

Session Options

Depending on your content requirements you may opt for different methods of delivering a specific session. Below we have outlined the most common types of sessions and options to manage these.

Live streamed session

This is the most common approach to delivering sessions on the CrowdComms platform. The session is broadcast live with the speaker delivering content in real time with production applied to ensure the output is of a high quality.

In order to get to this output, CrowdComms production team will work with you pre event to agree on the branded templates and speaker positioning on the live stream output. In addition we work collaboratively with you on the running order to ensure everything is agreed in advance and the allocated streaming technician shows content or engagement results at the appropriate time.

Please note: External production company can manage these type of sessions and stream seamlessly into the CrowdComms platform if this is the preference.

Key points:

- Production manager works with you in advance to agree on how to display all aspects of the session including branding, where speakers appear, how content and engagement results are displayed.
- Streaming technician required who is responsible for manage the transitions of your session providing experienced technical management of the session. This can be managed by CrowdComms or external production company.
- High quality output for remote users to watch and engage in real time.
- Session engagement from live chat, Q&A, live polling.
- Additional user features include providing feedback and making notes.
- Gamification challenges can be linked to the content to ensure users have to watch, pay attention and be awarded points for answering content related questions.
- Live streamed sessions can be made on demand for post event viewing. These will be available for watching again in the format they were streamed live unless you opt to edit the recording before making on demand. Please note if you prefer not to make these on demand this is also an option.

Output for remote users:

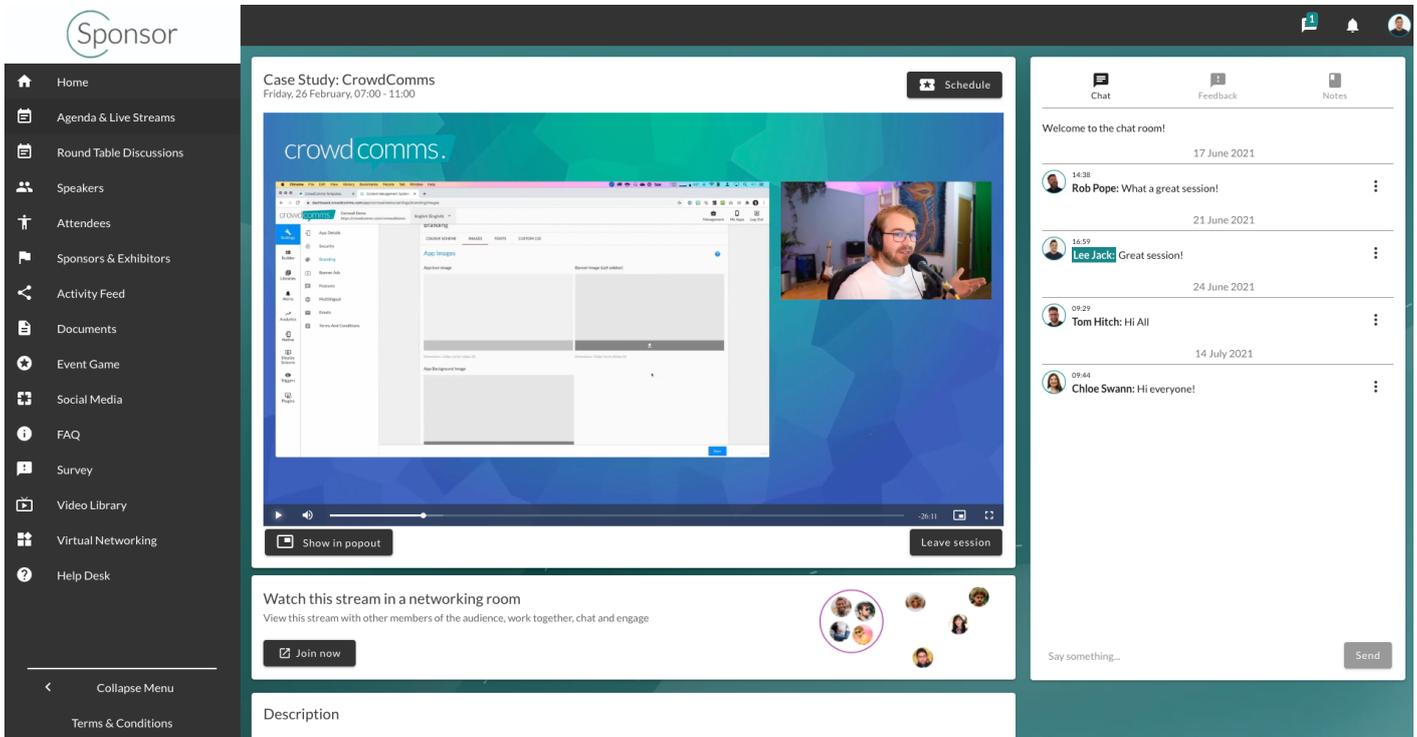
The screenshot shows a virtual event interface. On the left is a dark sidebar menu with the 'Sponsor' logo at the top and various navigation options: Home, Agenda & Live Streams, Round Table Discussions, Speakers, Attendees, Sponsors & Exhibitors, Activity Feed, Documents, Event Game, Social Media, FAQ, Survey, Video Library, Virtual Networking, and Help Desk. The main content area features a video stream of a man in a blue shirt with the 'crowdcomms.' logo in the top left. Above the video is the title 'Case Study: CrowdComms' and the date 'Friday, 26 February, 07:00 - 11:00'. Below the video are buttons for 'Show in popout' and 'Leave session'. Underneath the video is a section titled 'Watch this stream in a networking room' with a 'Join now' button and a small circular icon representing a group of people. At the bottom of the main area is a 'Description' section. On the right side, there is a chat room interface with a header containing icons for Chat, Q&A, Poll, Feedback, and Notes. The chat messages include: 'Welcome to the chat room!', '17 June 2021', '14:38 Rob Pope: What a great session!', '21 June 2021', '14:59 Lee Jack: Great session!', '24 June 2021', '09:29 Tom Hitch: Hi All', '14 July 2021', and '09:44 Chloe Swann: Hi everyone!'. At the bottom of the chat is a text input field 'Say something...' and a 'Send' button.

Pre recorded also known as an on demand session

In essence this is the same as a live stream session except for one key difference, rather than the content being streamed in real time, it will be recorded in advance and made available to watch at any given time by users on the platform.

Key points:

- Requires you to manage the pre records or opt for our technicians or external production company to manage the pre records.
- Provides the opportunity to perfect the content with multiple takes ensuring the recorded content you share on the platform is of the highest standard possible.
- Session chat can be used for engagement with the speaker responding in the chat thread. Feedback and notes also available for user engagement with the on demand session.
- Live polling and Q&A are not suited for on demand sessions as the speaker needs to be live streamed in order to respond and engage with these features.
- Gamification challenges can be linked to the content to ensure users have to watch, pay attention and be awarded points for answering content related questions.

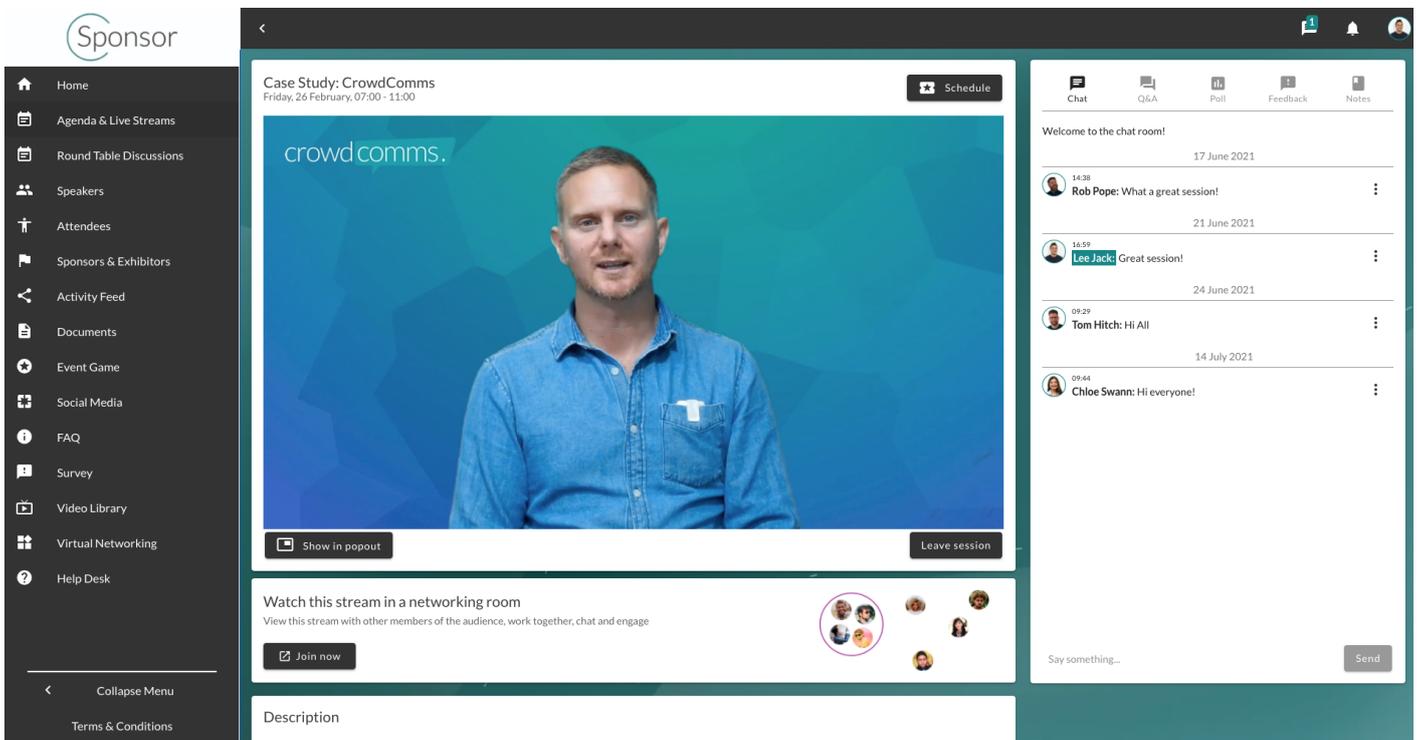


Simu-live: Combination of pre recorded and live content

Giving you the best of both worlds; pre record your content to ensure its perfect and live stream your speaker(s) at the appropriate time to engage with the remote audience through live polling and Q&A. When you stream your speaker for the live engagement, ensure they sit in the same location and wear the same clothes as they did on the pre recorded section to ensure the session flows seamlessly between the pre recorded sections and live sections.

Key points:

- Requires you to manage the pre records or opt for our technicians or external production company to manage the pre records.
- In addition to the pre recording, we can manage the live component including one of our production managers working with you in the lead up to your event agreeing on how to display all aspects of the live streamed content including branding, where speakers appear, how content and engagement results are displayed.
- Streaming technician required who is responsible for manage the transitions of your live streamed content providing experienced technical management of the session. This can be managed by CrowdComms or external production company.
- Provides the opportunity to perfect the content by recording in advance with multiple takes where needed. Combined with still benefiting from live engagement with your remote audience
- Session engagement from live chat, Q&A, live polling.
- Additional user features include providing feedback and making notes.
- Gamification challenges can be linked to the content to ensure users have to watch, pay attention and be awarded points for answering content related questions.

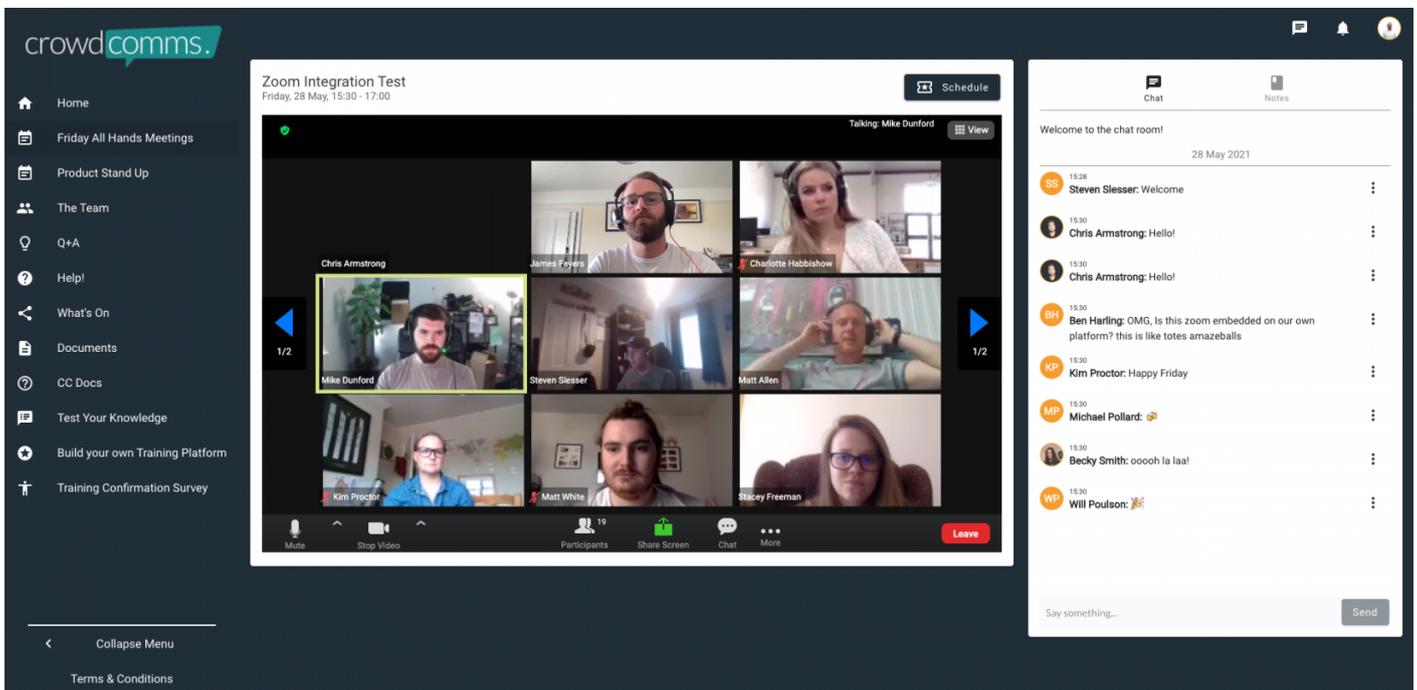


Zoom Integration

Integrate your zoom account to include zoom meetings within the CrowdComms platform. Zoom functionality works seamlessly within the platform and users are not required to download zoom.

Key points:

- Requires you to have your own Zoom account which is integrated with the CrowdComms platform - [Read more](#)
- Zoom functionality is available within the framework of the CrowdComms platform
- No need for users to download Zoom
- Limited reporting, only the data that is available from Zoom
- Self managed rooms, CrowdComms are not involved with the delivery of these type of sessions as the session itself is ran through Zoom
- Typically used for breakouts and discussion sessions however Zoom webinars can also be integrated in the same way.



CrowdComms round table feature

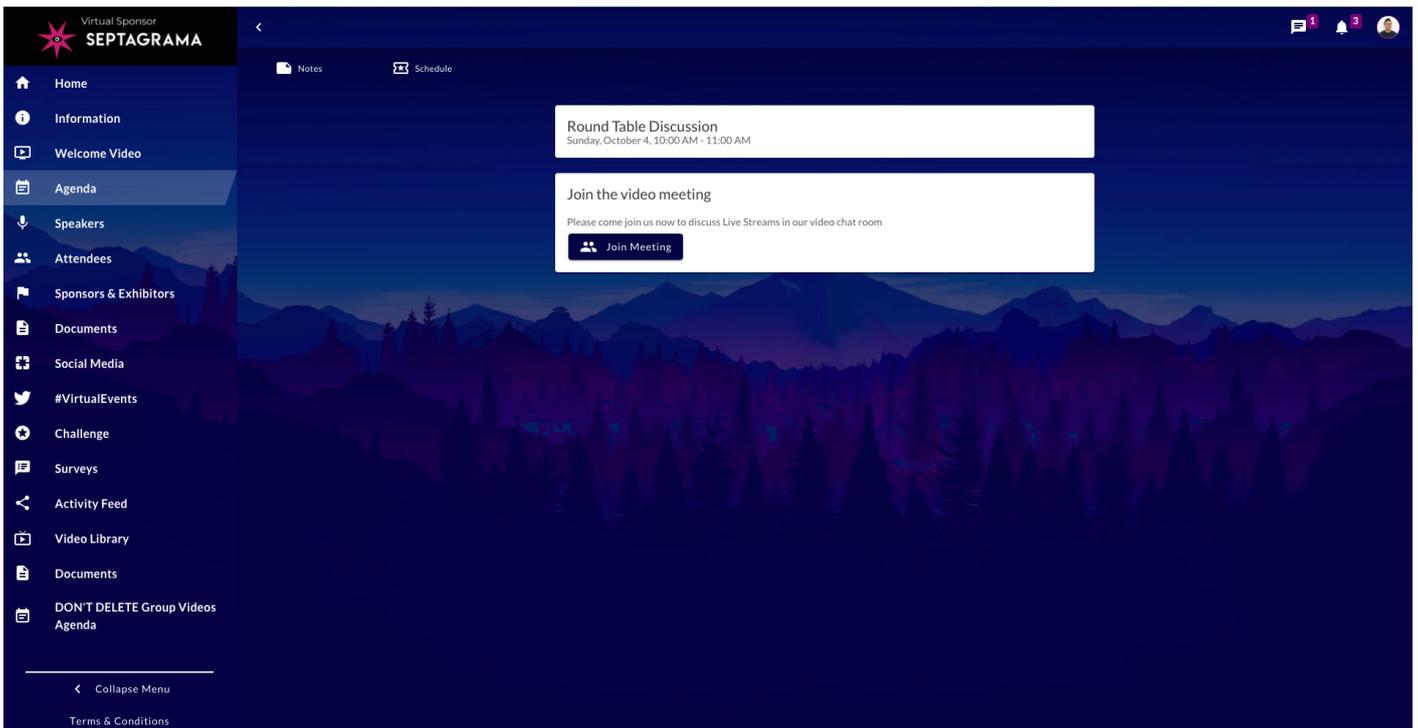
Open conversation / discussion rooms that allow all users to have equal rights to discuss a topic and share screen. Limited functionality, where allocated hosts are required along with other features such as chat, we recommend using the Zoom integration.

- Branded discussion rooms that are part of the CrowdComms platform
- All users invited have equal permissions to share screen
- Full details listed [here](#)
- Typically used for open conversation / round table style breakouts with small user numbers
- These type of sessions are self managed and CrowdComms resource(s) do not join the session.



Link out to external video conferencing solution

If you prefer to use another video conferencing solution such as Teams to run your breakouts, you can include a branded 'Join meeting' or similar button in the session description. When clicked by users, this will open your video conference solution of choice in a new tab.



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Created 14 July 2021 13:38:30 by Lee Jack

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