Additional Terms and Definitions:

- **Far Endpoint** — the endpoint is a uniquely addressable point on a network that can engage in a call with another videoconferencing endpoint. More broadly speaking, an endpoint is the CODEC, camera and monitor used for videoconferencing.

- **Telepresence** — telepresence is being defined as the use of very high-definition systems that are often configured to be viewed in such a way that the person is felt to be "present" in the room, often with the subject largely filling the frame. These telepresence systems often include multiple monitors and cameras in a single videoconferencing installation to provide a realistic virtual meeting space. These installations are often centered around purpose-built rooms and can connect with other VTC platforms to create impressive, bandwidth-intensive conference centers. These systems allow the sharing of content and provide various video inputs.

- **Video Codec** — the hardware that is used to code and decode audiovisual data sent in a videoconferencing session. It essentially serves as the brains of a videoconferencing endpoint, taking video data from the camera, transmitting a video signal to the monitor, taking in audio and video information from peripheral devices, and communicating with either core infrastructure or other endpoints. The codec may come in a variety of shapes and sizes, ranging from large PC-like boxes to small, all-in-one units.

- **Videoconferencing** — Videoconferencing is a technology that allows users in different locations to hold face-to-face meetings without having to move to a single location together. This technology is particularly convenient for business users in different cities or even different countries because it saves time, expenses and hassles associated with business travel.

- **Virtual Meeting Room (VMR)** — a collaboration space that is hosted on a cloud service. In a virtual meeting room, multiple participants can join the same video meeting and participants can join with just access to a web browser and a camera (mic and speaker).

- **Webcast** — a media presentation distributed over the Internet using streaming media technology to distribute a single content source to many simultaneous listeners/viewers. A webcast may either be distributed live or on demand. Essentially, webcasting is "broadcasting" over the Internet.

- **Webinar** — a combination of the words "web" and "seminar" is a video workshop, lecture or presentation hosted online using webinar software. Often business-related, these sessions can be used to share knowledge, ideas and updates with people around the world. Webinars can also be leveraged to build and nurture relationships, build authority around a brand, or demonstrate a product.