Video Conferencing Glossary
A guide to the most commonly used terms in video conferencing.
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.
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.
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.)

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.

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.

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.
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.
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.
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.
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.

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.
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.
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.

Integrated Services Digital Network (ISDN)
A digital telephone line used extensively in video conferencing before Internet connectivity was widely available.
Micpod
A small microphone that connects to your video conferencing system.

Multiparty
See Bridging.

Multipoint
See Bridging.
On-Demand Call
Instantly available video conference calls with anyone, anytime, anywhere.

On-Premise
The term for hosting your technology yourself.
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.
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.
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