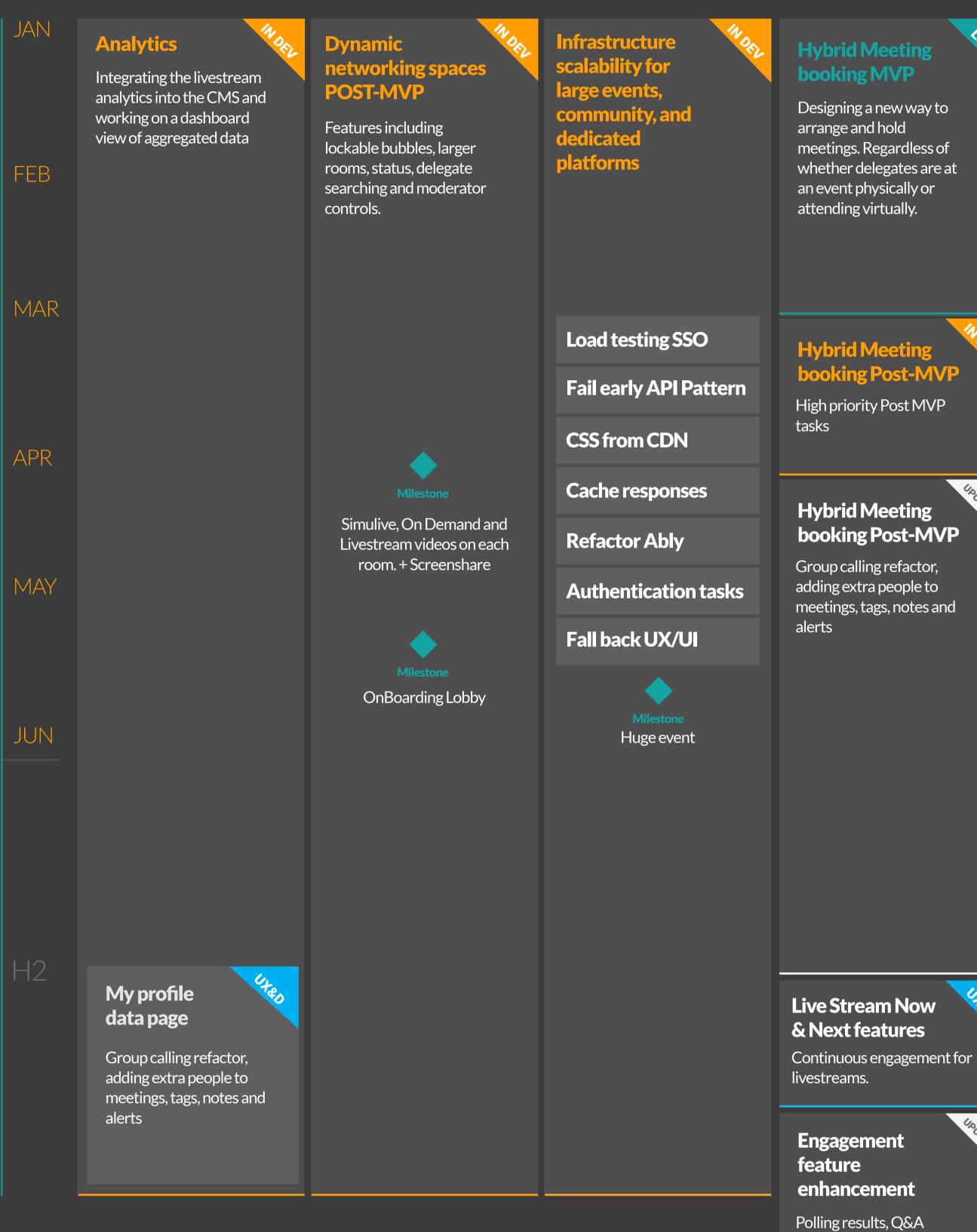
crowdcomms. Roadmap '22 - March onward

Support & Maintenance

Constant support & bug fixes for a product with over 1.5 million lines of code



Hybrid Meeting booking MVP

Designing a new way to arrange and hold meetings. Regardless of whether delegates are at an event physically or attending virtually.

Hybrid Meeting booking Post-MVP

High priority Post MVP

Hybrid Meeting booking Post-MVP

Group calling refactor, adding extra people to meetings, tags, notes and alerts

Expanding Agenda Cards

Enhancing the functionality of the agenda listing pages to

improve the attendee experience

Home page builder

A flexible approach to build pages from pre-designed templates. Adding content blocks one at a time to build a customised pages. With the ability to display pages to specific groups

Self-Service production integration

A new way to enhance the quality of webinar production for smaller sessions

CMS Video anagement

414

Control your media uploads from one single place in the CMS. Simplifying the management of the hybrid event

In-person experience toggle

A checkbox on the people model of the database to allow a unique experience to be served to in-person event attendees. Starting with completely hiding the livestream

Breakout UX and front end

redesign

Partner Integration

Company Booths Self-serve

Segregation of duties + CMS features to bulk delete people, rename apps and delete apps entirely

Making sure data is only accesilble by those with permission. Making sure we have the correct CMS functionality in place for CMS users when we cannot do these tasks outselves

Video Library & **VOD** Module

Ability to use videos stored in the CMS Library in a front end module.

Alerts/ Notification Redesign

The ability to send in-app alerts in 3 different styles. As well as populating an alert with a survey and making that survey mandatory

Migrate Redis setup to fully clustered mode



Attendance tracking and Lead capture



Translation/ caption integrations

User management refactor

Implement the idea of different levels of admin/ user/team/seats etc

Gamification Overhaul

Enhancing and extending Gamification functionality throughout the platform.

API: Refactor gamification leaderboards to use Redis instead of current implementation

Refactor heavily 'realtime' features to make better use of

Ably

Ai feedback videos

answering, Survey

answers

