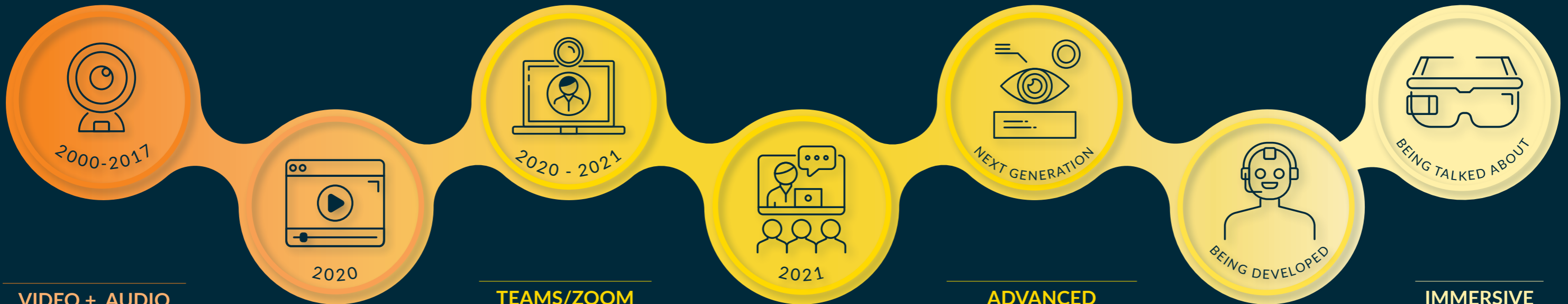


The Virtual Meeting Evolution

PHASE 1 - THE PAST

PHASE 2 - THE NOW

PHASE 3 - THE FUTURE



VIDEO + AUDIO CONFERENCING

- » Use of proprietary equipment such as Tandberg, Polycom or Cisco
- » First virtual meetings limited to meeting room to meeting room or audio only conferences
- » Complex to operate offering limited interoperability between systems

VIRTUAL MEETING SOFTWARE

- » Software based virtual meetings using individual laptops such as Skype for Business, Zoom and Teams
- » Enable users to meet over video from their own laptops and starting to introduce collaborative features such as screen sharing
- » More complex for scaling up to larger groups or connecting to AV equipment

TEAMS/ZOOM ROOMS

- » Integrating meeting room AV equipment with virtual meeting software
- » Enabling meeting rooms to join Skype, Zoom or Teams and Integrating them within calendar and booking systems
- » Complex to setup with a need to consider architectural, network, building systems and processes

TURN ON ENHANCED FEATURES

- » Enhancing the meeting room experience by providing easy to use feature in meeting rooms
- » Providing One click joining via calendar, Wireless content sharing, camera control and interoperability between platforms
- » More sophisticated to setup as requires re-think of security and other business processes including training

ADVANCED COLLABORATION

- » Enabling advanced collaboration features to improve virtual meeting productivity
- » Enhanced group collaboration and interaction experiences using customised AV, shared whiteboards, document, far end control and more
- » Further complexity required with more advanced training in new ways of running meetings

VIRTUAL MEETING ASSISTANT

- » Additional software features under development and not integrated into current VM solutions
- » AI / Virtual meeting assistants with advanced note taking abilities and reducing complexity of room use
- » Lacks face to face experience

IMMERSIVE VIRTUAL EXPERIENCE

- » Software and AV solutions under development
- » Virtual face to face experience via holographic avatars or screen images