

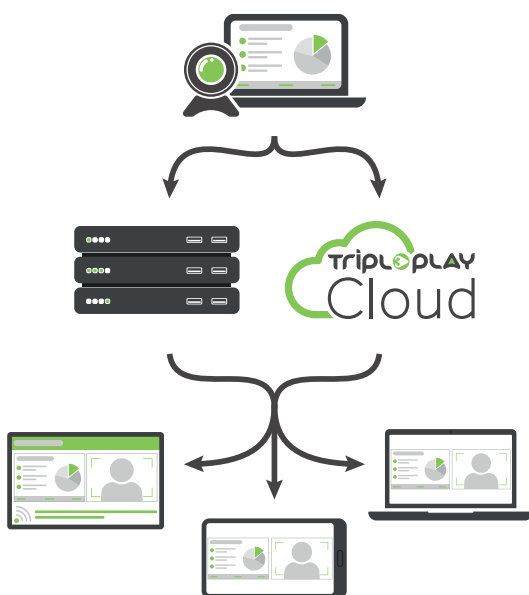


Webcasting

Deliver video everywhere from anywhere. Tripleplay webcasting is an enterprise-grade solution for presenters to broadcast their webcam and desktop screen to other users in near real-time.

Seamless integration with digital signage enables you to deliver townhall broadcasts for office-based employees, whilst remotely based teams can digest webcasts from their desktop.

With flexible deployment options, either via Tripleplay Cloud or our server-based on premise solution, webcasting is completely scalable, changing as the needs of your organization evolve.



- Ability for a presenter on a desktop, in web browser or our desktop app (MVP), to live broadcast a webcam and / or desktop screen live to other Tripleplay applications
- Option to schedule a webcast or to present instantly
- Live webcast can be made public and all users notified automatically over email
- Webcast can be made private with an option to share a link to give selected users access
- Option to record, set metadata and share the recording with all or selected users after the event
- Comprehensive analytics show the webcast presenter how many concurrent users are viewing the live broadcast
- The ability to present a webcast is controlled through user permissions
- Live and recorded webcasts are accessed through our media portal on desktop (MVP or browser) or in digital signage layouts. Recorded webcasts can all be viewed on mobile devices.