



T1V

Overview

Agenda

Who We Are + What We Do

Product Overview

Collaboration

Active Learning

Branded Interaction

Why T1V?

Case Studies

T1V

Who we are

 founded in 2008

 based in Charlotte, NC

 60+ people

passionate team of engineers | developers
sales + marketing | strategy | r+d | operations



our mission:
to remove barriers to
collaboration



What we do

T1V is a visual collaboration company

we develop simple ways for people to tackle complex problems, together...

Our focus is on 3 key platforms:

collaboration

active learning

branded interaction

Why we're different

Software-based Solutions

- Less hardware = fewer points of failure
- Continuous software updates and improvements released quarterly

Intuitive UI / UX

- Single experience across all products
- Easy to use, little training required

Flexibility

- Display agnostic / platform agnostic
- Work with T1V to tailor your solution to you

Best-in-class Support

- T1V Support team available by phone and email
- Single point of contact for troubleshooting

Pricing Model

- Initial investment + recurring annual license fee
 - ◆ **SaaS model** includes support, software updates, training resources
 - ◆ Options for Customer Success tiered services
- **T1V licenses the device**, not the user
- T1V device loaded with software + the **hardware of your choice**

Our Customers



Mercedes-Benz



ENGINEERING
TEXAS A&M UNIVERSITY

Core Technology Offering

collaboration



**ANY Meeting Room,
ONE Experience**

active learning



**Total Connectivity
for the Classroom**

branded interaction



**Branded Solutions at
Affordable Rates**

ThinkHub®

BYOD COLLABORATION

- **Interactive Canvas** | expands 20x the surface area of the physical touchscreen, draw directly on the Canvas for digital whiteboarding
- **Annotation toolset** | annotate anything on the Canvas, including live feeds
- **Built-in Apps** | Notes, Sketches, Web Browser, Groups
- **Hardware-Agnostic** | compatible with major touch display brands; single panel or multipanel configurations

HubVC™

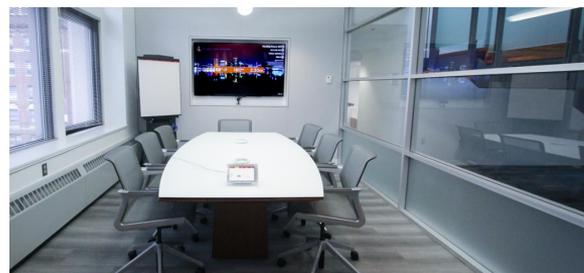
BYOD WIRELESS SCREEN SHARE | WHITEBOARD | VC

- **Simultaneous Streaming** | share up to 4 devices at the same time - macOS, iOS, Windows, Android, Linux
- **Create Unlimited Whiteboards** | single tap to create and swipe between your whiteboards
- **Seamless Video Conferencing** | supports VC across Zoom, Webex, and MS Teams

AirConnect™

BYOD MOBILE APP

- **SINGLE Mobile App for all ThinkHub/ViewHub users**
- **BYOD wireless device sharing** | supports macOS, iOS, Windows, Android, Linux
- **AirConnect Access™** | remote users can connect, share, view, control, and virtually point at the ThinkHub/ViewHub Canvas
- **AirConnect Files™** | users can transfer files between their device and the ThinkHub Canvas - this includes media files, notes, and URLs



ThinkHub®

BYOD COLLABORATION

- **Interactive Canvas** | expands 20x the surface area of the physical touchscreen, draw directly on the Canvas for digital whiteboarding
- **Persistent Sessions** | save and resume sessions, right where you last left off
- **BYOD wireless device sharing** | supports macOS, iOS, Windows, Android, Linux
- **Annotation toolset** | annotate anything on the Canvas, including live feeds
- **Built-in Apps** | Notes, Sketches, Web Browser, Groups
- **Groups** | Powerful grouping tool to better visualize and organize content
- **Easy Content Sharing** | share content from a USB on the fly, or select from integrated network drive or cloud server, or share via AirConnect Access™
- **Quick Start** | no session prep required - just tap and go, intuitive interface means zero to little training required
- **Hardware-Agnostic** | compatible with major touch display brands; single panel or multipanel configurations



Key Benefits

- **More efficient meetings** | reduce wasted meeting time on setup / follow-up + total persistence from session to session
- **Support remote + global teams** | real-time, room to room sessions that teams can resume anytime, any time zone
- **Make presentations more effective** | engage your audience, present more memorable content with mixed media
- **Improve collaborative workflow** | facilitate work from team to team with ease
- **Support agile improvement** | big room planning, process flow visualization
- **Reduce cost of room equipment + maintenance** | one solution to suit many needs; ongoing software updates ensures constant improvements to software



ThinkHub[®]

ADD-ON MODULES

- **ThinkHub MultiSite™** | Connect up to 10 locations for real time, site to site collaboration
- **ThinkHub VC™** | Integrate videoconferencing systems + apps like Polycom/Cisco, Skype For Business, WebEx, BlueJeans, Zoom, and more...
- **ThinkHub Dock™** | 'Dock' content on different displays around the room
- **ThinkHub Agile™** | Tools for the Agile organization, including Groups, System of Record Integration, Agile Templates, and ThinkHub Agile Elaborate. Built to seamlessly link your agile ceremonies to more persistent collaboration that supports remote participants.
- **ThinkHub xCanvas™** | For a more immersive ThinkHub experience, create an xCanvas that spans your entire space, with the ability to place content anywhere in the room via touch or any mobile device. Supports touch or non-touch displays.
- **ThinkHub Cloud Access™** | A cloud-based ThinkHub Canvas designed to allow users to prep or setup ThinkHub sessions prior to live meetings or presentations via AirConnect Access.
- **ThinkHub Virtual AV Matrix™** | configure in-room hardware



ThinkHub[®]

ThinkHub MultiSite™

Add-On Module

- **Connect multiple locations** | ThinkHub MultiSite supports up to 10 locations on a single MultiSite session
- **Real-time, Room-to-Room Collaboration** | ThinkHub MultiSite Canvases are totally connected - share unlimited content and work on a shared Canvas that updates immediately
- **SMB or Enterprise Networks** | choose from two secure network options - SMB utilizes a cloud-relay server to connect ThinkHubs on different networks; Enterprise lives on the client network along with all connected ThinkHubs
- **MultiSite VC** | Integrated audio + video conferencing for your MultiSite participants
- **MultiSite Sync** | Sync your team so everyone in the MultiSite session is looking at the same area of the Canvas
- **Supports Multiple Configurations** | connect single panel and multipanel display configurations



ThinkHub[®]

ThinkHub VC™

Add-On Module

- **Native Integration** | Configure your current VC software to work with ThinkHub - this is accessible from the Menu navigation
- **Join or Create** | Users may join an existing call or create a new meeting to invite participants
- **Shared Canvas** | Remote participants can view the ThinkHub Canvas
- **See Everyone** | In-room participants can view remote participants' screens and/or camera feed on the ThinkHub Canvas



Skype
for Business



Cisco
webex

zoom BlueJeans

ThinkHub®

ThinkHub Dock™ Add-On Module

- **Ability to 'dock' content on different displays ('docks') around the room**
- Dock individual pieces of content (images, videos, shared devices, PDFs, sketches, notes, etc...) or the entire Canvas
- All docked content will stream in real time
 - ◆ Make notes / annotations
 - ◆ Resize content
 - ◆ Play video / stream devices
- ThinkHub Dock currently supports up to two display docks at a time
- Great way to reference content throughout a presentation or lesson

ThinkHub



ThinkHub Dock 1



ThinkHub Dock 2

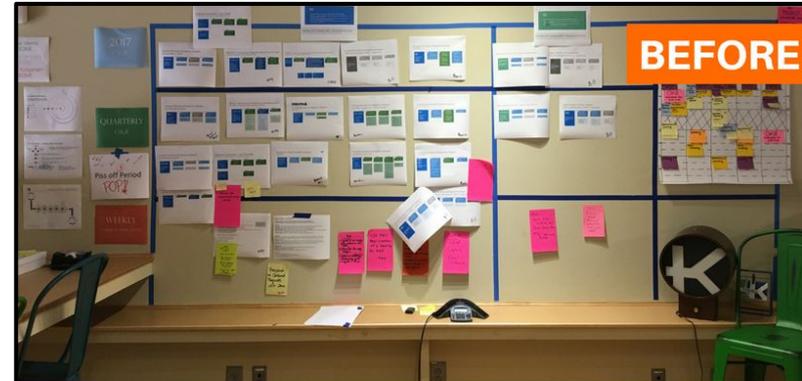


ThinkHub[®]

ThinkHub Agile™ Add-On Module

ThinkHub Agile™ is a set of tools designed for design thinking and lean-agile organizations, including:

- **Groups** | quickly organize digital sticky notes into groups; synthesize large amounts of content and data with ease. Export into a CSV file for further analysis after the session.
- **System of Record Integration** | import/export ThinkHub Agile sessions with third party system of record software like JIRA and CA Rally. Use this tool to ensure you're never duplicating work and that your progress remains up to date between ThinkHub and your system of record tool.
- **Agile Templates** | for retrospectives, daily standups, and other team ceremonies. Contribute from the convenience of your device via AirConnect Notes - enabling teams members to participate whether in room or working remotely.



ThinkHub®

ThinkHub xCanvas™

Add-On Module

- **Easily toss items across the room** | use touch gestures to 'toss' content from one display to another, or use AirConnect to control placement of content assets
- **Smart Grids** | supports multiple grid configurations, drag content into grid to view in optimal size/alignment
- **Full screen mode** | - tap on any asset to view in full screen mode in its current display
- **Separate Canvas trays** | for each display, so you can access all ThinkHub functionality no matter which screen you're on
- **Use AirConnect Access to control and move content** | this functions as a remote control whether you're in the room or operating remotely. Also use AC Access to send notes, URLs, and files to the xCanvas. To send files to a specific area of the xCanvas, simply drag and drop over your target area
- **Supports up to 12 1080p displays or up to three 4K displays** | displays can be touch or non-touch



ThinkHub
xCanvas™



ThinkHub
xCanvas™

ThinkHub®

ThinkHub Cloud Access™

Add-On Module

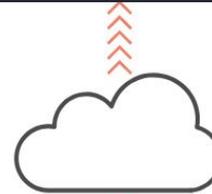
- A cloud-based ThinkHub Canvas designed to allow users to prep or setup ThinkHub sessions prior to live meetings or presentations via AirConnect Access.
- Dedicated computer can be hosted by the enterprise (locally) or T1V (off-site).

USE CASE

If ThinkHub is in a high-demand area, meeting or class leaders can use Cloud Access to prepare their ThinkHub sessions in advance. Using their AirConnect application, users will login to the Cloud Access ThinkHub, create a session, and layout the session with their content. They can then download the session file (.t1vx) to their device, and upload to the in-room ThinkHub whenever their meeting or class begins. This gives leaders the time to work through their presentations in advance and from the convenience of their device.



ThinkHub Cloud Access
prep sessions via a cloud-based ThinkHub Canvas

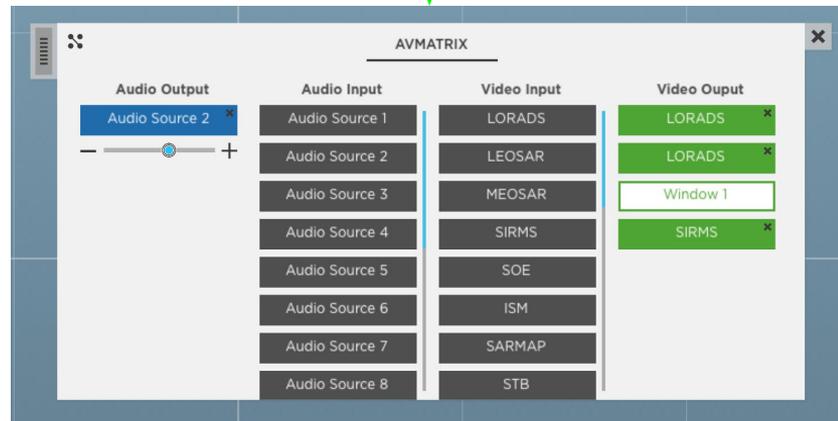
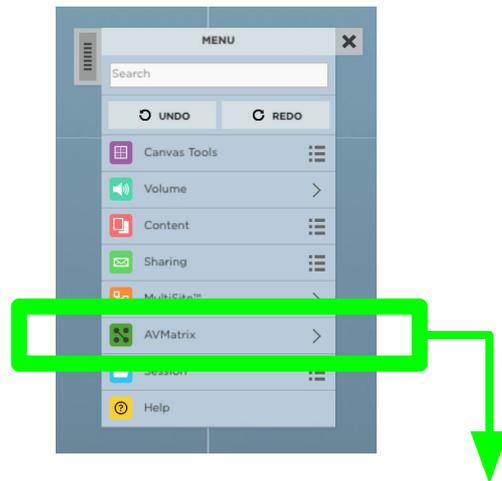


AirConnect Access
on any mobile device
(laptop, tablet, smartphone)

ThinkHub

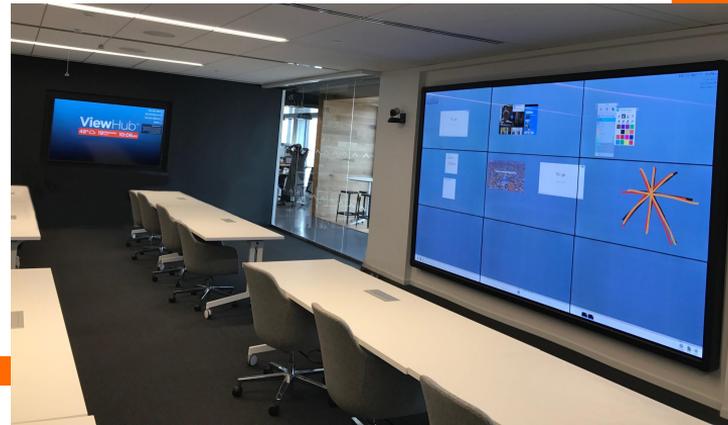
ThinkHub Virtual AV Matrix™ Add-On Module

- The Virtual AV Matrix allows you to control an external Audio Video Matrix Switcher
- Users now have the ability to simply drag and drop inputs and outputs to establish connections between their hardware throughout the room - this is done within the ThinkHub Menu
- No limit to the number of input/output items, fully configurable.
- Volume control on audio outputs
- Can support and manage multiple hardware matrix devices (that are on the same network) simultaneously



USE CASES

- Meeting Room
- Conference Room
- Huddle Space
- Interactive Auditorium
- Classroom
- Library
- Learning Center
- Executive Briefing Center
- Innovation Lab
- Collaboration Room
- Design Center
- Customer Service Center
- Executive Office
- Team Space



HubVC™

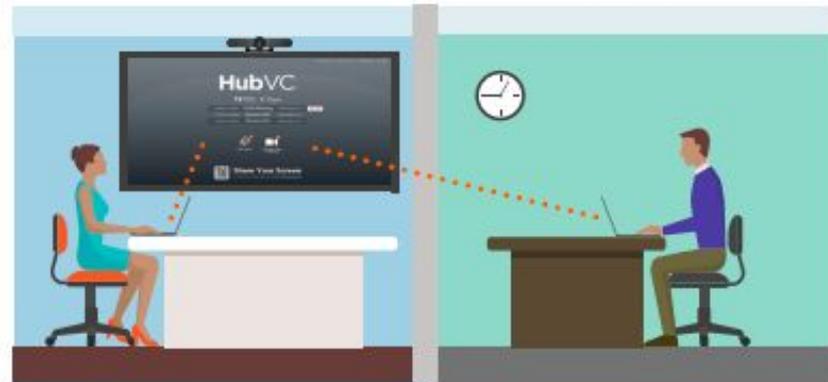
WIRELESS SCREEN SHARE | WHITEBOARD | VC

- **Collaboration Made Easy** | a simple collaboration board where teams can share devices, whiteboard, and video conference
- **Total Interoperability** | conduct all three major functions at the same time
- **BYOD Friendly** | supports all major platform devices (macOS, iOS, Windows, Android, Linux)
- **Stream Multiple Devices** | share up to four devices simultaneously
- **Create Unlimited Whiteboards** | single tap to create a new whiteboard, and swipe seamlessly between whiteboards to compare and contrast content
- **Use Any VC** | HubVC supports Zoom, WebEx, and MS Teams - so you can connect any way you want, and share your HubVC with participants
- **Participate From Anywhere** | With AirConnect, participants can connect, share, view, control, and virtually point at the Hub



NEW YORK

TOKYO



HubVC™

WIRELESS SCREEN SHARE | WHITEBOARD | VC

HUBVC EMPOWERS TEAMS TO:

- Draft ideas and work through new concepts with unlimited whiteboards
- Annotate on shared device screens for real-time feedback
- Share timelines, budgets, and to-do's - see it all in one place and work through milestones and roadblocks in your project planning sessions
- Share your data and dashboards to the Hub to better visualize your metrics and get everyone on the same page
- Present your content without interruption - tap the Hub to advance from slide to slide
- Engage off-site participants with integrated video conferencing options for Zoom, Webex, and MS Teams.

CORE USE CASES

- › **Recurring Status Meetings**
- › **Team Brainstorming Sessions**
- › **Remote Team Check-ins**
- › **Project Planning**
- › **Reviewing Creative Content**
- › **Analyzing Team Data and Dashboards**
- › **Comparing Weekly and Quarterly Reports**
- › **Ad-hoc Team Calls**
- › **Presentations with Simple Device Screen Sharing**

HubVC™

WIRELESS SCREEN SHARE | WHITEBOARD | VC

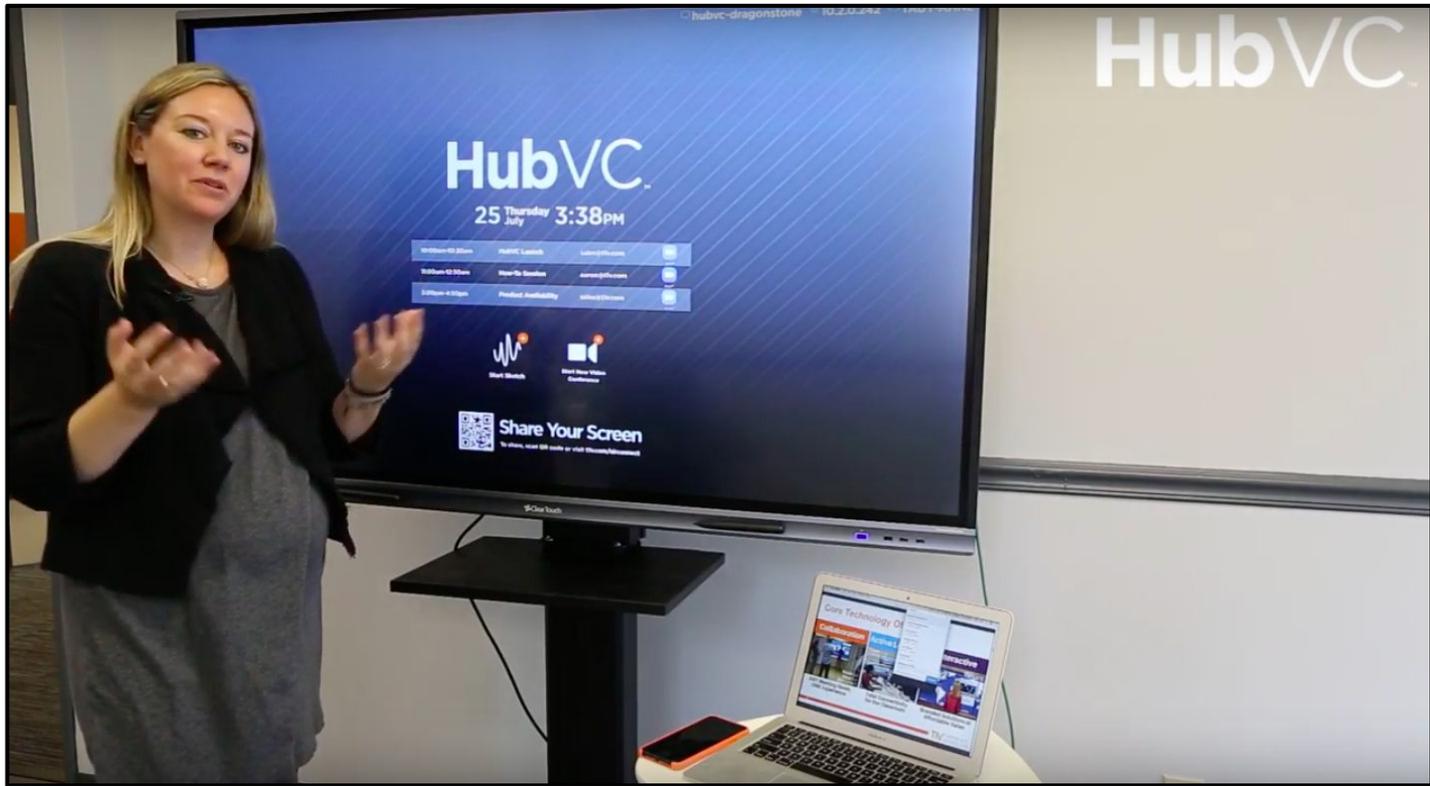
Integration Friendly: Choose 1 of 3 options

1. AIO bundle with single panel touch display, integrated HubVC OPS appliance, and camera / speaker / microphone
2. HubVC standalone appliance that can be paired with any qualified touch display / camera + speakers
3. Non-touch HubVC: HubVC appliance, HubVC 10" touch control panel, to be paired with any display



T1V AIO Bundle

HubVC Video Demo

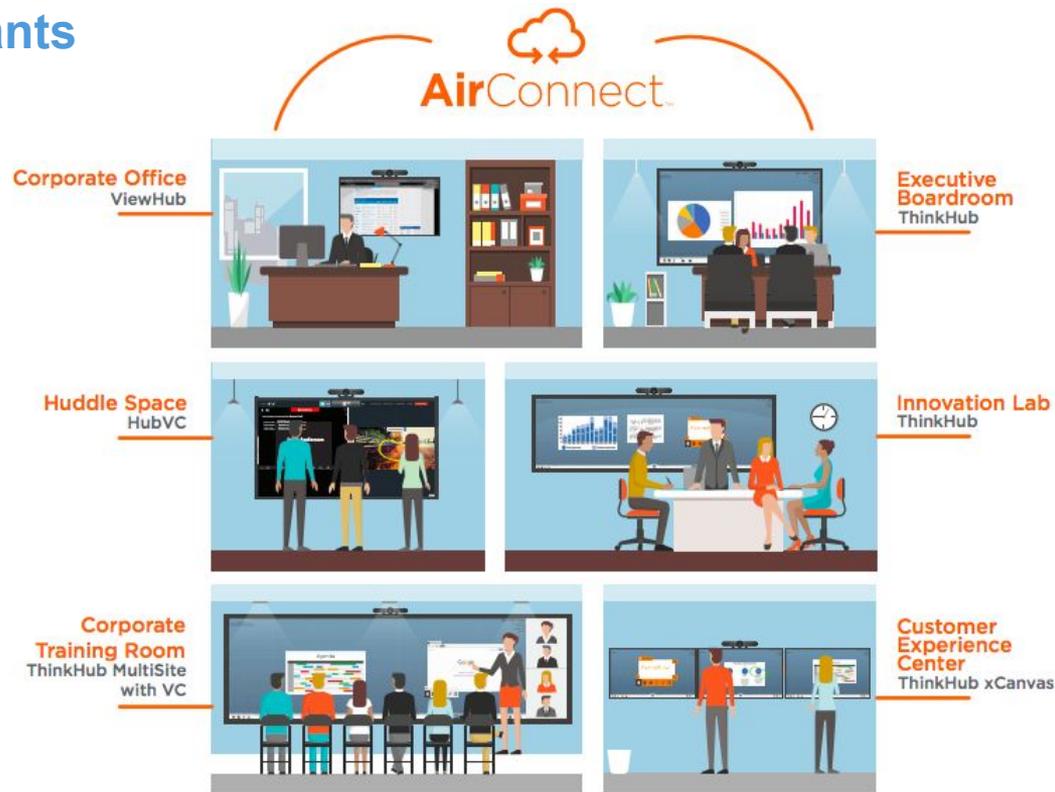


Video link: <https://www.youtube.com/watch?v=jTYHSY8Yggo&feature=youtu.be>

AirConnect™

BYOD App for all participants

- **Unlimited licenses** | available to all T1V Hub users (ThinkHub, HubVC, ThinkHub Connect)
- **Singular UX** | provides a seamless, consistent user experience to all Hub users
- **BYOD wireless device sharing** | supports macOS, iOS, Windows, Android, Linux
- **Simultaneous streaming** | supports simultaneous device connections to Hub
- **TouchControl™** | control Mac, Windows, laptops from Hub Canvas



AirConnect™

BYOD App for all participants

- **Clear Annotations** | clear annotations made on your shared device
- **AirConnect Access™** | remote users can view, control, and virtually point at the Hub
- **AirConnect Files™** | users can transfer files between their device and the Hub Canvas - this includes media files, sticky notes, and URLs
- **Two Network Modes** | *Direct Mode* allows devices to connect to Hub on the same network; *World Mode* allows devices to connect to Hub from any network in the world



ThinkHub CONNECT™

ACTIVE LEARNING SCALE-UP / TEAL

- **Total Connectivity** | all devices and displays are connected for seamless interaction between instructors and students
- **MultiPurpose** | Instructors can use ThinkHub stations as presentation and lecture tool; can also monitor and broadcast ThinkHub and ViewHub station activity to all student stations
- **BYOD Friendly** | supports all student devices (macOS, iOS, Windows, Android, Linux)
- **Mobility** | ThinkHub Tablet gives instructors the freedom to access and control content from anywhere in the room
- **Remote Learning** | engage remote instructors and students via AirConnect and ThinkHub MultiSite



Key Benefits

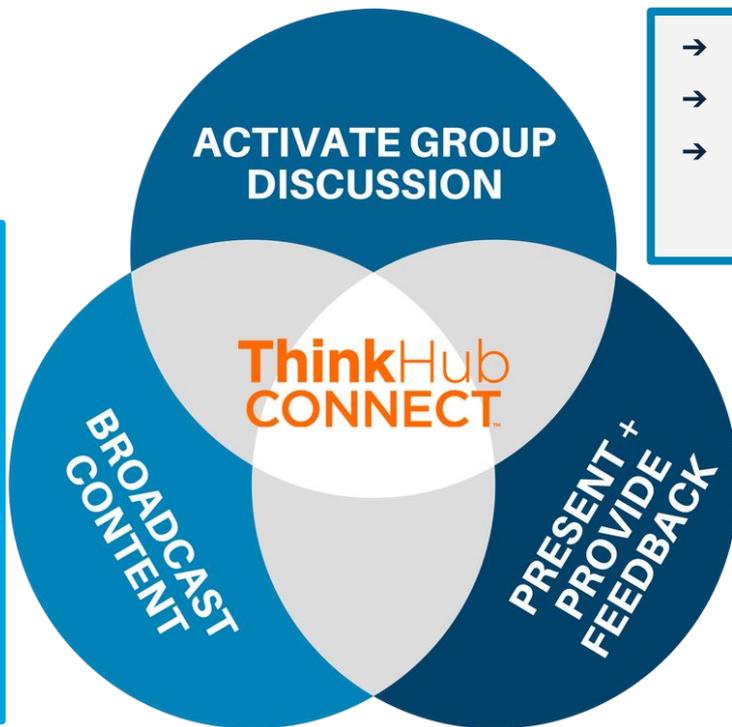
- Brings instructors, groups, devices, and content together for **collaboration-based work**
- Fosters **group-based learning** and teaching
- Multi-purpose technology
 - ◆ **Interactive lecturing** with ability to share content to class
 - ◆ **Activate group discussion** and content sharing with built-in BYOD capabilities
 - ◆ Provide and receive **active feedback** via digital annotations
- Software-based solution offers **greater scalability and flexibility** than competitor alternatives



ThinkHubCONNECT™

USE CASES

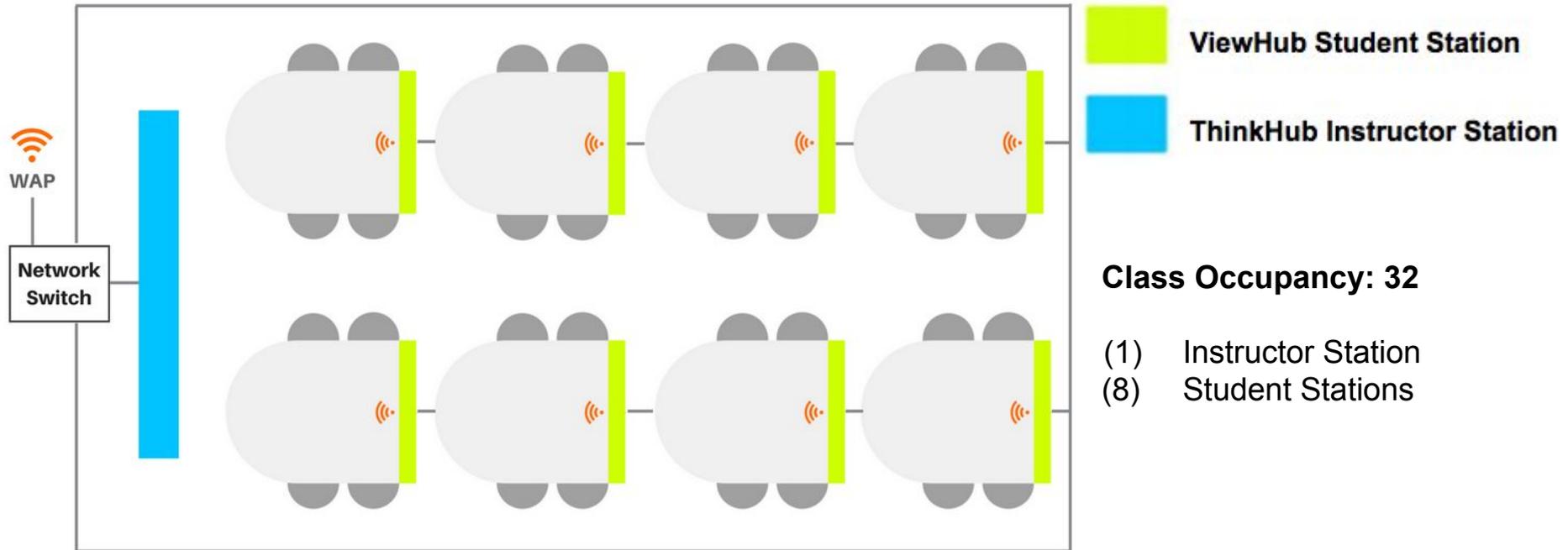
- Easily share instructor content (whiteboard, images, video, device mirroring) to student stations
- Instructor can select what they want to broadcast to all student stations: entire Canvas, individual content windows, or select student stations



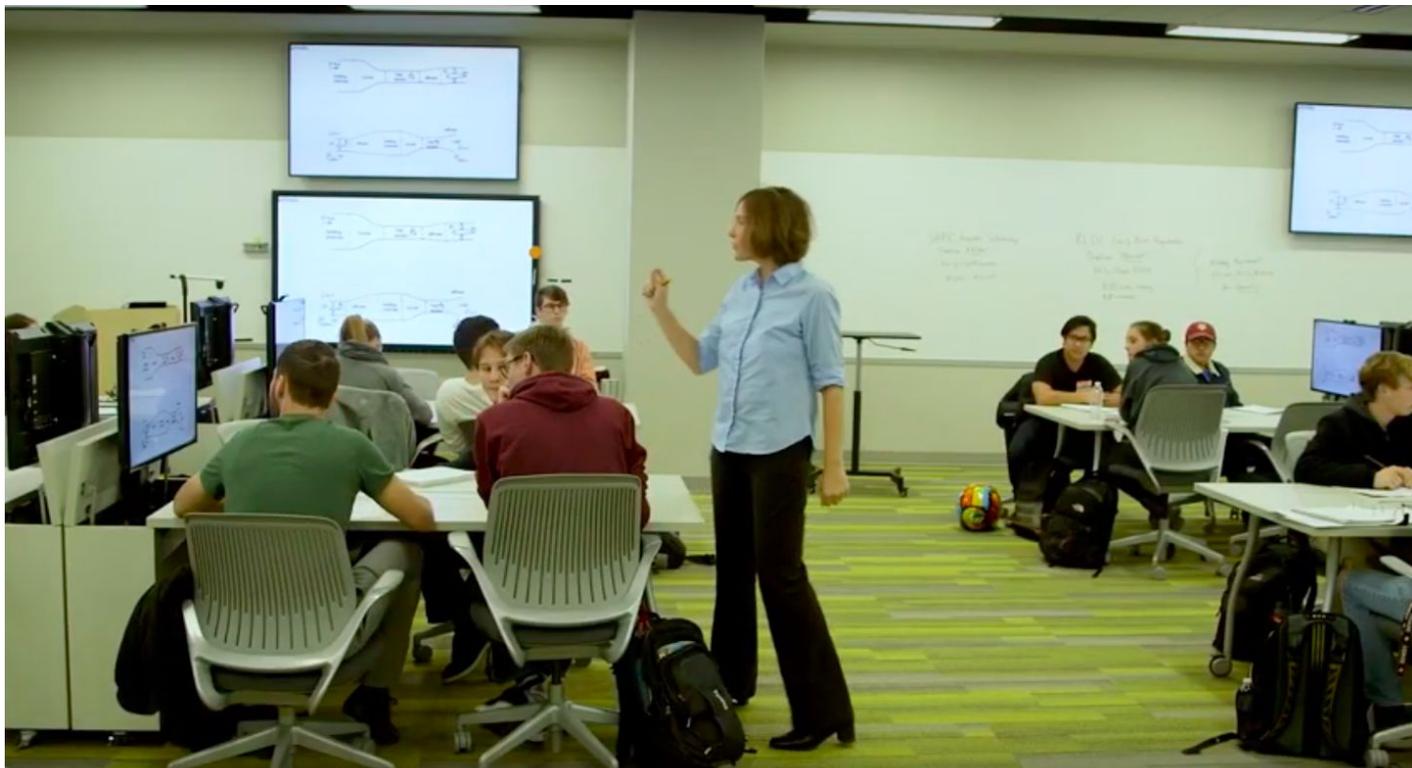
- Mirror device screens to student station display, supporting conversation with their own content
- Switch which devices and content are displayed on the student station
- Instructors can monitor activity and prompt student groups with questions

- Annotate broadcasted content - activity will be mirrored on student stations in real time
- Quickly switch between device screens with a single tap on the instructor station
- Control shared devices from the ThinkHub touch display with TouchControl™

ThinkHub Connect Sample Configuration - 32



ThinkHub Connect Video



Video link: <https://www.youtube.com/watch?v=g4CfLp6qIP8&feature=youtu.be>

INTERACTIVE



T1V SUITE™

INTERACTIVE,
SEMI-CUSTOM
SOFTWARE MODULES

T1V's Suite of interactive solutions optimizes your existing content for touch-friendly applications - making your brand more engaging than ever. Work with us to apply your branding to an existing module, or develop an even more tailored solution with our team.



T1V SUITE™

BRANDED INTERACTIVE WALLS

- **MultiTouch** | multiple touch points to support simultaneous interactions happening on different parts of the interactive display
- **MultiUser** | software that supports multiple people interacting with the same display at the same time
- **MultiApplication** | run multiple applications at the same time, on the same shared interactive display
- **Semi-Custom** | tailored experiences that leverage T1V Suite's existing software framework for faster, more affordable deployments
- **Mix and Match** | select one or several of our T1V Suite software modules to communicate with your audience; also pair well with T1V collaboration and active learning solutions
- **Branded Environments + WOW Factor**
- **Interactive Map, Interactive Timeline, and more...**



T1V SUITE™

KEY BENEFITS

- **Engage your audience** | involve your audience with interactive content for more meaningful experiences
- **Deliver memorable experiences** | whether presenting information or allowing your audience to engage on their own, they'll remember how unique their time with your content was
- **The 'Wow' factor** | there's no getting around it - interactive content experienced on large-format touchscreens leaves a lasting impression
- **Branded environments** | extend your brand experience beyond traditional materials and immerse your audience in a fully branded, interactive environment



INTERACTIVE TIMELINE

KEY FEATURES

- Large-scale, interactive timeline that features photos, videos, and other mixed media to represent your brand
- Content can be placed along a numeric timeline scale, where users can move along the timeline by swiping horizontally across text and images
- Tap on specific points on the timeline and navigate directly to a particular milestone



USE CASES

Executive Briefing Center
Lobby / Entryway
Events + Exhibits
University Alumni Center
Customer-facing Meeting
Room
Training Center

INTERACTIVE MAP

KEY FEATURES

- Large-scale, geographic map with color-coded pins representing different search categories
- Pins can be filtered by tapping a legend on the map
- Tap on a pin to unlock additional information such as text, images, videos
- Pinch-zoom, pan across map to specific areas



USE CASES - MAP PIN CONTENT

Global Offices
Projects / Image Gallery
Customers / Case Studies
Upcoming Events
Demo Centers
Briefing Centers

BRANDED MODULES

KEY FEATURES

- Work with T1V to develop a fully-branded interactive experience that;
 - ◆ Utilizes your existing marketing assets - images, videos, collateral, digital, social
 - ◆ Builds on existing T1V software framework, so more affordable than custom touch solutions
- Additional interactive modules and custom project development information available



Interactive Billiards | Marriott



Build-A-Fish | The Cowfish



Endless Aisle | Lowe's

T1V's Unique Offering

ONE INTERACTIVE WALL, MULTIPLE PURPOSES



BYOD Collaboration Software



T1V Suite Interactive Map



T1V Suite Interactive Timeline

ThinkHub™ + T1VSUITE™

- improved room utilization (collaboration + presentation + branded interaction)
- more user touch points within an organization - external and internal
- multiple purposes = improved ROI

WHY T1V?

COLLABORATION

- In-room + Remote collaboration
- Wireless Presentation
- Small - Large Meeting Rooms
- Single & Multi-Panel Walls

ACTIVE LEARNING

- In-room + Remote learning
- TEAL + SCALE-UP rooms
- Scalability + Flexibility
- Small - Large Learning Rooms
- Single & Multi-Panel Walls

INTERACTIVE

- Semi-custom modules (quick, affordable)
- 'WOW' branded experiences
- Single & Multi-Panel Walls

T1V EXPERIENCE INTERACTIVE

THANK YOU.

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NetApp

Redefining Global Teamwork for NetApp's Bengaluru Office

CHALLENGE

NetApp commissioned a new campus in Bengaluru, India, that would house 3,500 employees - making it the largest campus company-wide. NetApp's biggest challenge was to create a scalable, consistent user experience across a variety of meeting room types, that would support BYOD and wireless collaboration from room to room.

SOLUTION

T1V's collaboration platform provides a single, seamless cross-campus experience in 293 ViewHub rooms and 14 ThinkHub rooms. AirConnect BYOD app supports macOS, iOS, Windows, Android device connectivity and remote participation. ThinkHub and ViewHub are running on a variety of display sizes and types, including projectors in some of the ViewHub rooms. These cutting-edge tools are maximizing efficiency and cultivating collaboration across NetApp's global teams.



[Read the Case Study](#)

T1V EXPERIENCE
INTERACTIVE

Duke University

A transformational experience at Karsh Alumni + Visitors Center

CHALLENGE

Located at the gateway of campus, the new Karsh Alumni and Visitors Center is the first stop for alumni and visitors to start their Duke journey. Duke sought to create a space where alumni and visitors could learn about the University. The space needed to be interactive and transformational, and that told one cohesive Duke story.

SOLUTION

T1V Suite interactive software allows alumni and visitors to explore a rich timeline of Duke history, learn about notable alumni, browse on-campus events, and more... The T1V Suite software apps each house unique sets of content, but are branded for Duke, and all work with one another to tell one cohesive story. The software is deployed on multiple interactive touch walls: (1) 6x3 Multipanel LED; (1) 3x1 Multipanel LCD; (2) 65"LCD.

[Read the Case Study](#)



6x3 Multipanel LED Touchscreen Wall
Running T1V Suite Interactive Software





IBM

Digitizing Design Thinking

T1V PRODUCT NICHE

ThinkHub Agile for lean-agile + design thinking teams CHALLENGE

IBM hosts design thinking sessions for external teams, where it coaches business leaders on strategic decision making and planning. Traditionally, this process involved a lot of sticky notes and whiteboarding sessions, all of which had to be manually typed and documented after a design thinking session. It also required most participants to be physically present in the room to participate in the design thinking session.

SOLUTION

T1V's ThinkHub Agile solution enables IBM design thinking moderators to lead sessions where all participants - whether in-room or participating remotely - can contribute their thoughts to a session. Using the AirConnect mobile app, users can send their notes to the Canvas with the touch of a button. Moderators can then further analyze and organize these digital 'sticky notes' into groups of information that can be examined more closely or assigned to break-out groups. Most importantly - all of this work persists in a digital format, which can be saved and resumed at a later date. There are 3 98" touch displays that have the flexibility to connect with one another or to work independent of each other. The room can even be reconfigured into 3 separate working areas with wall dividers.



Non-profit Foundation

A single experience across a range of room types

CHALLENGE

A non-profit foundation was looking for a large, multipanel wall to outfit its new headquarters in Baltimore, Maryland. T1V was identified as the company that could offer software for the large multipanel wall, however the non-profit foundation had 40+ other rooms that required BYOD collaboration technology.

SOLUTION

T1V's collaboration platform provides a single, seamless HQ experience in 40 ViewHub rooms and 5 ThinkHub rooms. AirConnect BYOD app supports macOS, iOS, Windows, Android device connectivity and remote participation. ThinkHub and ViewHub are running on a variety of display sizes and types, including large multipanel touch walls for ThinkHub and non-touch displays and/or projectors in the ViewHub rooms. Now, a non-profit foundation employee can walk into any one of these rooms and enjoy the same user experience across all room types.





Kingsmen Software

ThinkHub Agile for design thinking + lean-agile teams

CHALLENGE

The Kingsmen Software team has advised and built software for technology executives and teams in more than half of the nation's top 10 banks. Despite being a tech-forward company, their workflows and daily meetings were still a highly manual process involving sticky notes and having to constantly update their system of record. They also wanted a way to better collaborate with remote team members.

SOLUTION

Kingsmen Software is now using ThinkHub Agile to accelerate and streamline its day-to-day operations, from daily stand up rituals to design and brainstorming sessions. All sessions are persistent and can be saved and resumed at a later date. What's more, teams can export their work directly into their PPM tools, while also enabling remote team members the ability to participate and contribute with AirConnect mobile app.

[Watch the Video](#)





Texas A&M

COLLEGE OF ENGINEERING

Active Learning Studios

CHALLENGE

Texas A&M designed the Zachry Engineering Education Complex to be a modern, high-tech learning environment for undergraduate engineering education. The university sought a technology solution that would deliver a best-in-class, active learning experience to its students.

SOLUTION

T1V deployed ThinkHub Connect active learning technology - a product that fuses ThinkHub, ViewHub, and AirConnect for activity-based learning and teaching. The technology activates group discussion, enables instructors to easily broadcast content and monitor/provide feedback on group activity in real time. Texas A&M is deploying the technology in 32 rooms ranging from small to large classrooms (48-100 student capacity), paired with ThinkHub Connect Tablets for Canvas control, and ThinkHub MultiSite for remote learning.



WATCH THE VIDEO: <https://www.youtube.com/watch?v=dmBKN4NtefE>



Quinnipiac University

ACTIVE LEARNING ROOMS

CHALLENGE

Quinnipiac sought a way to facilitate active student learning through group activities and discussions. As the applicant pool decreases nationwide, Quinnipiac recognized a need to provide a truly unique and immersive learning experience to its students to compete in the shifting higher education landscape.

SOLUTION

T1V upfitted two classrooms with ThinkHub Connect - a solution composed of ThinkHub, ViewHub, and AirConnect working in tandem to facilitate active learning. The technology activates group discussion, enables instructors to easily broadcast content and monitor/provide feedback on group activity in real time. Each classroom has one ThinkHub Instructor Station and 5 ViewHub Student stations. Each ViewHub Station accommodates eight students for a total of 40 students per room.



University of Wisconsin

ACTIVE LEARNING ROOMS, VISUALIZATION LAB, AND MAKERSPACE

CHALLENGE

UW wanted to provide engineering students with a unified system to facilitate active learning, group projects, and discussions throughout a variety of learning environments.

SOLUTION

T1V upfitted three classrooms with ThinkHub Connect, T1V's active learning solution composed of ThinkHub, ViewHub, and AirConnect. Instructors can lead multimedia presentations from ThinkHub and share/monitor group work taking place at ViewHub student stations. In the Visualization Lab, students can take a more hands-on approach to design with access to a multipanel interactive wall running ThinkHub and 4 ViewHub displays. There are also additional ViewHubs in several conference rooms as well as the Makerspace, an open-concept room designed for student collaboration. Students can connect to all of these systems using AirConnect.



Plastipak

INTERACTIVE AUDITORIUM

CHALLENGE

Plastipak wanted a way to revamp its auditorium to easily present and engage with large audiences.

SOLUTION

Two 70" touch displays running ThinkHub collaboration software provide presenters with an active, multitouch Canvas to share and interact with presentations. Between the two ThinkHubs is a large ViewHub display, which can mirror the ThinkHub activity in real time. Members of the audience can also share their device screens to the ViewHub screen, making the auditorium more interactive for all participants.

WATCH THE VIDEO:

https://www.youtube.com/watch?v=_4Pfttibarg&feature=youtu.be





Eli Lilly

ENHANCING COLLABORATION IN THE MEDICAL COMMUNITY

CHALLENGE

Eli Lilly wanted a space where pharmaceutical representatives could quickly and concisely exchange information and share ideas to enhance innovation amongst members of the medical community.

SOLUTION

A 3x3 46" Interactive Wall running ThinkHub serves as a collaboration tool where pharmaceutical representatives can share and provide feedback on the latest research, articles, and recommendations published within the medical community. Eli Lilly opted to integrate videoconferencing with its ThinkHub system to facilitate remote collaboration and participation.

[Download the Project Profile](#)

SAP Americas

EXECUTIVE BRIEFING CENTER

CHALLENGE

SAP wanted to create a more interactive, engaging, and immersive experience for SAP customers. They wanted to communicate their story through their customers' stories, and they required an intuitive and user-friendly UI, with the ability to display and filter a large amount of content.

SOLUTION

T1V's 6-Panel Interactive Wall houses over 2000 customer stories featuring case studies, videos, images, text, and other dynamic content with a consistent look and feel. Users can search and filter all content, and T1V's custom software application pulls data directly from SAP's existing database – requiring no additional upkeep from SAP.

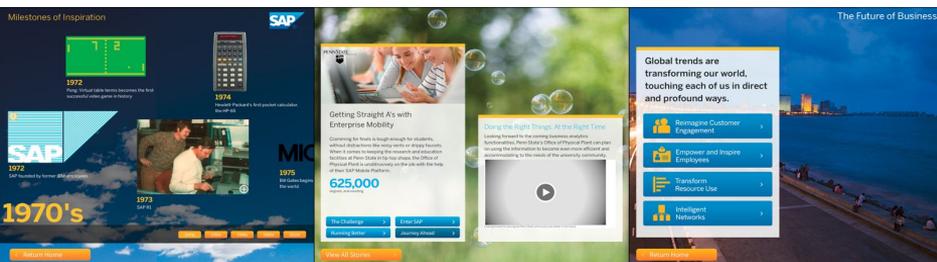
WATCH THE VIDEO:

<https://www.youtube.com/watch?v=ulmDDNZjPCU>

READ THE FULL CASE STUDY:

<https://www.t1v.com/hubfs/T1V-SAP-Case-Study-web.pdf>

T1V EXPERIENCE
INTERACTIVE





Texas A&M Univ.

THE BRIGHT COMPLEX

CHALLENGE

Texas A&M imagined a new football locker room that was equal parts WOW + function. It had to be a world-class recruiting facility, an interactive haven for players, and easily manageable for staff.

SOLUTION

T1V's CMS controls all 246 digital tiles, 3 video walls, and an insane amount of content (images, videos, messaging) all from one central dashboard. Staff can update content in real time across individual lockers or the entire locker room banner. With just one hour of training required, the CMS is incredibly easy to use.

WATCH THE VIDEO: <https://www.youtube.com/watch?v=IXEhFArSYPo>



American Express

INTERACTIVE WALL

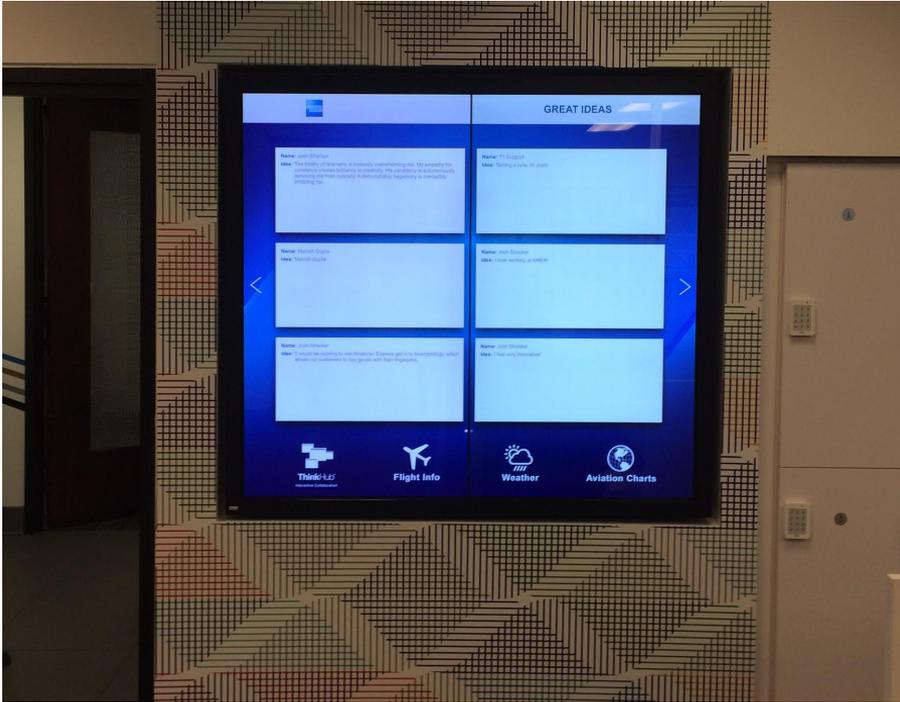
CHALLENGE

American Express wanted technology to facilitate idea sharing and collaboration between executives and employees in its private airport lounge.

SOLUTION

T1V's 2-panel Interactive Wall running ThinkHub provides a space where employees can communicate and idea build with one another. Additional, custom features were built into the AMEX solution, including the ability for employees to submit operational improvement ideas via an online portal. Given this solution is in the airport, local information - including flight, weather, and aviation charts, is also built into the ThinkHub UI.

[Download the Project Profile](#)





The Cowfish

BOOSTING CUSTOMER SATISFACTION + INTERACTION

CHALLENGE

The Cowfish was a new restaurant concept that wanted to attract families and young adults, provide an original experience, entertain and delight customers, and get people talking about the restaurant to kick start word of mouth.

SOLUTION

T1V integrated five inTouch Tables into The Cowfish' sushi bar – customers can view and order from the menu and play the Cowfish-branded Build-A-Fish game. To reduce wait times, T1V created the QVue™ Waitlist App – a mobile app where customers can join the waitlist and create custom avatars to add an element of fun and interaction. Now, The Cowfish has expanded to Raleigh, Orlando CityWalk™, and Atlanta.

WATCH THE VIDEO:

<https://www.youtube.com/watch?v=UX9R0Oo9b6c>

T1V EXPERIENCE INTERACTIVE

THANK YOU.

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