PresenceSummit: Virtual Experience Insider Guide

COLLABORATE

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What is the **Presence**Summit?

 Professional development for video communication
Thought leadership forum
Full day of education and interactive workshops
Online networking community





What's inside this guide?

LIVESTREAM

FACEBOOK

This guide includes a complete technology workflow that is being used for the **Presence**Summit.

Understanding the technology behind the PresenceSummit, can enhance your experience and provide a guide for hosting similar events.

Breakout Sessions

Goals for an Amazing Virtual Event

- 1. Maximize exposure on social media
- 2. Create engaging online experiences
- 3. Provide valuable education
- 4. Extend event networking possibilities



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Interactive Learning

Interactive learning is provided by Crowdpurr's audience engagement platform

The Summit is able to:

- 1. Host trivia questions
- 2. Share a leaderboard
- 3. Collect leads
- 4. Display real-time responses

smartcompany.live



2:01

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An Engaging Host

Key to any virtual events success is an engaging host.

Our host will be:

- 1. Presented in a professional studio
- 2. Connected to social media for engagement
- 3. Prepared to introduce guests and commentate on ongoing interactive elements



chat with your hosts on:

Linked in You Tube





Using Zoom for a Virtual Event

Open Zoom Rooms

Small Group Breakouts





Small Break Out Sessions (Presenter Lead)



Combining the Live Stream & Zoom Meetings

HOST

Send

Presence2020

200M MEETING ID

Capture Remote Guests for Live Production:



Simple Audio Setup



Host can hear audio from Zoom conference and interact with meeting participants **Audio Setup Options**

- 1. Bluetooth headset (connected to computer)
- 2. Wireless in-ear microphone system
- 3. Could be totally separate or the same as streaming system

Consistent Branded Presentation Style



Presence2020



ZOOM MEETING ID

Presence2020



PRESENTATION

ZOOM MEETING ID



ZOOM MEETING ID

Zoom Breakout Room Design



Open Space Collaboration Design

Moderated Group Collaboration



Zoom Room 1

| <u>.</u> | MA A | ÷ | at 2 Participants | E. | - | • | ø | Lauve Meeting | Send |
|----------|------|---|----------------------|----|---|---|---|---------------|------|

Zoom Room 2



Zoom Room 3

Dedicated Room Discussions









Busy Bee

DESIGNING YOUR EXPERIENCE







What is a Zoom Breakout Room?



Breakout Rooms

Breakout Rooms must be enabled to appear

Breakout room

Allow host to split meeting participants into separate, smaller rooms

Allow host to assign participants to breakout rooms when scheduling 🗵



This screen will come up as you switch between rooms

→ ____

Joining Breakout Rooms...

Breakout Room 1

It may take a few moments.

The meeting host will see this button



Managing Breakout Rooms

| | Assign 1 participants into 1 | Rooms: Manually | | | |
|-------------------|------------------------------|-----------------------|--------------------------------|---|--|
| | 1 participants per ro | oom | | | |
| | Create Rooms | | | | |
| ▼ Breakout Room 1 | | | 1 | | |
| Eren Yaeger | ÷ | Move to Br | eakout Room 2 | 1 | |
| • Breakout Room 2 | | ~ | 1 | | |
| Jack Barker | | | | | |
| • Breakout Room 1 | | 1 | - | | |
| Eren Yaeger | → Move to | o ≓ Exchange (| Breakout Room 2 Jack Barker | 1 | |
| * Breakout Room 2 | | 1 | | | |
| Jack Barker | | | | | |

Zoom Breakout Room Communications

| Breakout Rooms - In Progress | | Breakout Rooms - Not Started | |
|--|------|--|--------|
| | Join | ✓ Breakout Room 1 | Assign |
| Ann | | | |
| Molly | | | |
| | Join | | |
| Bob | | | |
| John | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | Move all participants into breakout rooms automatically | |
| | | Allow participants to return to the main session at any time | |
| | | Breakout rooms close automatically after: 30 minutes | |
| | | Notify me when the time is up | |
| | | Countdown after closing breakout room | |
| | | Set countdown timer: 60 😒 seconds | |
| | | | |
| Broadcast a message to all A Close All R | ooms | Options A Recreate A Add a Room | |

Breakout Room Participants

?

Join

Join

| * | Breakout Room 1 | | | | | |
|---|-----------------|--|--|--|--|--|
| | Eren Yaeger | | | | | |

Breakout Room 2

Jack Barker

Eren Yaeger in Breakout Room 1 asked for help.

Join Breakout Room

Later

From Molly Parker to everyone: We will be returning to the main room in 5 minutes.

Broadcast a message to all ^



| Number of breakout rooms | Maximum number of participants in the main meeting* | Number of Participants inside each breakout room |
|-----------------------------|---|--|
| 20 breakout rooms | Up to 500 participants | 25 |
| 30 breakout rooms | Up to 400 participants | 13 |
| 50 breakout rooms | Up to 200 participants | 4 |

Ideas for Breakout Sessions

Icebreaker Questions:

- Do you love working from home or would you rather be in the office? Is there a balance of both that you like best?
- 2. What's the hardest part about working virtually for you? The easiest?
- 3. Do you have a dedicated office space at home?
- 4. Show us your office space!
- 5. Where do you work most frequently from at home? Your office? Your kitchen table? The backyard? Your bed?
- 6. Be honest, how often do you work from bed?
- 7. What did you eat for breakfast?
- 8. What does your morning routine look like when working from home?
- 9. What's your number one tip for combating distractions when working from home?

Credit: https://museumhack.com/list-icebreakers-questions/#virtual

Ideas for Breakout Sessions

Virtual Team Building Ideas

1. Virtual board games or different jigsaw puzzles

- 2. An online game of Pictionary or office trivia
- 3. Desert Island Scenario
- Personal facts guessing game (gather facts about meeting attendees and then have people guess whos facts are whos)
- 5. Picture Sharing

World Cafe Creative Breakouts Sessions

HOST: Responsible for sharing
best takeaways from previous rounds with new guests.

- Four-person breakout meetings
 - Host stays attendees rotate through four rounds

Attendee: Randomly assigned during each 15 minute round.



Open Space Collaboration Rooms



WHY PEOPLE ATTEND EVENTS

Great event planners know how to stimulate the five human senses (sight, touch, smell, hearing, and taste) to create unforgettable experiences. The marketing of your event should distinctions clear between the in-person experience and the virtual experience.



The virtual ticket

UNDERSTANDING AN AUDIENCE

Event managers who understand their audience can deliver an experience that both excites and engages. Today more than ever, audiences are willing to pay to gain precious time well spent via engaging experiences.



Download our Graphics @ StreamGeeks.us/2way

HOST

Send

Presence2020

200M MEETING ID



SCALABILITY OF VIRTUAL TICKETS GLOBAL



DESIGNING YOUR EXPERIENCE

A cohesive experience should have a clear beginning, middle and end. The diagram below outlines some of the key experience stages you should plan to take your online audience through





ticket



The virtual ticket

TAKE YOUR EVENT GLOBAL

Event managers may be asking themselves, who is this online audience? How can you create an experience for people watching online? What type of experience are they expecting? How does an event planner manage the expectations of a live audience they can't see? Event managers who lack an appropriate strategy often neglect to address the virtual ticket opportunity because they have too many other pressing matters to attend to before the event's deadline.





Get a free copy of The Virtual Ticket at ptzoptics.com/book

