

SVETN/Tandberg Glossary

A Convergence of Jargon from Telephony, Computing, Multi-media, and Instruction

Bridge – (verb) to simultaneously link multiple locations; (noun) the matrix device that provides the linkages; also MCU (Multisite Control Unit). Tandberg's MPS800 is a shared device capable of supporting 5 videoconferences simultaneously. Also, strategically located SVETN endpoints, usually one in each school division with three or more ITV classrooms, have built in MCUs that can bridge up to five sites.

Connection Monitor (or screen) - the video screen that displays the incoming video classrooms and, when selected, superimposed menu options. Typically there are three Connection Monitors in each SVETN classroom: one behind the students for the instructor to view; another in the center of the small Touch Screen on the instructor's desk; the third behind the instructor for the students to view.

Dialing a Call, Making a Call – the process of connecting with another videoconferencing device.

Downloading - receiving picture and sound from a distant server to save and play back on your computer. The Tandberg TCS provides this option.

Elmo – the brand of document camera with stand used in most SVETN classrooms.

Endpoint – Tandberg's designation for the videoconferencing device at your location; CODEC – stand for coder-decoder; another generic name for an endpoint.

Ethernet – a frame-based computer networking technology used to support IP.

Far End Control – an endpoint feature that works when just two classrooms are connected to give the instructor limited control of some functions at the distant site such as pan-tilt-zoom of the student or instructor camera, switch between all image sources, or start/stop DVD/VCR.

Fiber Optic Classrooms – a holdover description of ITV-equipped classrooms in the SVETN Consortium.

Firewall – computer networking devices or protocols designed to prevent unauthorized access to or from a private network.

Internet – ubiquitous application of IP in a global network of interconnected computers.

IP – Internet protocol; a protocol used for communicating data across a packet-switched internetwork using the Internet Protocol Suite, also referred to as TCP/IP; **H.323** – a protocol for IP videoconferencing; it's how we do it.

ITV – Interactive Video.

Near End – where you are; **Far End** – where the others are.

Netcasting – transmitting over the Internet or a private IP network to multiple locations simultaneously; implies serving a wider audience than streaming.

Presentation monitor – the monitor behind the teacher that is used to display an enlarged view of the Elmo, pc, or DVD player. When one of these 3 Graphics Sources isn't selected, the Presentation Monitor display duplicates the local or Near image seen on the Connection Monitor. The Presentation image also may be made to appear on the NEC computer monitor, so the instructor doesn't have to turn around to see, for example, what she is writing on the Elmo.

Streaming – video and/or audio originating from a server; there may be multiple streams with the same content but they are delivered one-to-one; the delivery is one way and thus not interactive.

Tandberg – the brand of videoconferencing equipment preferred by SVETN.

TCS – Tandberg Content Server. A specialized server shared by all SVETN members that will record, download or stream videoconferences.

TMS – Tandberg Management System. A shared network application with a web interface intended for ITV support persons to troubleshoot endpoint difficulties and schedule videoconferences.

Touch Screen – the device for controlling many of the instructor's tools. It is the small video monitor on the console that enables switching between video sources; changing the camera views and presetting frequently used angles; controlling the DVD player and VCR record-play functions; adjusting speaker volume; muting outgoing audio; and dialing out or disconnecting calls.

TRC-4 Handheld Remote Control – performs the functions of the Touch Screen and many more; provides "take with" operation allowing the teacher to move out from behind the console and around the classroom. Must be pointed in the general direction of the student camera to operate.

Videoconferencing – conferencing by audio AND video; the "conference" may be an interactive class.