

Connected Collaboration

VS

Commodity Videoconferencing

Designed for
Gigabit Bandwidth



Designed for
Low Bandwidth

High definition video &
clear, high fidelity audio



Low resolution video &
low quality audio

Minimizes Latency
in the computer and
on the network



High Latency
delay causes people to
talk over each other

Uses commodity computers,
cameras, microphones,
and speakers



Uses **expensive hardware**
for endpoints

Open Source software



Proprietary software

- **No** central computer
- **No** scheduling
- **No** central software maintenance



- Requires a central MPU to combine video into single stream
- Requires scheduling
- Requires central software maintenance

Connected Collaboration

The ideal choice for STEM, Healthcare, Job Training & more!