



Technology Capabilities and Definitions

Term	What is it?	Where is it?	What does it do?	Notes
Ethernet	Wall connection for "Plug in" internet access	231, 302, 330, 332, 334, 336, 338, 340, MUB II, MUB II, 304, GSR, Strafford, 203, 233, 207, 237, Wildcat Den, Entertainment Center.	Allows anyone with an internet enabled device and cord to plug in and access the internet	A "plug in" access is recommended over wireless whenever the internet is being used for a presentation. It is more reliable in speed and consistency of connection than wireless connections. The Ethernet jacks are orange in most of our rooms.
Wireless Internet	Internet access that requires no plug in	Throughout building	Allows anyone with an internet enabled device to access the internet without plugging in to a wall Ethernet jack.	A "plug in" access is recommended over wireless whenever the internet is being used for a presentation. It is more reliable in speed and consistency of connection than wireless connections.
Phone Jack	Wall connection for telephones	Inactive jacks are available in most of our rooms. Active jacks are available only in 321. Other rooms can be activated for a charge through telecom.	Allows anyone with an analog phone to plug into the wall and get phone access.	For conference calls, room 321 can only use an analog telephone.
Cable TV	Wall connection that provides access to channels through a television	Grafton Lounge, GSR, Strafford Room, MUB I, MUB II, Food Court, Entertainment Center	Allows anyone with a cable ready TV to connect and receive television channels provided through UNH Cable.	This can be used for simulcast viewing of a live event. Requires the event to be captured on video by UNH Video Services, and broadcast on a channel arranged for through UNH Cable Services. Can be viewed in any room that has cable access and a TV or appropriate screen and projector such as the MUB Theaters.
Webinar	A presentation viewed over the internet. Can be live or not live.	A webinar can be accommodated in any room that has internet access.	The audience can hear or see and hear a remote presenter. Audience cannot interact with remote presenter through the computer, but could have a separate phone line connection to communicate with the remote person.	A "plug in" access is recommended over wireless whenever the internet is being used for a presentation. It is more reliable in speed and consistency of connection than wireless connections.

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Teleconference or Conference Call	A group of people in one room talking through a speaker phone to one or more parties in remote locations.	Anywhere a live phone jack is available. See phone jack.	A group of people in one room talking through a speaker phone to one or more parties in remote locations.	For conference calls, room 321 can only use an analog telephone.
Video Conference	Two way interaction with voice and video	Distance Learning Studio – arranged through Mark Leonard. Not controlled by or accessed through the MUB.	This is a higher end and higher quality interaction often used for training or classes. It allows for two way “many to many” communications that include both video and conversation.	Video conference is a term that gets used often, but clients may really only need a webinar and teleconference or a SKYPE conference.
SKYPE	Two way video interactions through the online service called Skype.	Anywhere that the internet can be accessed. Requires a computer with a camera and microphone and it requires a Skype account. The MUB has all of these available to clients.	Allows people in front of one computer to see and converse with people in a remote location. Both parties must have Skype accounts and computers with camera and microphones.	This is a low quality video but is most often used to bring remotely located people into a meeting.
Simulcast	Remote viewing with audio of a live or recorded event.	The MUB can accommodate a simulcast from the GSR to the Food Court to the Strafford Room. A simulcast can also be achieved using Cable TV (see cable TV)	An event can be happening in one location and viewed in another. This is often used to accommodate “overflow” audience for large events. The event could be a video or it could be a live event such as a speaker on a stage.	A simulcast generally requires UNH Video Services to provide the video in the original room.
Live Video Streaming	Watching a live event over the internet from a remote location	Not currently offered by MUB, but is being explored.	This allows a “one to many” operation where a live event is taking place in one location, and many different people can connect to internet site to watch the live event on their screen.	