

Overview

Development Team

CrowdComms have in house developers based in the UK and Australia. The team is made up of experienced front end and back end developers, UI specialists, testing and security experts. This setup allows us to work on continually improve the platform to the highest standards and the dual location of the team allows us to monitor the platform and ensure stability across time zones.

CrowdComms Platform

CrowdComms have provided event technology solutions since 2011 and the CrowdComms event platform has been in use since 2016. Years of development expertise has been put into the platform and the solution has been used across 1000's of live events from 50 user meetings up to 20,000 user 12 month platforms. The result is a robust and feature rich platform for our clients.

Development Priorities

- **Security:** Ensuring the platform protects user data and event content at all times. Speak to your account manager for further details.
- **Usability:** Ease of use for the end user ensuring an intuitive solution for all attendees regardless of previous experience using digital solutions. Compatibility across devices and browsers is considered with all new developments to ensure users from all backgrounds can access without issue.
- **Features:** Constantly improving existing features and adding new features to ensure the platform is fit for purpose to deliver event management solutions to our clients.
- **Admins:** As important as the end user, the platform is an easy to use solution that allows admins to quickly setup and manage the event platform.
- **Reporting:** Ensure all areas of the platform have reporting to quantify ROI for clients.

Revision #11

Created 12 March 2021 07:04:54 by Lee Jack

Updated 6 February 2022 09:24:17 by Lee Jack