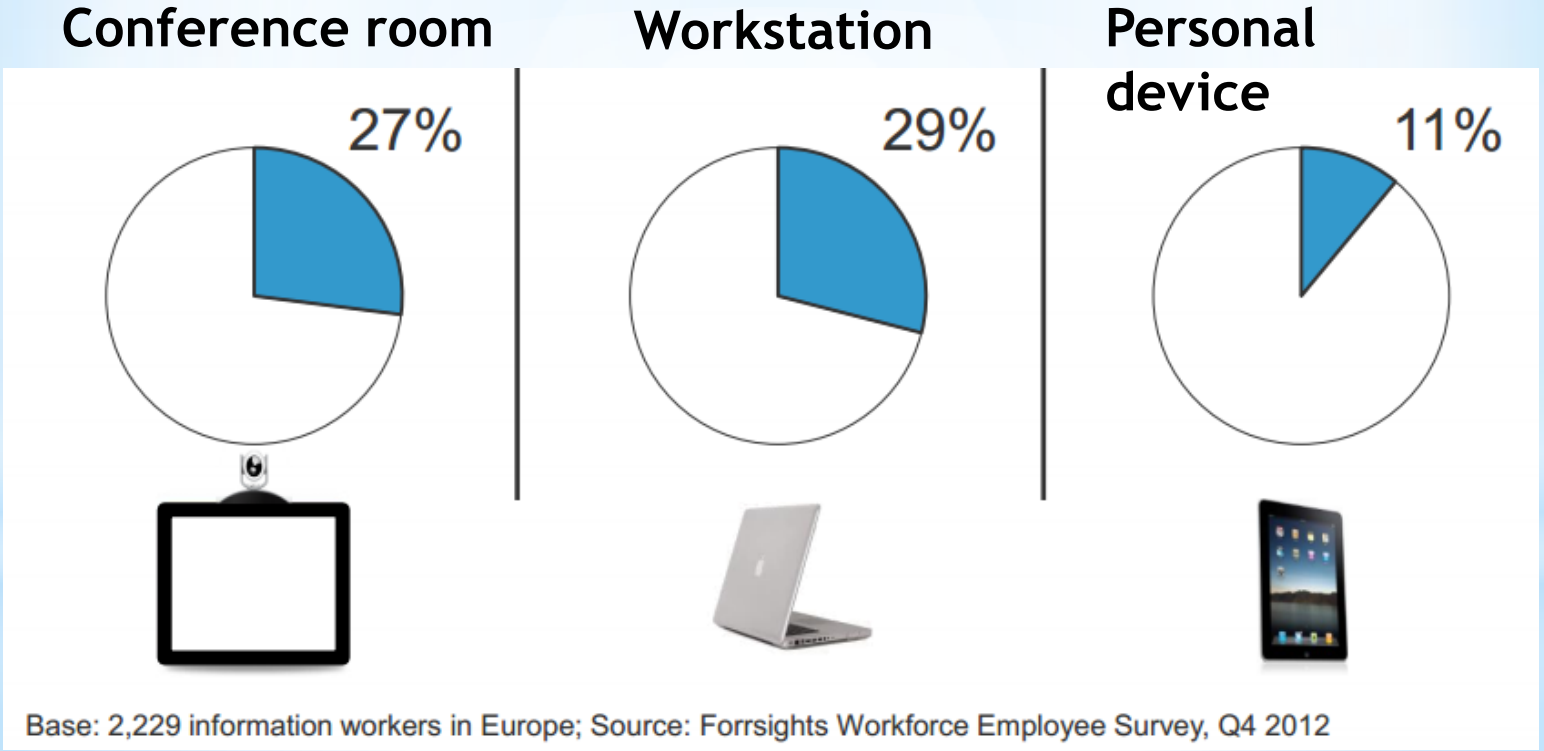
Why VC is rapidly evolve into UC&C



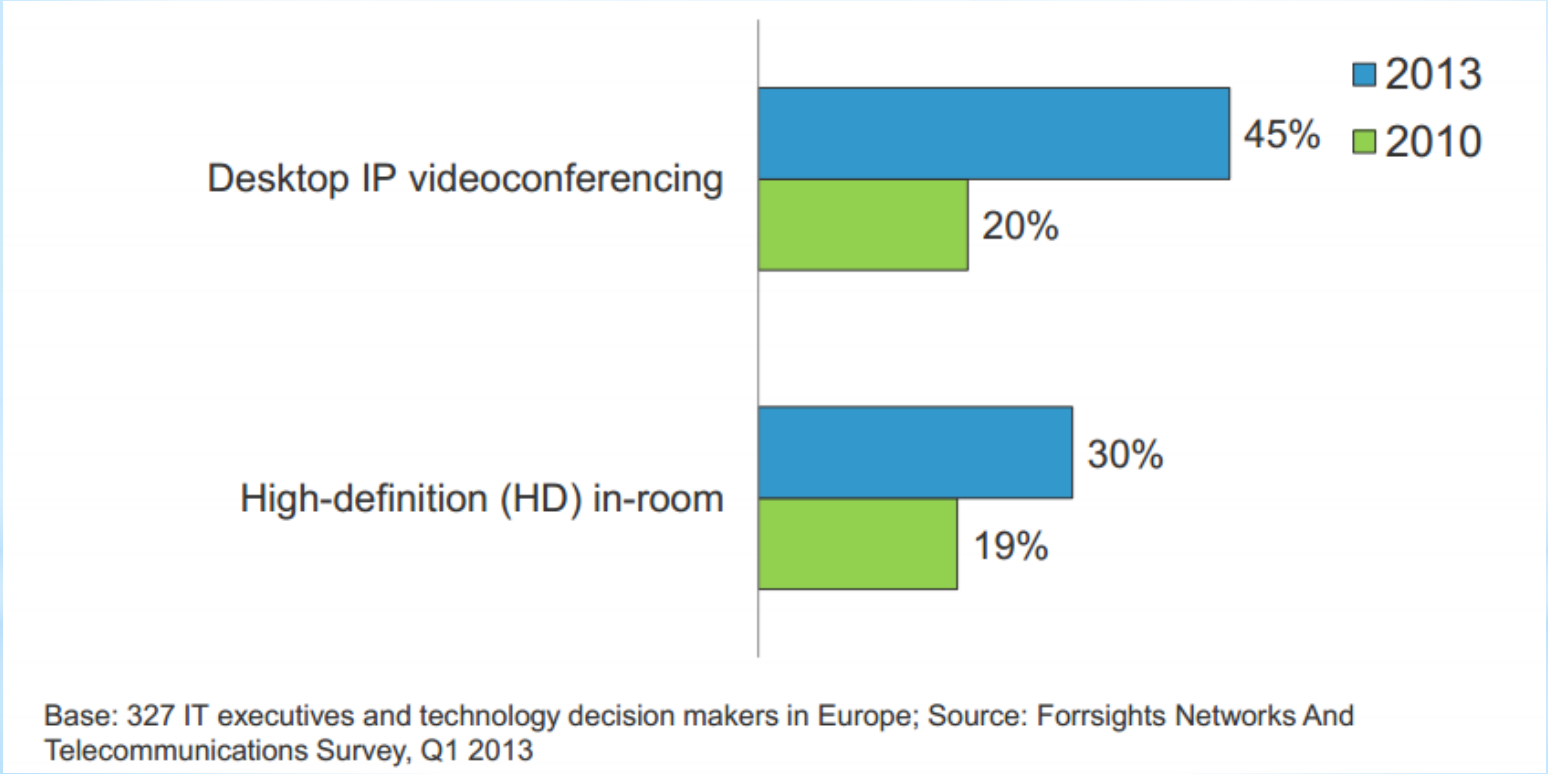
BYOD: Now Every Device is UC Ready



Video is Outside of the Room Today

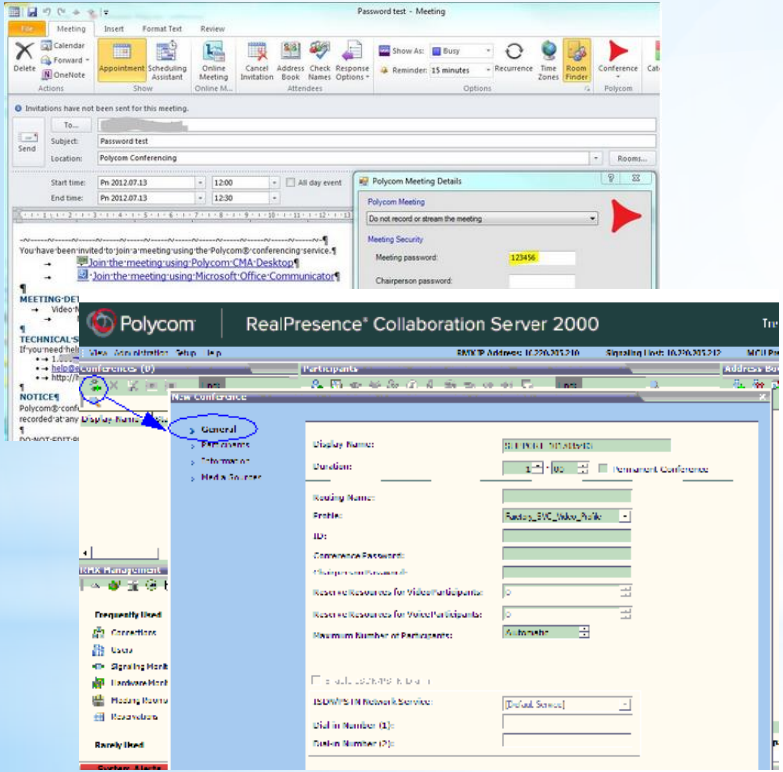


Desktop is More Convenient in Most Cases



Base: 327 IT executives and technology decision makers in Europe; Source: Forrsights Networks And Telecommunications Survey, Q1 2013

How we do Video Conferencing?



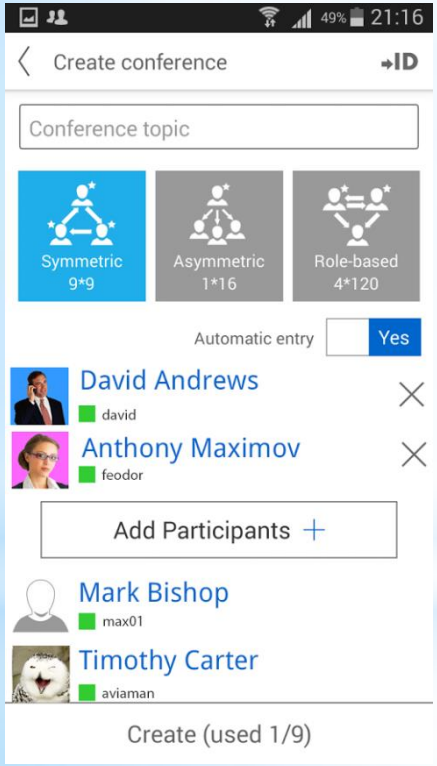
Pre-scheduled Approach is Obsolete

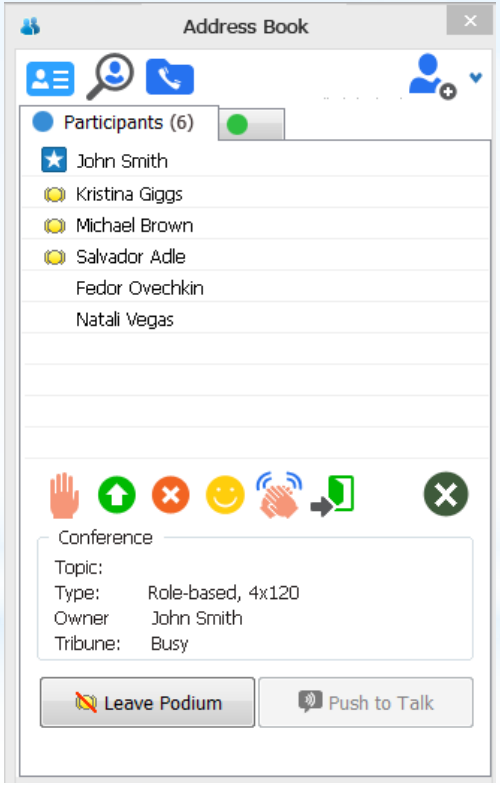
- Schedule Conference on MCU
- Book Conference Room
- Create calendar notifications for participants
- Invite Network guy to initiate the conference
- Don’t forget the PIN

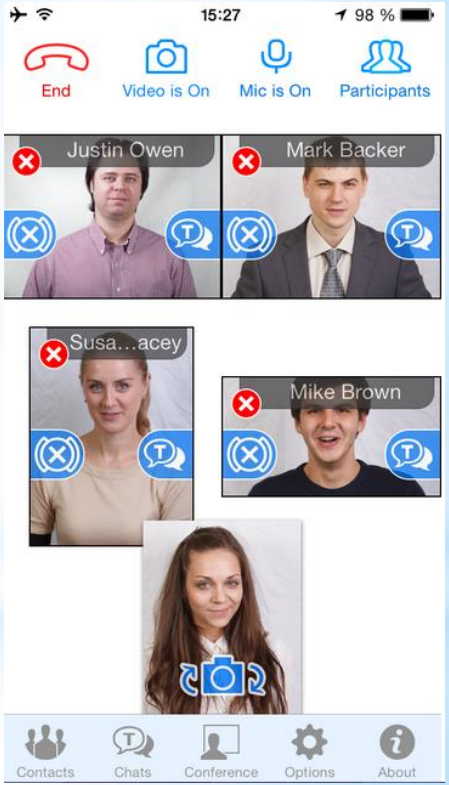
- Good choice for board meetings
- For important conferences
- Don’t work for everyday activity and education

Duh… It was never easy.

UC&C Brings Flexibility







New Way: Collaborate on the Go

- You can see who is available
- Create conferences on the go
- Collaborate from any moment
- Various conferencing modes
- Access from everywhere
- Easy to use

- Video is replacing VoIP
- Collaboration is desktop-centric
- Users choose medium: chat, audio, video.

Just what employee needs!

WebRTC
BYOD
UC
VC
Video Conferencing is Rapidly Changing

Thank you!