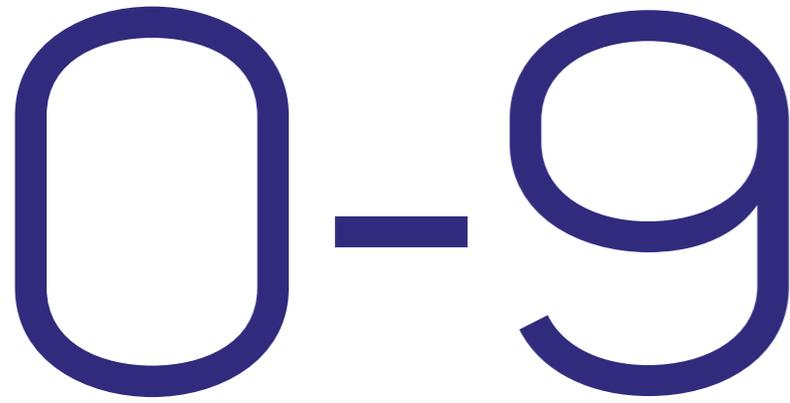


# Video Conferencing Glossary

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

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## 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.

# 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.

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# 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.



## Call Control

See [Gatekeeper](#).

## 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 so that multiple locations can join the same meeting.

## 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.

# Dd

## Data Sharing

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

## 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](#).

# Ee

## Embedded MCU

A bridge that is built into an endpoint.

## 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.

# Ff

## Failover

The process or capability of seamlessly switching over to a functioning equivalent device.

## 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

A variable number of ports on a bridge.

## Flexible Port Capacity

See [Flex Port](#).

# 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.

# 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

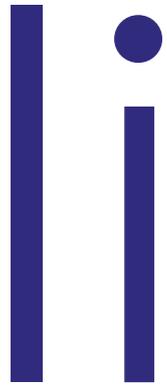
A standard associated with firewall traversal.

## 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.



## 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.

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# Mm

## Multipoint Control Unit (MCU)

See [Bridge](#).

## Micpod

A small microphone that connects to your video conferencing system.

## Multiparty

See [Bridging](#).

## Multipoint

See [Bridging](#).

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## On-Demand Call

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

## On-Premise

The term for hosting your technology yourself.

# Pp

## Phone (Video Conferencing Phone)

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

## 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.

## Point-to-Point

When two locations connect on a call.

## Product Activation Code

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

## PTZ Camera

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

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# 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.



## Scalability

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

## Scheduled Calls or Scheduling

The act of reserving resources.

## 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.

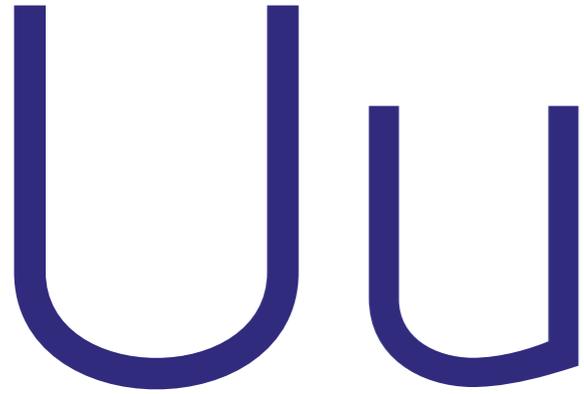
## Streaming

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.

# Tt

## Telepresence

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



## 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.



## VC

A shorthand form of video conferencing.

## Virtual Meeting Room

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

## 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.

Learn more about video conferencing at:  
[www.lifesize.com/getstarted](http://www.lifesize.com/getstarted)



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