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# Breakthrough Technologies in Unified Communications and Collaboration

Jim Colquhoun

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**“where people and technology collide”**

Jim Colquhoun



**DNG**  
Digital Networks Group

**TELEHEALTH**  
SERVICES

# What is Unified Communication?

***“...is an evolving use of communications technology for communication between individual users in real time or non-real-time in which all available human and device-assisted forms of data-sharing are unified into a common experience.”***

[https://en.wikipedia.org/wiki/Unified\\_communications](https://en.wikipedia.org/wiki/Unified_communications)

***“...solutions provide everything a company would need for any type of communications, with tools such as voice, video, instant messaging, file transfer, video communication, external data sourcing, and virtual conferencing.”***

<https://mytechdecisions.com/unified-communications/define-unified-communications-ivci/>

***“...is a business and marketing concept describing the integration of enterprise communication services”***

<https://www.zenya.com>

# What is important?

- User Experience
- UCC Strategies
- The Ever-expanding Tool Kit



Just because something doesn't do what you planned it to do doesn't mean it's useless. - *Thomas Edison*

# People Technology Trends Implications



For a list of all the ways technology has failed to improve the quality of life, please press three.

– Alice Kahn

## Workforce Expectations

- Convenience
- Freedom of access
- User Devices (BYOD)
- Video Everywhere
- “Soft Codec” Revolution
- Voice Control & AI



- Organizations in general are adopting more flexible workspace
- Touchdown spaces for mobile workers
- Virtual meeting space for disparate teams





## Organizational Expectations

- Remote Monitoring
- Remote Management
- Self-healing Systems



Technology presumes there's just one right way to do things and there never is.  
– Robert M. Pirsig

# Technology Trends

- Touch-Interactive
- User Interfaces
- Higher Resolutions (4K today, 8K on the way)
- Improved Audio Performance

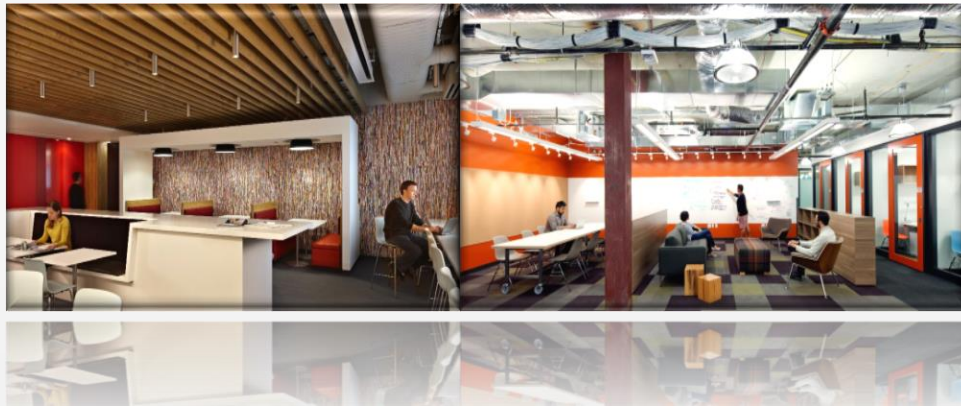


- Competing Technologies
- Competition for Network Access
- Changing Technologies



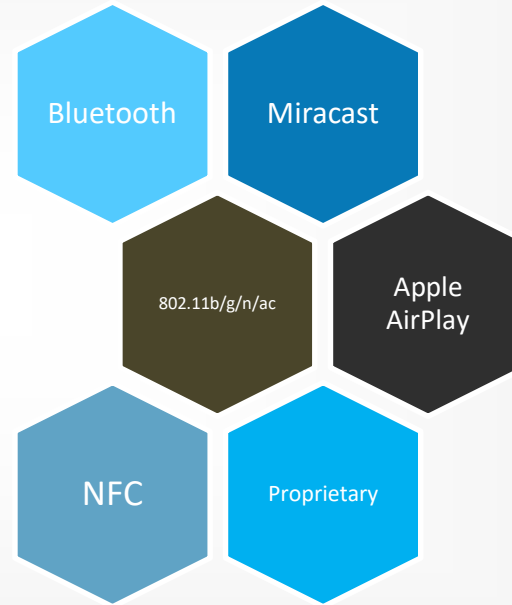
## AV is Network

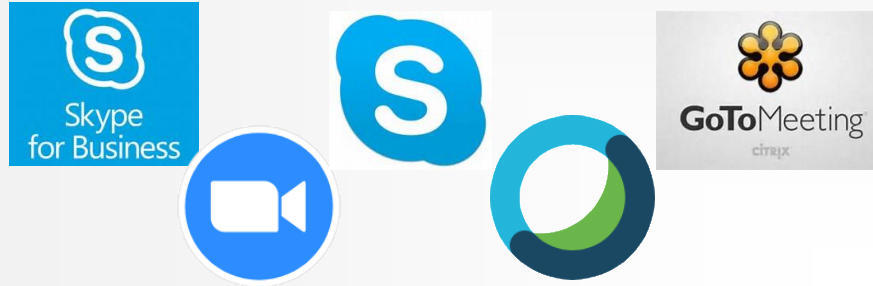
- Off Client Network (Separate Physical Layer)
- On Client Network (Additional Data Drop Locations)
- AV and GPON Systems



## Wireless Connectivity

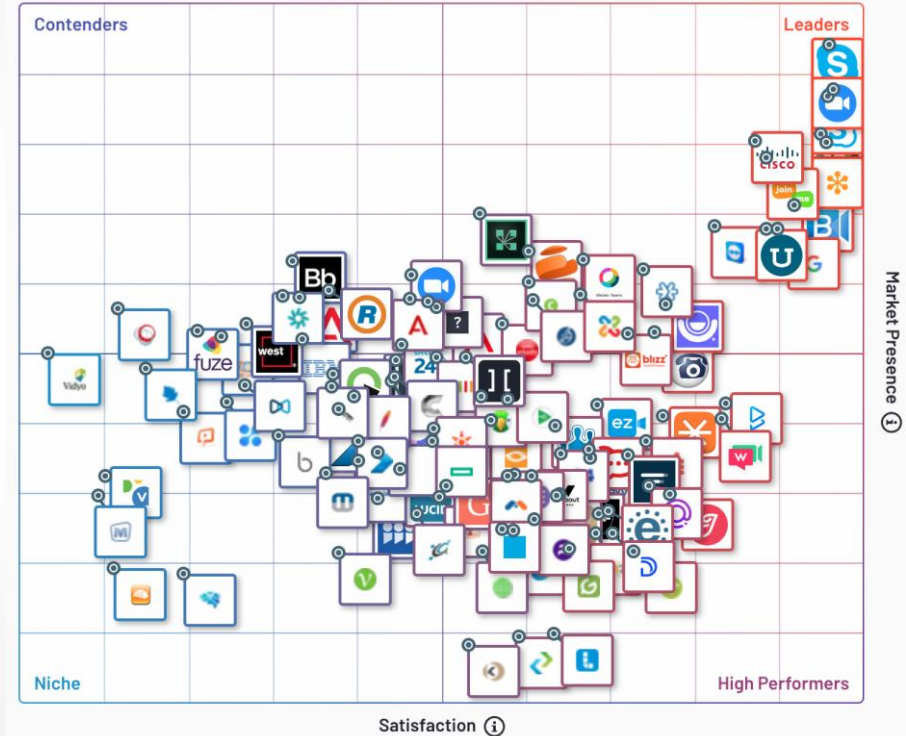
- Hardware
  - Multiple Technologies
  - Speed
  - Multiple Users
- Software
  - Dedicated PC in the Room
  - Client Software Load





## Soft Codec Revolution

- Crowded field (193 options)
- Vary by user experience and feature set
- Some will work with legacy video systems



G2 Grid® Scoring





## Technology outside of the Conference Room

- Touch Interactive
- Scheduling



## Collaboration Environments

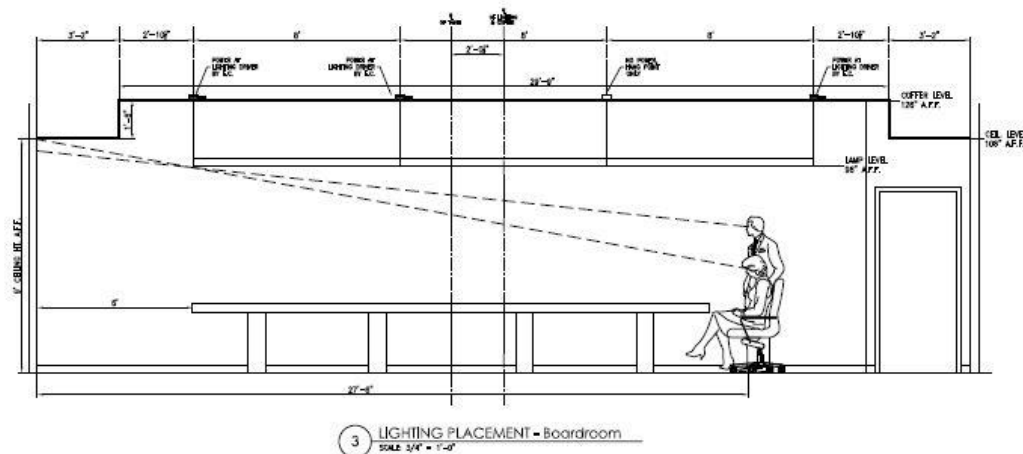
- Dedicated vs. Multiple Use Spaces
- Performance Standards (ANSI and others)





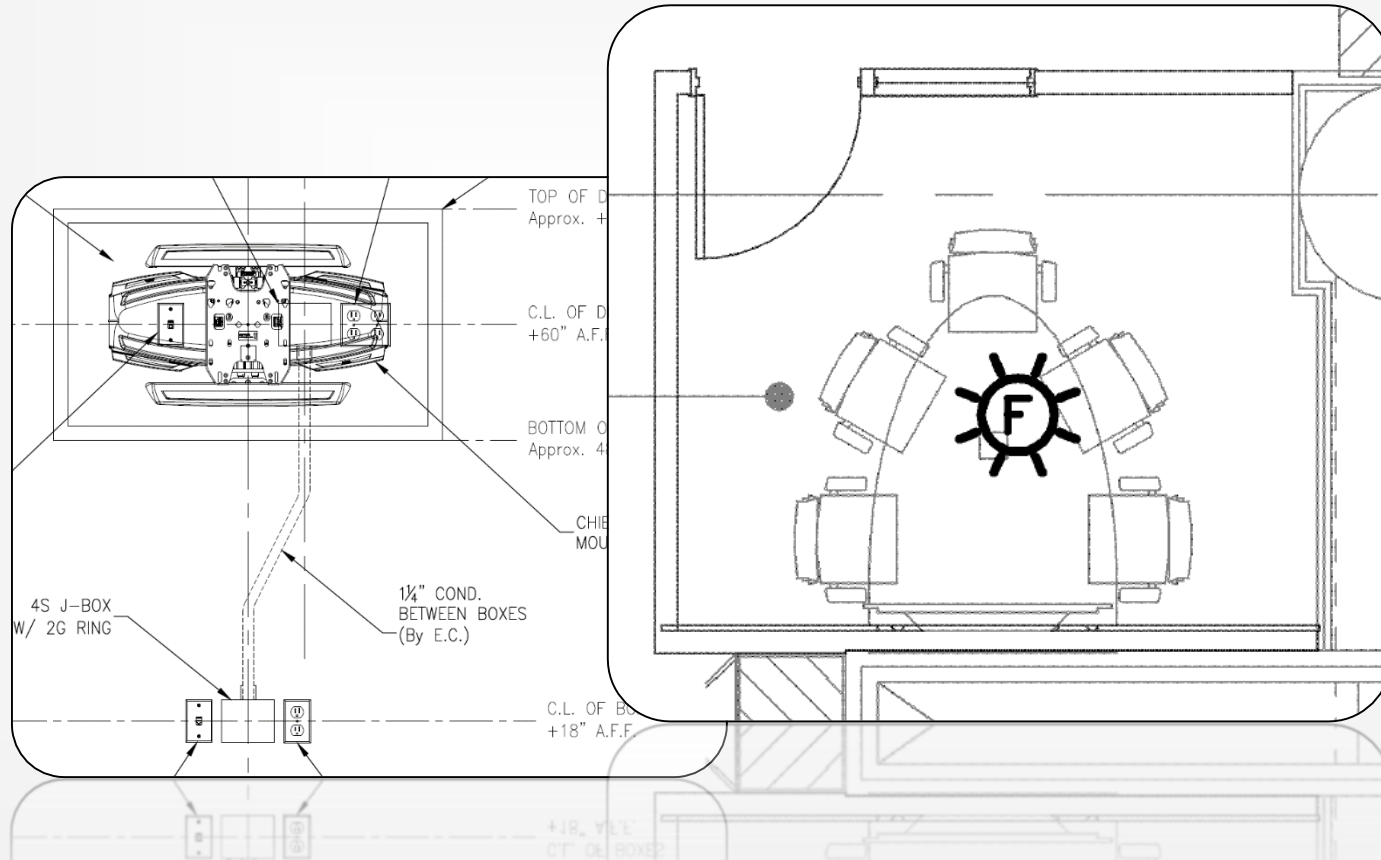
# Architectural Implications

- Furniture Layouts
- Lighting
- Acoustics

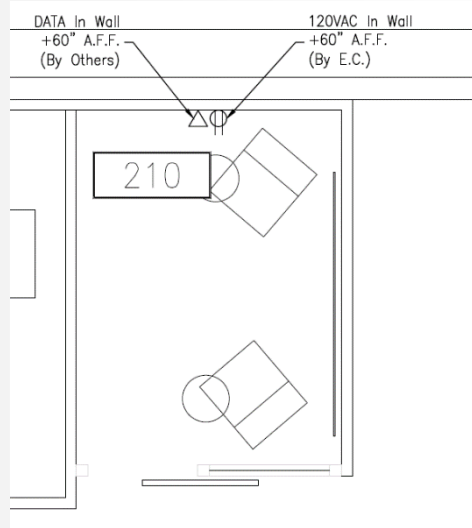


3 LIGHTING PLACE(M)ENT - Boardroom  
SCALE 3/4" = 1'-0"

# Architectural Implications



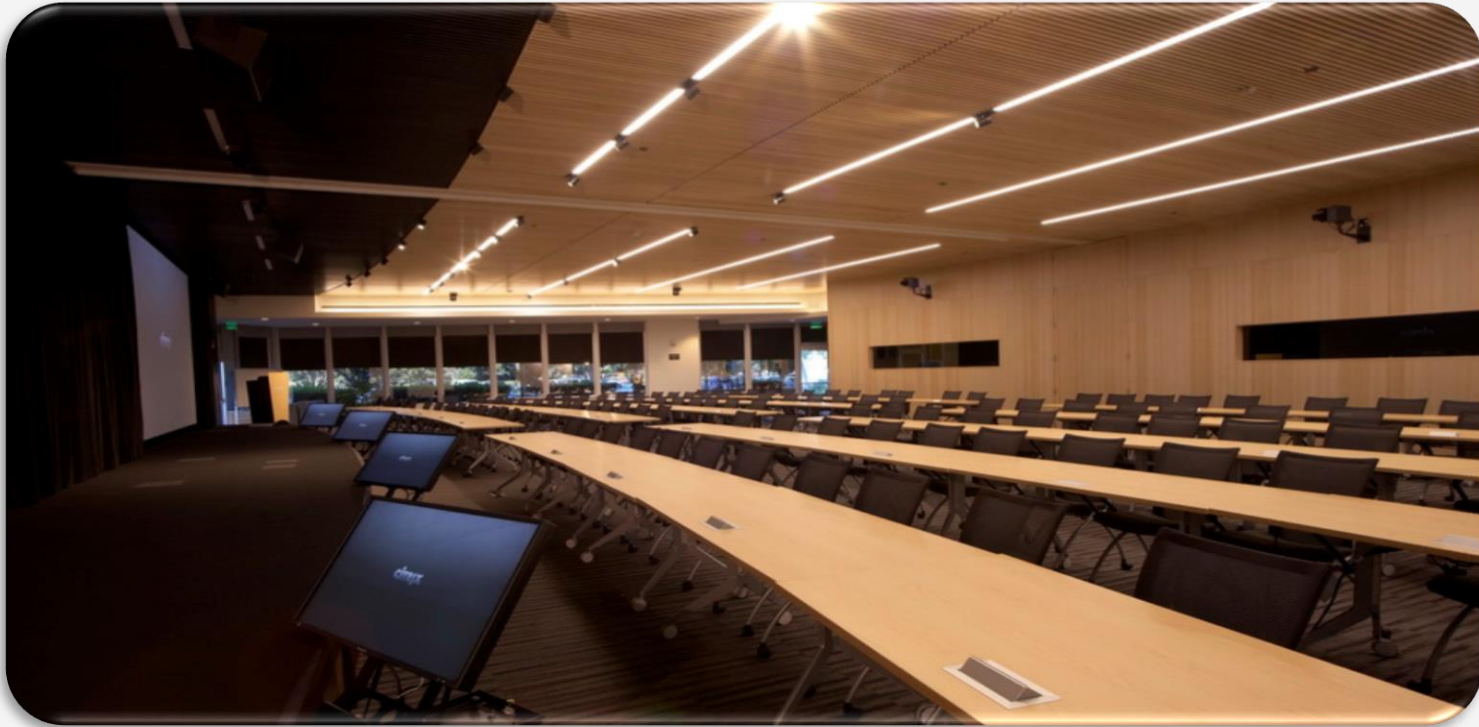
# Architectural Implications



# Implications



# Things to Consider

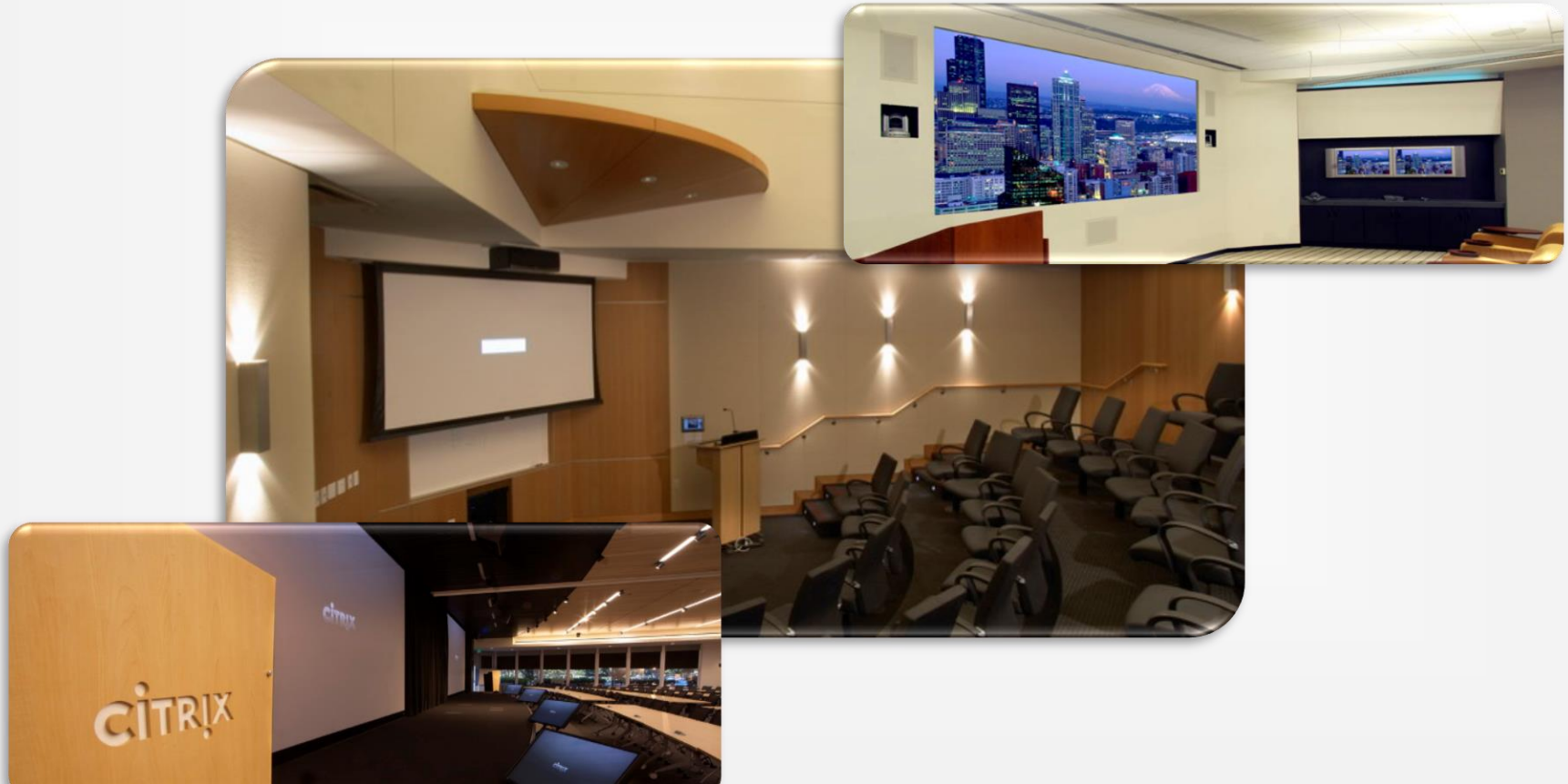




# Things to Consider



# What are the Greatest Challenges?



# Any Questions?

# Thank You!

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