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Video Conferencing Glossary

A guide to the most commonly used terms in video conferencing.

0-9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

0-9

360p

480 x 360 pixels. This resolution is optimal for video conferencing on mobile (phone-class) devices.

480p

640 x 480 pixels. This resolution is optimal for desktop video conferencing solutions. It is the resolution used by DVD players.

720p/30

1280 x 720 pixels at 30 frames per second. This is the minimum resolution to qualify as high definition.

720p/60

1280 x 720 pixels at 60 frames per second. This is the minimum resolution to qualify as high definition.

1080p/30

1920 x 1080 pixels at 30 frames per second. This is the resolution for full high definition.

1080p/60

1920 x 1080 pixels at 60 frames per second. This is the resolution for full high definition.

Back to top

Aa

Advanced Audio Coding (AAC)

A high-quality, mid-bandwidth audio compression algorithm used in video conferencing; popularized by Apple® iTunes®.

Appliance

A word used to describe dedicated hardware devices.

Application Programming Interface (API)

Refers to a set of documented functions that can be accessed to render a specific service on one or more devices. API hooks to third-party applications such as AMX, Crestron, etc.

Back to top

Bb

Bridge/Bridging

A device or application allowing multiple locations to connect in a single call. For example, if you want more than two locations to be able to dial in to a single video call, you will need to use a bridge to connect the calls. These can be hardware devices, software applications or integrated endpoint devices. (A bridge is also referred to as an MCU.)

Bridgeport

The capacity for a single location to connect to a bridge. For example, a bridgeport with four ports would allow four locations to connect.

Bring Your Own Device (BYOD)

A term to explain when people use their own technology (i.e. laptops, smartphones and/or tablets) for work purposes, instead of a company-owned device.

Business Continuity Plan

A set of procedures and processes designed to maintain business functions after a catastrophic event.

Back to top

Cc

Call Control

See Gatekeeper.

Call Transfer

Simply allows the user to press one button to transfer a live call from one device to another.

Call Transfer - Warm

Simply escalate a point-to-point call to a multiparty call, then leave the conference while the others continue the discussion.

Capacity

In video conferencing, this can refer to one of the following: number of recording ports, bridge ports, transit traversals, gatekeeper registrations or management ports.

Cascading

A technique for connecting bridge devices together to host larger meetings and optimize bandwidth efficiency.

Client

Video conferencing software downloaded to a device.

Cloud Computing/Solutions

Delivering computing services over the Internet. This is typically a service provided by hosting providers.

Clustering

The act of connecting multiple computers or virtual devices such that they act like a single machine. In video conferencing, clustering is used to connect disparate infrastructure, which delivers advantages such as high availability, built-in redundancy and one administrative interface for easier management.

Codec

The compression/decompression engine of a video system.

Content Sharing

The ability to show data over a video conference call. See Data Sharing.

Continuous Presence (CP)

The ability to see multiple participants on a video conference simultaneously.

Back to top

Dd

Data Sharing

The ability to show data over a video conference call. (Also referred to as content sharing.)

Dedicated Encoder Conference

A conference call that assigns an individual encoder per video participant in order to optimize the quality of the end-user experience.

See Shared Encoder Conference

Disaster Recovery Plan

See Business Continuity Plan.

Display

The monitor or television used for video conferencing.

Document Camera

A camera that is mounted above a surface allowing visualization of detailed work.

Dual Streaming

See Data Sharing.

Back to top

Ee

Embedded MCU

A bridge that is built into an endpoint.

Encoder

An encoder converts raw video information to a designated format or code for the purpose of standardization, speed and video compression.

See Dedicated Encoder Conference

See Shared Encoder Conference

Encryption

Mathematical computation designed to thwart unauthorized access.

Endpoint

A video conferencing device.

End User

The term used to refer to a person who is the user of a product. In video conferencing, it would be the person making or receiving a video call.

Ethernet

The most widely used physical Internet connection.

Back to top

Ff

Failover

The process or capability of seamlessly switching over to a functioning equivalent device. It ensures always-on reliability with near-zero downtime should a power outage or similar event occur.

Firewall

A network node set up as a boundary to prevent traffic from crossing over from one segment to another.

Firewall Traversal

Technology that allows traffic between an organization's internal network and the Internet.

Fixed Port Capacity

A fixed number of ports in a bridge.

Flex Port

See Flexible Port Capacity.

Flexible Port Capacity

The ability to adjust the capacity depending on the resolution or quality desired for a video conference.

Back to top

Gg

G.711

Low-bandwidth, low-quality, audio compression algorithm; telephone quality.

G.722

Mid-quality, mid-bandwidth, audio compression algorithm.

G.729

Low-quality, very-low bandwidth, audio compression algorithm used extensively in cell phone technology.

Gatekeeper

A device that manages video conference call control. Typically used to manage call bandwidth, dialing strings and other network settings related to video conferencing.

Gateway

A device or application that translates protocols.

Back to top

Hh

H.239

See Data Sharing.

H.261

Mid-1990s video compression standard. (No longer used.)

H.263

Late 1990s video compression standard. (No longer used.)

H.264

Mid-2000s video compression standard. Also referred to as MPEG4.

H.265

Emerging high-efficiency video compression algorithm.

H.320

Communication protocol used in video conferencing over ISDN networks.

H.323

Communication protocol used in video conferencing over IP networks.

H.324

Communication protocol used in video conferencing over POTS networks.

H.460

A standard associated with firewall traversal.

High Availability

Minimizes downtime by clustering or grouping servers together to provide continued service made possible by redundancy.

Hosted

An arrangement in which another organization runs your infrastructure technology on your behalf. Also see Cloud/ Cloud Computing.

HyperV®

The Microsoft® virtualization infrastructure platform.

Back to top

I

Integrated Services Digital Network (ISDN)

A digital telephone line used extensively in video conferencing before Internet connectivity was widely available.

Infrastructure

A centralized suite of services—for example, streaming, recording, firewall traversal, bridging, and mobile support. Infrastructure can be either on premise (hardware or virtualized) or hosted in the cloud.

Interoperability

The ability of systems from different manufacturers to work together.

Internet Protocol (IP)

A communications protocol for computers connected to a network, especially the Internet, specifying the format for addresses and units of transmitted data.

Back to top

Mm

Multipoint Control Unit (MCU)

See Bridge.

Micpod

A small microphone that connects to your video conferencing system.

Multiparty

See Bridging.

Multipoint

See Bridging.

Back to top

Oo

On-Demand Call

Instantly available video conference calls with anyone, anytime, anywhere.

On-Premise

The term for hosting your technology yourself.

Back to top

Pp

Point-to-Point

When two locations connect on a call.

Product Activation Code

The code you may need to activate your video conferencing applications.

Phone (Video Conferencing Phone)

A phone specifically designed for video conferencing that has been optimized to work with your video system's interface.

PTZ Camera

A camera that has the ability to pan, tilt and zoom.

Pixel

The smallest element of an image that can be individually processed in a video display system.

Platform

The combination of computer hardware and operating system that applications run on.

Back to top

Rr

Recording

The ability to record a video conference call.

Redundancy

The duplication of critical components or functions of a system with the intention of increasing reliability of the system, usually in the case of a backup or fail-safe.

Back to top

Ss

Scalability

The ability of a system, network or process to be increased to accommodate growth.

Scheduled Calls or Scheduling

The act of reserving resources.

Shared Encoder Conference

A conference call that shares one or more encoders among many video participants to optimize overall system capacity.

See Dedicated Encoder Conference.

Siren 7

Mid-quality, low-bandwidth, audio algorithm.

Siren 14

High-quality, low-bandwidth, audio algorithm.

Siren 22

High-quality, low-bandwidth, audio algorithm. Proprietary algorithm to Polycom®.

Standard Internet Protocol (SIP)

A communication protocol used in telephony and video conferencing over IP networks.

Streaming

The ability to convert a video image and send a video stream, while on a video call, to a specific webpage. On that webpage, other people can view the video call in real time or can watch the recording after the call is over.

Back to top

Tt

Telepresence

A high-quality, multidisplay, immersive video conferencing experience.

Back to top

Uu

Unified Communications (UC)

The tight integration of multiple communication methods, including IM, telephony and video conferencing.

Uniform Resource Indicator (URI)

A SIP naming convention; effectively an email address for dialing into a video conference.

URI Dialing

Dialing between different private address spaces using email-style URIs.

Back to top

Vv

VC

A shorthand form of video conferencing.

Virtual Meeting Room

A reserved space on a bridge allowing multiple participants to meet.

Virtual Machine

A software implementation of a physical machine where all the resources are virtualized.

Virtual Operator

An interactive voice response (IVR) system that guides the caller through meeting options.

Virtualization

The separation of hardware and software, allowing applications to run anywhere.

VMware ESXi

The VMware® virtualization infrastructure platform.

Voice Activated Switching (VAS)

A method by which the last active speaker in a video conference call is viewed by all participants.

Back to top

Learn more about video conferencing at:

www.lifesize.com/getstarted

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