THE BUSINESS PLATFORM THAT CONNECTS YOUR DISTRIBUTED TEAMS ONLINE

IgniteTech's Sococo is a cloud-based SaaS platform that helps teams work side-by-side in the same online office, regardless of location. It's a virtual office solution for remote teams that overcomes the barriers of physical distance by allowing teams to collaborate and connect.

SOCOCO IS YOUR TEAM'S ONLINE OFFICE

In your online office, even remote workers feel connected. Anyone can hang around the coffee machine, bump into a colleague in the hall and attend team lunches (bring your own food!). Build relationships even if you've never met in person. Quickly create alignment and acceleration while increasing employee satisfaction.

- **Scaled Agile With Ease:** Organize your Agile Release Train teams in a space divided into dedicated functional rooms. Keep Release Train, Value Stream and Solutions Engineers in sync with Solutions Architects, regardless of location. Create multiple breakouts instantly after standups. An online place for SAFe teams to work, integrate, plan and learn together.

- **DevOps and Incident:** Create dedicated war rooms for managing production incidents. Bring the right group together on the fly — developers, operations, management and even customers can come together in a single location with voice, video, sharing and chat. Private breakout rooms make it easy to analyze issues in parallel. Configure each room with relevant content from your web-based tools. Keep stakeholders informed in real time, at the right pace and with the right level of data.

- **High-Performing Distributed Teams:** Dispersed teams get their work done as if they were co-located together in the same physical place. Instant connections between people provides the foundation for trust and cohesion necessary for creating a high-performing team. Teams naturally observe activity and see how people work as a team in an unintrusive and friendly way — simply by occupying the space together.

- **Bring Your Team Closer:** Overcome barriers of physical distance by showing up to work side-by-side in the same online office, regardless of location.

- **Collaborate Spontaneously:** Work together with others the same way you would in a physical space. Drop in, say hi, grab a room and get to work.

- **Accomplish Goals Faster:** See your colleagues, know what they're up to and get responses right away so you can be more productive.

QUICK FACTS: SOCOCO WORKPLACE

PRODUCT SUMMARY

IgniteTech's Sococo is an online workplace where distributed teams come to work together each day, side-by-side, no matter where team members might be. Down the hall, across campus, or halfway around the world — working in your organization's online office is even more productive than being on the same floor or in the same room.

TECHNICAL OVERVIEW

SECURE

— Industry-standard data encryption in transit and at rest

— Know who is in your meeting and who is listening

— Options for multi-tenant or single-tenant deployment

SCALABLE

— Quickly add additional spaces and provision teams

— Enterprise SSO

• Authenticate Via SAML2

— Web-based and installable applications

• Windows, Mac OSX

INTEGRATIONS

— Zoom   — Cisco Webex

— Microsoft Teams   — Google Meet

Companies can scale up instantly into multiple floors as business the grows to meet work space needs immediately.

| online | do not disturb | online | busy | online | away |

SERVICE REQUIREMENTS

• **Proxy:** While using a proxy service, ensure it has access to *.sococo.command and *.sococo.net.

• **Latency:** In order to maintain a high-quality experience with audio and video communication, network round trip time between an IgniteTech Sococo client and our media servers should be < 150ms. Rounds trips of > 400ms will have a significant impact on quality.

BANDWIDTH REQUIREMENTS

The following table provides resolution and bitrate information for individual media streams in Sococo.

STREAM	RESOLUTION	BITRATE (KBPS)
Audio	–	64
Video	320 x 240	80
Screen Share***	1024 x 768	1670* (1200)**

* Average screen share bandwidth based on a PowerPoint presentation
** Maximum screen share bandwidth
*** Screen Share bandwidth is widely variable based on application activity

UPLINK BANDWIDTH REQS PER PARTICIPANT

The following table provides average and maximum uplink bandwidth requirements based on media types.

PUBLISHING	TOTAL BITRATE (KBPS)... AVG. (MAX)
Audio	64 kbps
Audio + Share	224 (1264) kbps
Audio, Video + Share	304 (1344) kbps

FOR MORE INFORMATION

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