



LIVERY

Livery live e-learning guide

Blueprint for live e-learning
Livery - interactive video cloud

LIVERYVIDEO.COM | LIVE E-LEARNING

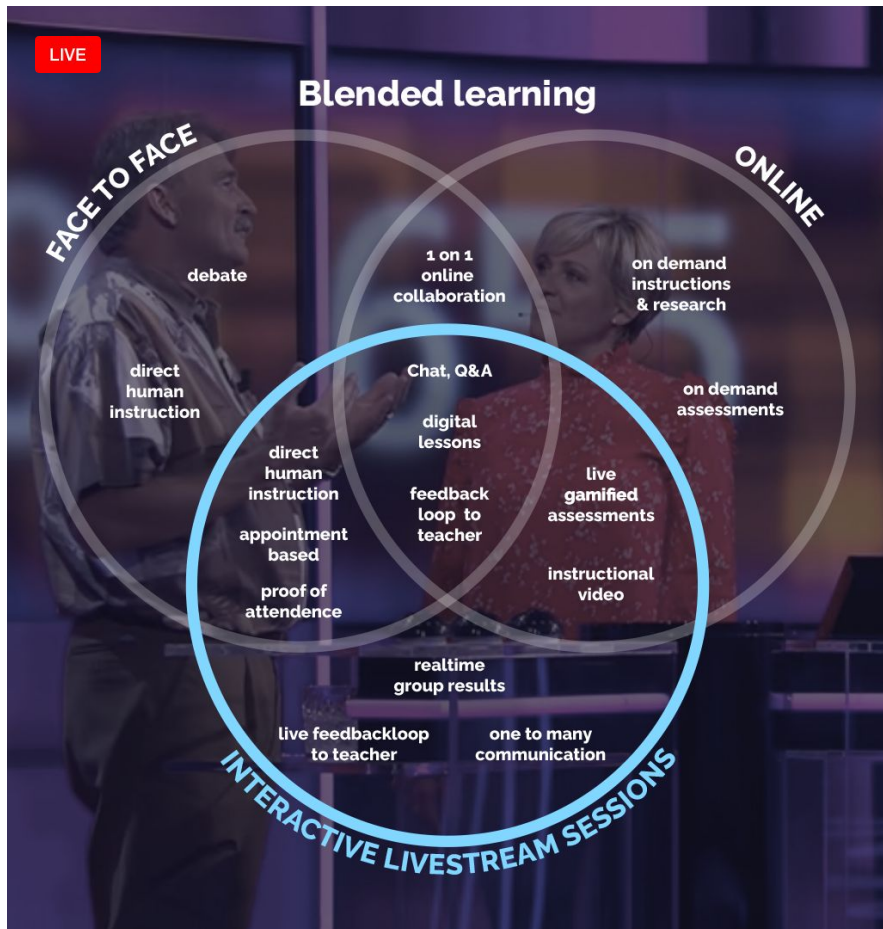


The blended learning model is about to change

You probably know the blended learning model mixing face to face and online learning.

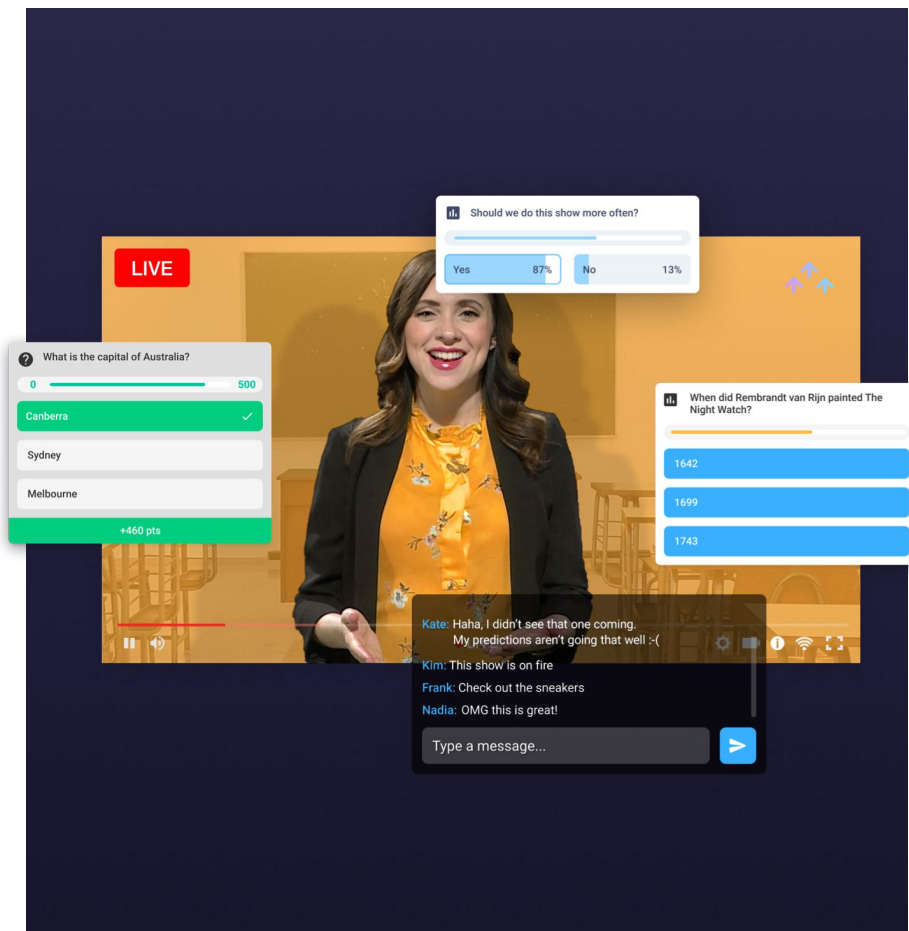
With Livery we add an live interactive video option you can use in your course design.

Check it out in the next slides.



Enrich your course design with interactive livestream sessions

Versatile live e-learning sessions that reshuffle the boundaries of blended and hybrid learning, adding valuable learning extra's next to cut in travel time.



Live e-learning: serious (and fun) educating, testing and monitoring

Test, monitor & educate in an interactive and engaging way.

Some call it live e-learning, some call it 'serious gaming'. Either way, it's learning the easy way.



Remote (and hybrid) interactive education with many students at the same time

Teach groups up to thousands at the same time.

Due to our low latency video and synchronised interaction, the experience is smooth and snappy. We literally keep everybody engaged and on the same page.

17 Which of these technologies can be used for prediction?

Artificial Intelligence

Robotic process automation

Human Capital Management Software

23 How many movies did Quentin Tarantino produce?

11

12 You 1,385

1 Martin 10,541

2 Adam 8,430

3 Niek 8,144

4 sadpandaisy 7,850

Add gamification, fun and entertainment

Learning, competition, fun and entertainment are very compatible with each other. A powerful combination to create engaging and sticky lessons.



Monitor progress real-time on individual, group and program levels

We provide you real-time data from the interactive elements like the quiz and test questions. This real-time data gives you the option to instantly adjust priorities within your lesson. Or you analyze results after the lesson.

Our API makes it possible to link this data to your electronic learning system.



Attendance measurement

Using interactive moments throughout the session, it is easy to check on attendance of the participants. This is an implicit and participants friendly way to meet required trainings and compliance requirements.

Trends in learning & development 2023: Livery Score

GSS Key Trends 2023

 = Livery can contribute

GSS 2023	Δ%	
1. Reskilling/upskilling (1)	12.0%	↓
2. Artificial intelligence (12)	9.2%	↑
3. Skills-based talent management (6)	9.0%	↑
4. Learning analytics (5)	7.8%	↑
5. Collaborative/social learning (2)	7.5%	↓
6. Personalization/adaptive delivery (3)	7.5%	↓
7. Coaching/mentoring (4)	7.4%	↓
8. Consulting more deeply with the business (9)	6.6%	↑
9. Showing value (10)	6.3%	↑
10. Micro learning (7)	6.1%	↓
11. Learning experience platforms (8)	6.1%	↔
12. Performance support (11)	4.9%	↑
13. Virtual and augmented reality (13)	3.5%	↓
14. The Metaverse (new)	2.6%	new
15. Mobile delivery (14)	2.2%	↓
16. Other (16)	1.4%	↓

Figures in brackets show previous year's ranking

Livery can contribute to 6 out of top 10 trends of 2023

Livery score

Key trends	Livery Score
Reskilling / upskilling	☆☆☆
Skills-based talent management (discovery)	☆☆
Learning analytics	☆☆☆
Collaborative/social learning	☆☆☆
Showing value	☆☆☆
Micro learning	☆☆☆

Application ideas

Idea 1:

Micro learning

Create multiple 10-12 minutes (snack-size) learning sessions that are available each week. Research shows that people, on average, have 24 minutes a week available for education. Now, employees can pick (at least) 2 sessions to spend their 24 minutes of learning on. This is an efficient and innovative way for micro learning which can be used for personal education, functional growth or upskilling / reskilling.

Trends:

- Microlearning
- Upskilling / reskilling
- Learning analytics

Idea 2:

Heartbeat program

Create a 'heartbeat' in a learning program; a weekly check-in which is part of an (on-demand) course, where the student can ask questions and discuss with peers. Keeping people motivated throughout the course can be difficult (even if the intention is there in the beginning). By adding some structure, you'll increase the chances of people finishing the course. Additionally, the possibility to connect with fellow peers also brings a positive social aspect.

Trends:

- Upskilling / reskilling
- Social learning
- Learning analytics

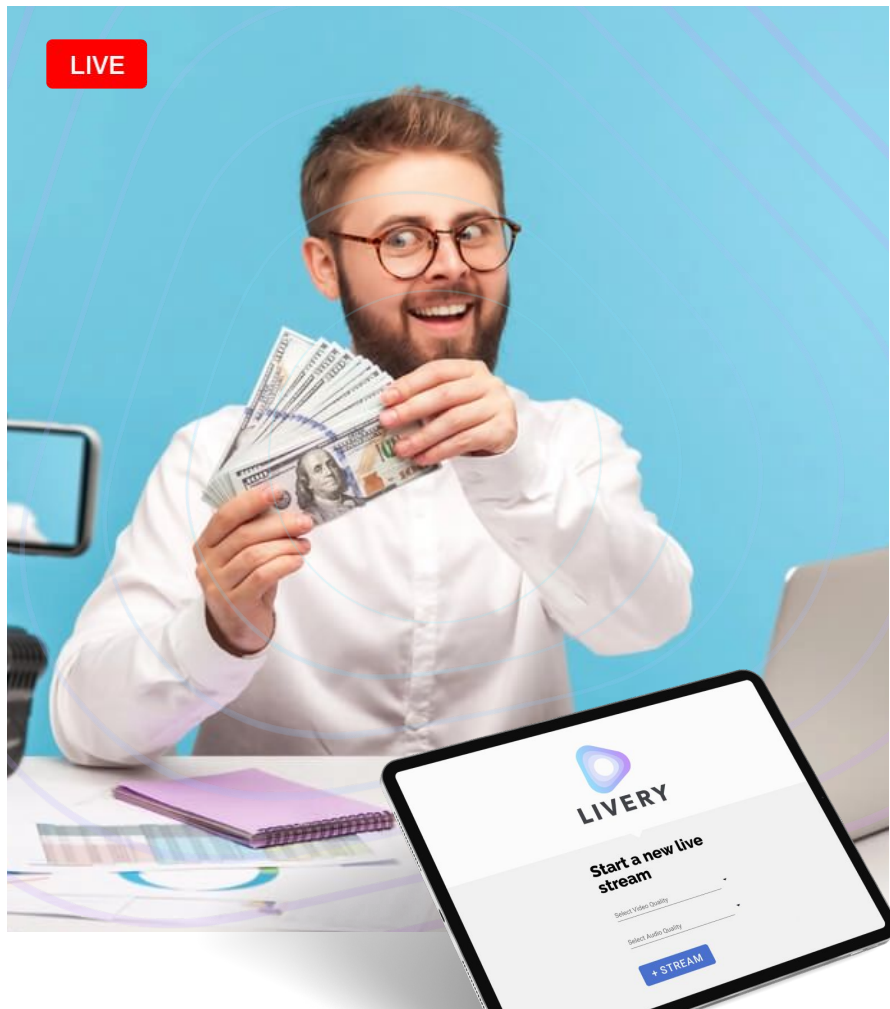
Idea 3:

Talent discovery

Create a learning competition for employees. The goal of the competition is finding strengths and special skills of your employees by asking questions about specific topics, company information or testing soft- & hard skills. The data gathered through these tests can be used as input to connect the right person to the right task or for upskilling / reskilling purposes.

Trends:

- Skill-based management
- Showing value
- Social learning
- Learning analytics



The technology is simple & affordable

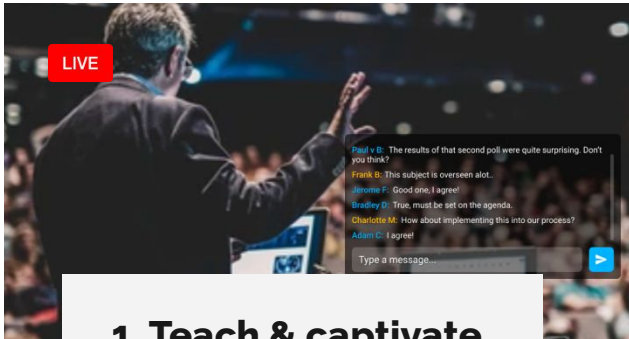
Livery is easy to start with, and easy to use. We require no upfront investments or setup fee, you only pay for what you use and we have flexible contracts.

Our pricing is affordable, starting from just €450 per month.

(Calculate costs for your situation in [the cost calculator.](#))

The Livery Live Method

Make learning more fun, more engaging and more effective

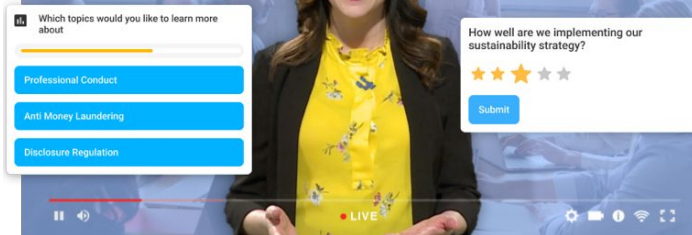


1. Teach & captivate
A qualitative and visually attractive live learning session

TEACH

2. Activate & engage
Collect opinions to power discussions.
Test knowledge and progress

ACTIVATE



3. Data for learning
Instant results and advanced data on individual, group and program level

TEST & MONITOR

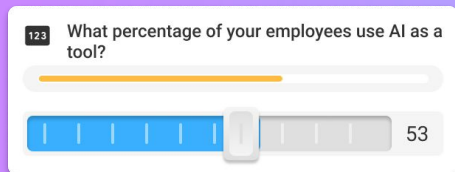
LIVERY E-LEARNING

“Interactivity and gamification makes people learn better with less effort”

Research shows that **gamification increase employees ability to learn new skills by 40% [1]**

Livery offers a unique and rich range of interactions designed to gamify and activate students throughout your live session.

A great mix of live sessions where you see, hear and interact with the teacher or host and interactive moments that fuels the data you need for testing or checking if everybody is on the same level.



+460 pts

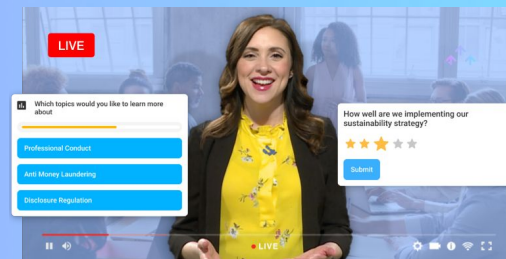
ii. Which of these technologies can be used for prediction?

Artificial Intelligence

Robotic process automation

Human Capital Management Software

This complex block represents a multiple-choice question interface. At the top right, a green pill-shaped badge contains the text '+460 pts'. Below this is the question 'ii. Which of these technologies can be used for prediction?'. Underneath the question is a horizontal progress bar with an orange segment. Three blue buttons are listed below the progress bar: 'Artificial Intelligence', 'Robotic process automation', and 'Human Capital Management Software'.



[1] https://www.researchgate.net/publication/274697615_A_Playful_Game_Changer_Fostering_Student_Retention_in_Online_Education_with_Social_Gamification

LIVERY E-LEARNING

“Appointment based learning adds motivation and the possibility to respond to feedback”

Research shows that **65 percent of students preferred in-person instruction** [2]

And **appointment based learning increases engagement** [1]

Use interactive feedback elements in the livestream like chat, Q&A and polls, designed to get immediate feedback from students during your live lesson. This way you know what the questions are, if your teaching speed fits the group and it is possible check if everybody is on the same page.

And if needed you can instantly adjust speed or priorities within your lesson.

Paul v B: The results of that second poll were quite surprising. Don't you think?
Frank B: This subject is overseen alot..
Jerome F: Good one, I agree!
Bradley D: True, must be set on the agenda.
Charlotte M: How about implementing this into our process?
Adam C: I agree!

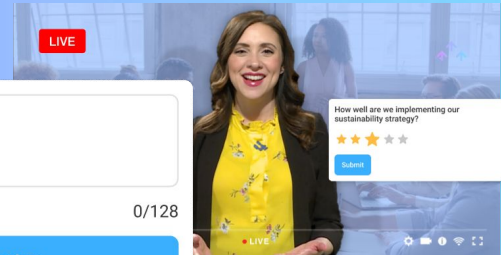
Type a message...



Your question...

0/128

Submit Question



1. <https://thebestschools.org/resources/synchronous-vs-asynchronous-programs-courses/>

2. <https://www.healthline.com/health-news/65-of-students-prefer-in-person-learning-new-survey-finds>

LIVERY E-LEARNING

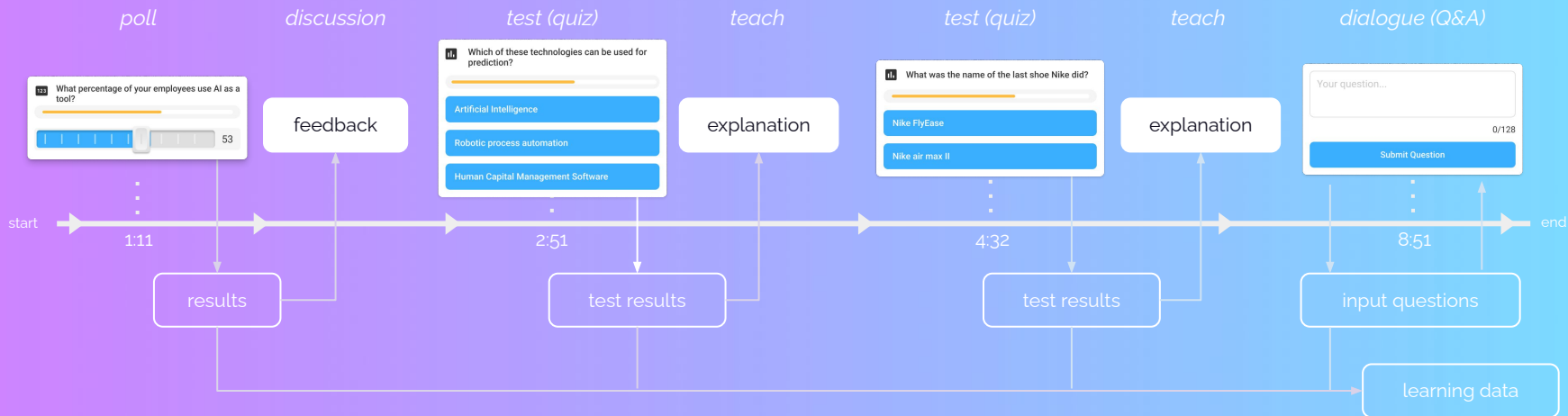
Script, storytelling & timeline: how to get people learn better and faster

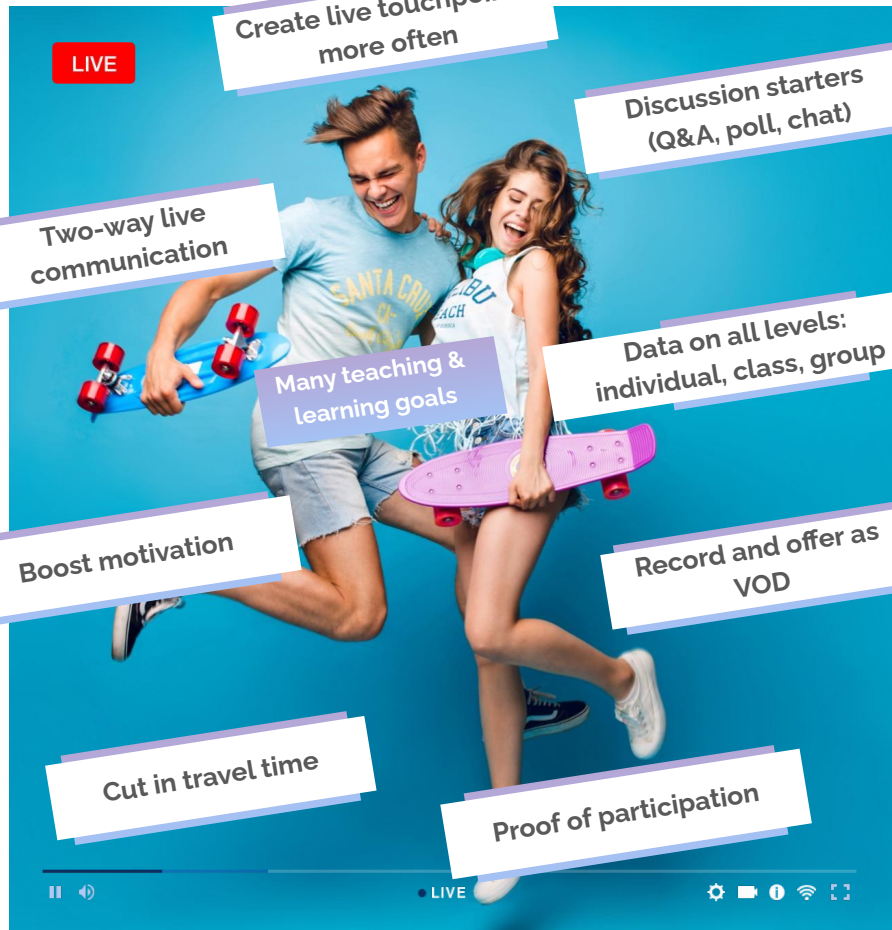
Step 1: teach. Convert your lesson in a script & storytelling timeline that's sure to engage the group.

Step 2: activate. Use live feedback from the students as a base for discussion (via polls, Q&A or chat).

Gamify the program if suitable for the situation and group.

Step 3: analyze. Test knowledge & analyze learning data on personal or group level.





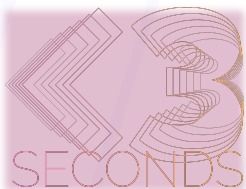
Live e-learning supports many goals

Target multiple learning goals at once.

Find out how, in the [blueprint pages](#) in this document.

Livery, the product

With our signature ultra-low latency and synchronized video capabilities, Livery is up to the task of offering a scalable, interactive learning livestream.



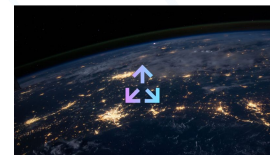
Ultra-low latency

Just 1 to 3 seconds behind on reality.



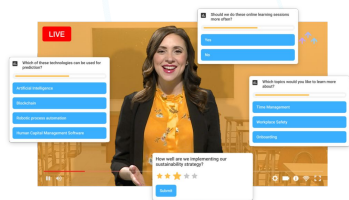
Synchronized live stream

No matter the device or connection.



Scalable

100 of thousands of simultaneous students with superior video quality.



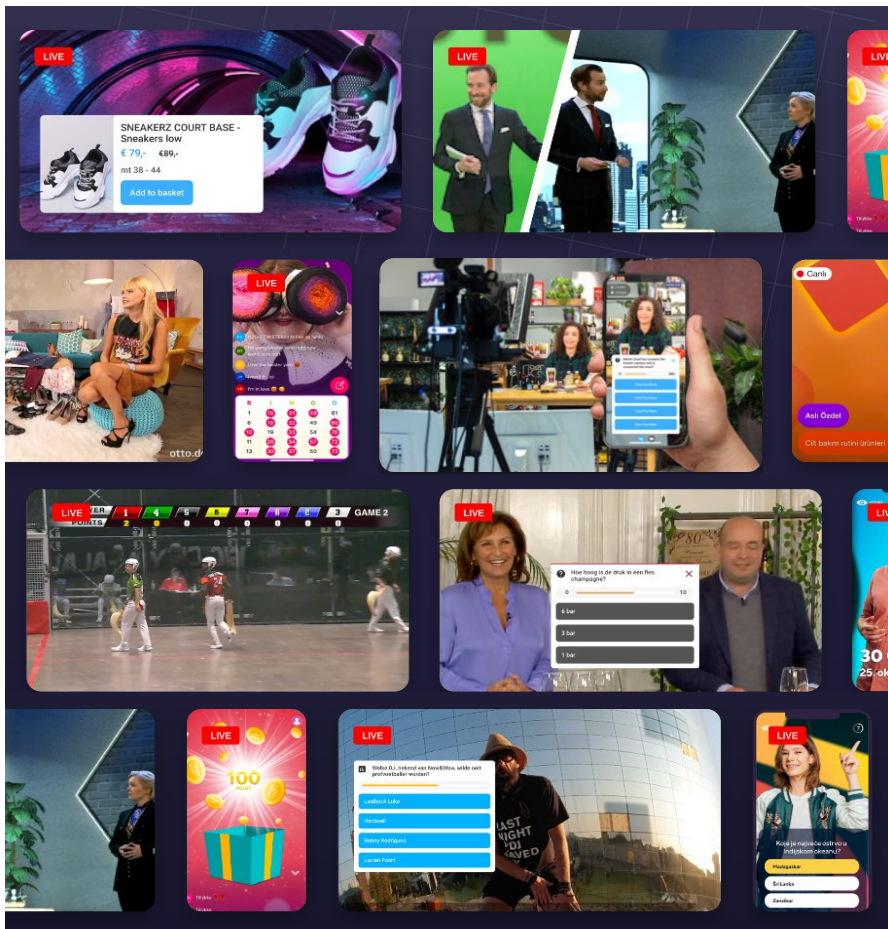
Interactive features

Engage your audience with Livery's rich library of interactive features.



Learning data API's

Integrate in existing digital Learning Management systems. Analyze on individual, group and course level.



From idea to execution: Blueprint

Inspiration and building blocks to use Livery E-learning in your education program.

A 'live E-learning' blueprint, if you will.

LIVE E-LEARNING BLUEPRINT

STRATEGIES [➤](#)

BUILDING BLOCKS & SCENARIOS [➤](#)

CASES [➤](#)

MORE IDEAS [➤](#)

COST CALCULATOR [➤](#)

KEY TRENDS SCORE CARD [➤](#)

STRATEGIES

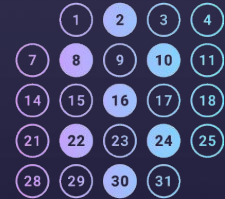
Define a clear approach for your live E-learning program.
In this blueprint, we'll focus on four strategies:

1. **Increase 'Check-in' moments**
2. **'Gamification'**
3. **'Serious learning'**
4. **'Compliance'**

(P.S. - you can mix elements from all four to craft your perfect program.)

Strategy 1: increase 'Check-in' moments

For any online learning program without class-sessions it is important to create check-in moments to connect and engage on individual and group levels. And monitor progress at the same time!



Tools

Ultra-low latency video

Core interactions pack

Countdown, poll, trivia, vote, rating, sentiment

Gamification interactions pack

Prediction, estimation, quiz game, leaderboard

Communication interactions pack

Q&A (moderated), chat

Content

Discussion

Share and collect opinions, ideas and insights and start discussion based on the instant feedback

Gamification

Add gamification to the mix and challenge, tease, test and monitor knowledge levels on individual and group levels.

Communication

Open a moderated channel for live Q&A communication with experts in the studio and peers in the class and group.

News and Actualities

Make use of the fact that the sessions are live and integrate news and actualities into the content production flow.

Production

Heartbeat

Integrate these sessions as a heartbeat to the program: regular, predictable and essential. Claim a fixed day and a fixed slot!

Format

Keep the format simple, predictable and repeatable. It will make it more easy for the individuals to tune-in as they know what to expect. And it will make life easier preparing for each session.

Engaging & Fun

Make sure to create relevant, engaging and fun content at the same time. The primary focus is to get the group together and make participation entertaining.

Quality of video, audio, interactivity and content need to be secured.

Host, set and lights need to be of medium to high quality, to support the entertainment factor.

Test, monitor and analyse

Integrate opinion and test related interactions in the line-up to be able to test, monitor and analyse knowledge and progress. Making use of the instant interactive results and advanced learning analytics on all levels: Individual - Class - Group

Goal: improve sessions, improve curriculum, improve learning

Strategy 2: 'Gamification'

Use gamification to make learning stick: test knowledge, create competition, discuss results, share rankings and reward progress

+250 pts

+350 pts

Tools

Ultra-low latency video

Core interactions pack

Countdown, poll, trivia, vote, rating, sentiment

Gamification interactions pack

Prediction, estimation, quiz game, leaderboard

Content

Gamification

Add gamification to the mix and challenge, tease, test and monitor knowledge levels on individual and group levels.

Learning and competition are very compatible with each other. Making this a powerful combination to create engaging and sticky content.

Competition

Make use of rankings to add competitive dynamics to the session.

Discussion

Share and collect opinions, ideas and insights and start discussion based on the instant feedback

News and Actualities

Make use of the fact that the sessions are live and integrate news and actualities into the content production flow.

Production

Game tactics

Game mechanics: make it clear how the game and competition work

Content: Always opt for a mix in difficulty.

Incentivize through rewards: offer prizes for the winners and/or students who perform above average. But do not make the stakes too high. We are learning here!

Prizes

Incentivize through rewards: offer prizes for the winners and/or students who perform above average. But do not make the stakes too high.

Keep the prizes at the level of 'fun to win'. We are learning, not trying to tap into new sources of income.

Win-chance: this is an essential part of the game tactics. The win-chance is the participant's perception of how easy or difficult it is to win. Keep the threshold as low as possible.

Production value

Quality of video, audio, interactivity and content need to be secured.

Host, set and lights need to be of medium to high quality, to support the entertainment factor.

Test, monitor and analyse

Make use of the instant interactive results and advanced learning analytics on all levels: Individual - Class - Group.

Goal: improve sessions, improve curriculum, improve learning

Strategy 3: 'Serious learning'

Turn large group lectures and massive auditorium sessions into two-way interactive live sessions. Instant feedback from the group will power narrative.

$$a^2+b^2=c^2$$
$$E=mc^2$$

Tools

Ultra-low latency video

Core interactions pack

Countdown, poll, trivia, vote, rating, sentiment

Communication interactions pack

Q&A (moderated)

Content

Two-way communication

Turn lectures and auditorium sessions into two-way communication events where the interaction packs function as return-channel in perfect sync with the low-latency video.

Instant feedback

Share and collect opinions, ideas and insights and kick-start discussion based on the instant results and feedback

Trivia

Use trivia questions to add a (short and engaging) competition intermezzo competition to the session. The instant results to each trivia question are used for discussion

News and Actualities

Make use of the fact that the sessions are live and integrate news and actualities into the content production flow.

Production

Interactivity

Keep it simple and balanced to avoid distraction and keep the focus on the person giving the lecture. This leads to functional interactivity only, with the exception of a well planned competition intermezzo. Keep away from unstructured interactivity like chat. Q&A is definitely an option but only when moderated well.

Production value

As long as the quality of video, audio, interactivity and content are secured, the production value of the set and location are not primary focus.

Test, monitor and analyse

Integrate opinion and test related interactions in the line-up to be able to test, monitor and analyse knowledge and progress. Making use of the instant interactive results and advanced learning analytics on all levels: Individual - Class - Group
Goal: improve sessions, improve curriculum, improve learning.

Strategy 4: 'Compliance'

Part of corporate mandatory compliance programs, these periodic group check-ins are used to measure attendance and results.



Tools

Ultra-low latency video

Core interactions pack

Countdown, poll, trivia, vote, rating, sentiment

Communication interactions pack

Q&A (moderated)

Gamification interactions pack

Prediction, estimation, quiz game, leaderboard

Content

Complimentary content

The compliance topics are leading and these check-in sessions are the ideal platform to generate awareness and share insights on the topics at hand. This will boost engagement and results.

Gamification

In addition to the compliance curriculum, integrate gamification to the mix and challenge, test and monitor knowledge levels on individual and group levels.

Learning and competition are very compatible with each other. Making this a powerful combination to create engaging and sticky content.

Trivia

Use trivia questions to add a (short and engaging) competition intermezzo competition to the session. The instant results to each trivia question are used for discussion

Instant feedback

Share and collect opinions, ideas and insights and kick-start discussion based on the instant results and feedback.

Production

Attendee tracking

The mandatory nature of compliance programs can be enforced in the live sessions through attendee tracking.

Interactivity

Keep it simple and balanced to avoid distraction and keep focus on the compliance subjects.

Test, monitor and analyse

Test, monitor and analyse knowledge and progress. Making use of the instant interactive results and advanced learning analytics on all levels: Individual and Group

BUILDING BLOCKS & SCENARIOS

1. Timeline

What is a timeline and how do I create one?

2. Interaction roles

Roles in the teaching process

3. Stream & engage

What are the out-of-the-box interactions I can use within my high-quality live video stream?

4. Video production

What does a studio setup look like, and how professional does it need to be to start?

Block 1: Timeline

What is a timeline?

A timeline is the chronological order of the technical, content and interactive pieces that make up your learning session production from start to finish

Why do I need a timeline?

A timeline creates a concrete production plan for how you will reach the goal(s) set for the event. This is where you decide your strategy, engagement, content and production design.

How do I create a timeline?

Once the event's goals are clear, start working your way from the first to the last minute of the event. Keep going until there are no blank spaces left in the timeline.

From timeline to interactive script

With a timeline ready you have created a solid base for the interactive script.



Timeline Template		
1	Countdown to live	T +/- 15 minutes
2	Opening, welcome and intro	00.00-01.00
3	TEACHER: schedule, topics, actualities	01.00-04.00
4	INTERACTIVE - Poll Answer A B C	04.00-05.00
5	POLL - results	05.00-06.00
6	DISCUSSION - results	06.00-10.00
7	INTERACTIVE - Test Trivia Answer A B C D Correct answer: C	10.00-11.00
8	TEST - results	11.00-12.00
9	DISCUSSION - results	12.00-15.00
10	DIALOGUE - start moderated Q&A and discussion Open Q&A interaction	15.00-20.00

Block 2: Roles of different interaction elements

DISCUSSION STARTERS

Share and collect opinions, ideas and insights and start discussion based on the instant feedback with polls and estimation polls.

Your question...

0/128

Submit Question

What two things can you never eat for breakfast?

👍 4.2k asked by sadpandaaisy

PaulyB: Seeing how strong the competitor is during the last phase of the game makes me doubt if we will win.

FrankB: We will win this game easily.

Jerome75: Go go go 🏆🏆

Bradley D7: This is much better than last match

Charlotte: I think I am going to lose some money here 🍀

Adam: Never expected this to happen

Type a message...

11 Which topics would you like to learn more about?

Time Management

Workplace Safety

Onboarding

123 How heavy was this training?
1 for easy, 10 for extremely heavy.

Submit Answer

DIALOGUE

Open a moderated channel for live Q&A communication with experts in the studio and peers in the class and group. Get quick feedback in the chat.

TEST & TEACH

Add gamification to the mix: challenge, tease, test and monitor knowledge levels on individual and group levels. Use trivia and prediction to test. Before or after the question-results you can teach and explain like normal face to face lessons.

2 What is the capital of Australia?

0 500

Canberra ✓

Sydney

Melbourne

+460 pts

11 What was the name of the last shoe Nike did?

Nike FlyEase

Nike air max II

+250 pts

Block 3: Stream & Engage

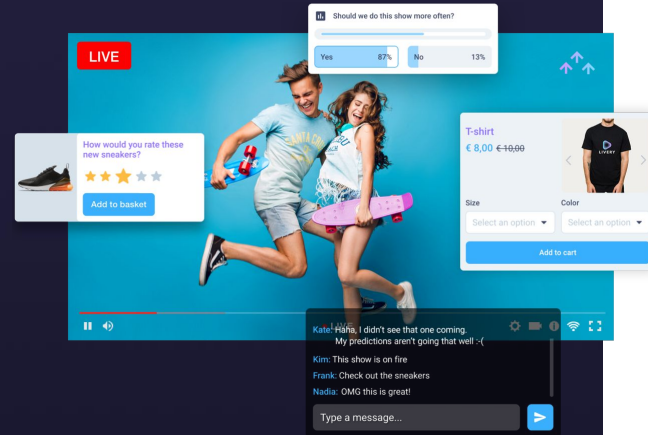
Video streaming:

What are the out-of-the-box interactions I can use within my stream? Livery lets you seamlessly combine synchronized, low latency video with powerful interactive features. We support iOS, Android & Web apps. Read more about [setting up your first stream](#).

Livery interactive:

Educate and entertain participants with features like polls, trivia, gaming, and leaderboards. Engage with them through live reactions, instant chat, and Q&A

- **Core interactions pack:** ready to use straight out of the box.
Interactions: countdown, poll, trivia, vote, rating, sentiment ≥
- **Gamification interactions pack:** take gamification to the next level.
Interactions: prediction, estimation, quiz game, leaderboard ≥
- **Communication interactions pack:** give students a voice in your live stream
Interactions: moderated Q&A, chat



Block 4: Video production

What does a studio setup look like, and how professional does it need to be to start? Four entry-level production configurations for your reference, including estimated budgets and hardware recommendations.

Mobile production	The simplest production configuration - perfect for beginners. In this setup, a mobile phone is used as both the camera and streaming device. With this configuration, you can set up and start a live stream within seconds from any location with access to at least a 4G mobile network. >
Basic single cam	A proven entry-level production setup for single-camera productions and stream formats. With this simple but robust configuration, you can start high-quality live streaming immediately without spending thousands on equipment. >
Basic multicam	A slightly more involved entry-level production setup for multicam productions and stream formats with medium on-screen/in-studio activity. This configuration lets you to start producing streams with multiple hosts or guests using basic visual playout. >
Pro multicam	Professional production setup for medium to high-value multicam productions with intensive on-screen/in-studio activity. This configuration enables you to produce stream formats that require multiple views and attention points, e.g. productions with multiple guests or contestants. >

[Read more on studio configuration.](#)

CASES

Case 1:

Voluntary training sessions in a consultancy company

Case 2:

SkyArx - Live education for doctors by pharmaceutical companies

Case 3:

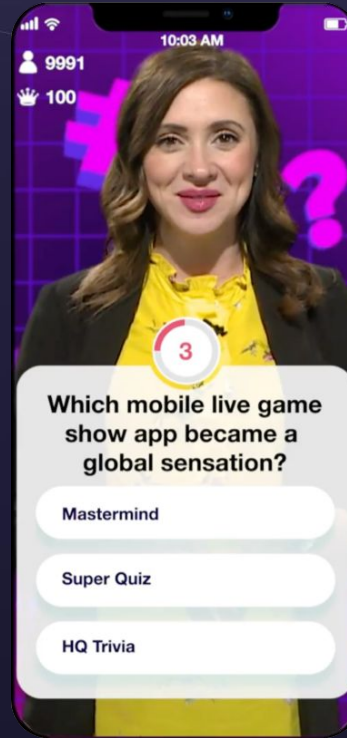
Agfa - service technician training

Case 1: Voluntary training sessions in a consultancy company

A global acting consultancy company decided to test the power of interactive E-learning for themselves. They chose Livery to bring their corporate training and communications to life for thousands of their employees around the globe in hopes of increased participation.

To meet that goal, they created voluntary training sessions that offered a live, gamified, and incentivized 20-minute trivia quiz twice per week. Each session focused on strategically important topics, and employees reviewed the content together as a team before the game started.

They formatted each trivia game as a series of multiple-choice questions. There were higher point awards available for tougher questions. These interactive live e-learning sessions with completely voluntary employee participation showed the following results:



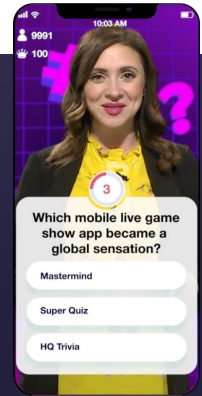
Results

- 4x more engagement compared to traditional learning initiatives
- 27000 participants
- 85% engaged in multiple eLearning sessions per month

Case 1: Consultancy case score on 2023 L&D trends

Livery case score

Key trends	Case: Consultants	
Reskilling / upskilling	★★★★	▶ Regular themed sessions to teach consultants on the subjects that are available in the l&d environment. And motivate them to take a deep dive on the topics.
Skills-based talent management (discovery)	★★	▶ Used for talent discovery, gather data on individual skills and preferences.
Learning analytics	★★★★	▶ A great contributor to learning analytics with detailed and real-time on individual and group level. Get direct feedback or analyze afterwards.
Collaborative/social learning	★★★★	▶ In this case, team functionality enabled participants to form teams and collaborate as a group.
Showing value	★★★★	▶ Gathering data on progress and development of individuals, teams and the entire group of consultants. It showed hard numbers on the increase of knowledge and engagement, week by week.
Micro learning	★★★★	▶ Live sessions that took no longer than 15 minutes. Teach, test and monitor week by week.

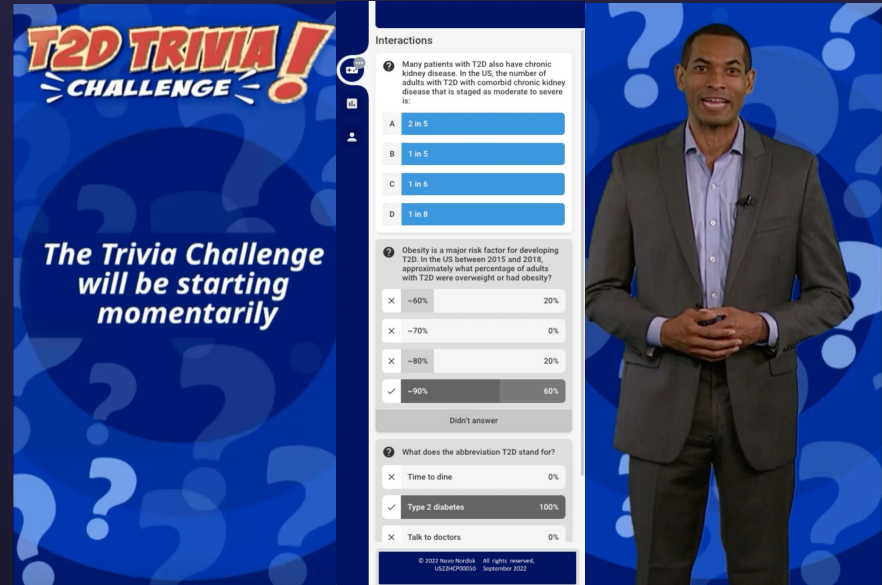


Case 2: SkyArx - Engagement for the healthcare and life sciences industry

A US consultancy firm who represents a new approach to digital engagement, video delivery, and immersive content creation for the healthcare and life sciences industry.

SkyArx uses a team of award-winning content producers and leverage Livery for an emerging interactive live streaming experience.

SkyArx understands the opportunities that exist for patients, providers, and healthcare organizations to use immersive and entertaining interactive live streaming experiences to improve education, training and collaboration.



T2D TRIVIA! CHALLENGE

The Trivia Challenge will be starting momentarily

Interactions

Many patients with T2D also have chronic kidney disease. In the US, the number of adults with T2D with comorbid chronic kidney disease that is staged as moderate to severe is:

- A 2 in 5
- B 1 in 5
- C 1 in 4
- D 1 in 6

Obesity is a major risk factor for developing T2D. In the US between 2015 and 2018, approximately what percentage of adults with T2D were overweight or had obesity?

X	-60%	20%
X	-70%	0%
X	-80%	20%
✓	-90%	60%
Didn't answer		

What does the abbreviation T2D stand for?

X	Time to dine	0%
✓	Type 2 diabetes	100%
X	Talk to doctors	0%

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Case 2: SkyArx case score on 2023 L&D trends

Livery case score

Key trends	Case: SkyArx
Reskilling / upskilling	★★
Skills-based talent management (discovery)	★★
Learning analytics	
Collaborative/social learning	★★★
Showing value	★★★★
Micro learning	★★★★

▶ Livery is primarily used to upskill health care professionals.

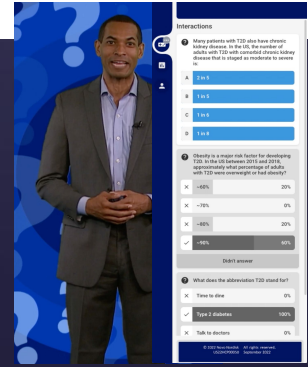
▶ Participants can compare themselves with others and the group's opinions and results are part of the narrative. Q&A gathers current students questions, and chat is a quick social tool during lessons.

▶ N/A

▶ The data is used to identify leads, who to follow up in what manner, improving the next step of education and conversion to prescriptions / usage.

▶ Participants: The appreciation of the sessions was asked via polls during the session and was highly valued. Business: This is one of the few possibilities to have live contact with these busy professionals.

▶ This case respects the limited time professionals have in their agenda by offering live sessions that took no longer than 20 mins.

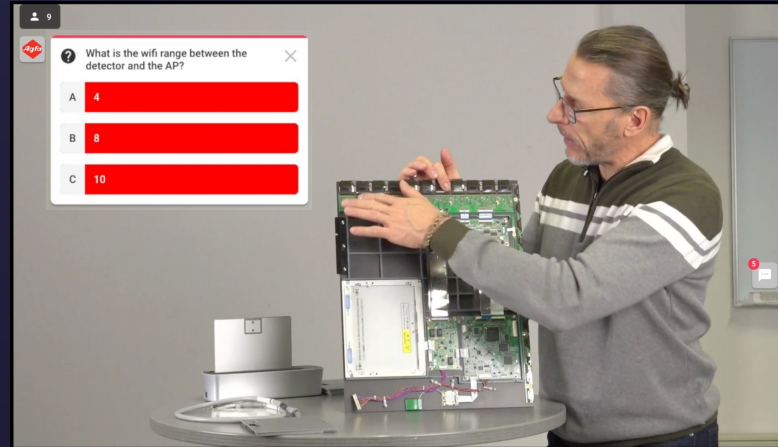


Case 3: Agfa - service technician training

AGFA, a major developer, producer and distributor of both digital and analog imaging systems uses Livery Video and Interactive to train service technicians around the Globe.

The goal is to familiarize the teams with AGFA's new hard- and software products through hands-on live training and demonstration sessions.

AGFA uses a wide range of interactions to improve the knowledge transfer and validate the knowledge adoption.



Case 3: Agfa case score on 2023 L&D trends

Livery case score

Key trends	Case: Agfa	
Reskilling / upskilling	★★★★	▶ Livery is primarily used to upskill the service technicians force world wide.
Skills-based talent management (discovery)		▶ N/A
Learning analytics	★★★★	▶ A great contributor to learning analytics with detailed and real-time on individual and group level. Get direct feedback or analyze afterwards.
Collaborative/social learning	★★★★	▶ Participants can compare themselves with others and the group's opinions and results are part of the narrative. Chat is a used as a quick social and Q&A tool.
Showing value	★★★	▶ Progress in the results of the quiz/test can be used to show the value of education.
Micro learning	★★★	▶ AGFA uses a wide range of the available interactions to improve the knowledge transfer and validate the knowledge adoption.

MORE IDEAS

Idea 1:

Use Livery for your University Alumni Program

Idea 2:

Use Livery for e-Learning Curriculum heartbeat

Idea 3:

Use Livery for your employee compliance training

Idea 4:

Use Livery to motivate food delivery staff

Idea 1: Use Livery for your University Alumni Program

What:

Annual alumni expert sessions

"We get together once a year with the entire alumni group of 150+ for a 'back-to-classroom'-session with our University professors. To discuss business in relation to Geo-political and Global-economic actualities. And because our alumni group is spread around the Globe, we use the interactive video cloud to keep our network alive"

Why:

Keep the (Global) alumni network alive

Solution:

- Accommodate large groups spread over remote locations around the Globe
- Teaching staff and professors are hosting the sessions.
- Build narrative and start discussions based on the instant feedback of poll and Q&A
- Adapt lessons learned to the actualities;

Idea 2: Use Livery for e-Learning Curriculum heartbeat

What:

A live classroom heartbeat integrated into a digital self-guided learning program

"Every week we organise a live, video based check-in with our students to monitor progress, enable peer collaboration and boost motivation. In our mostly self-guided digital learning program, our live interactive group check-ins function as the heartbeat of the curriculum."

Why:

Monitor and analyse progress, Test knowledge on individual and group level, Create structure, Enable collaboration

Solution:

- Collect opinions, ideas and insights and start discussion based on the instant feedback
- Challenge, tease, test and monitor knowledge levels on individual and group levels.
- Live Q&A communication with experts in the studio and peers in th class and group.

Idea 3: Use Livery for your employee compliance training

What:

An interactive and entertaining way for efficient employee compliance training

"We made interactive livestreams part of our corporate mandatory compliance programs. These periodic group check-ins are used to measure attendance and results. Besides that, it also makes participation fun. By adding live interactivity to the mix we engage our employees with live quizzes that teach, test, and reward their efforts."

Why:

Bring employee training to life and measure attendance
Detailed individual and group progress tracking

Solution:

- Inform, educate, and ask for opinions through polls, trivia, Q&A and chat
- Engage employees with interactive content and incentives in an entertaining setting

Idea 4: Use Livery to motivate food delivery staff

What:

A fresh way to motivate food delivery employees

"As a regional manager my delivery and in-store staff turnover is highest before the start of each school semester. I was looking for an intervention to help my university-age employees decide to keep working even as they return to school.

Why:

Motivating staff to prevent churn

Solution:

- Makes employees feel like they are part of a wider community and rewards their participation
- Engages employees by giving them a voice
- Educate staff on growth and progression opportunities with the company, incentivising them to stay

COST CALCULATOR



Change the numbers to calculate costs for your project.

Basic setup Advanced setup
[Mobile phone studio](#) | [Studio setup with camera](#)

KEY TRENDS FIT CARD

Score on key trends yourself, star your project and see how we can contribute.

Find it hard? Contact a sales executive: sales@liveryvideo.com

Key trends	Star your project: 1 - 3 stars	
Reskilling / upskilling	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶ How do you value improving knowledge levels or shift knowledge (and interest)?
Skills-based talent management (discovery)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶ Do you value real-time interaction, so the group feels it is part of a social experience?
Learning analytics	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶ Do you value real-time data and learning analytics so you can follow individual and group level results?
Collaborative/social learning	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶ How do you value measuring skills in your organisation? For discovery: find engaged and skilled talent. Or find insights to coach on individual levels.
Showing value	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶ How do you value that your audience benefits from live micro moments to teach, engage and inspire?
Micro Learning	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	▶ How do you value the need for data to back up the results of learning? Do you want to bring hard numbers to the table in management meetings?

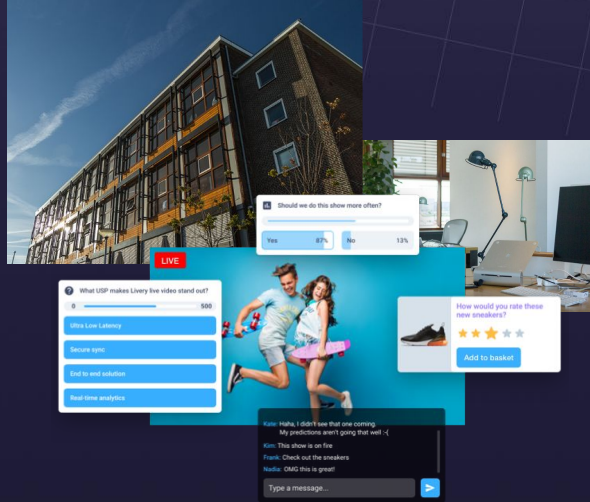
HOW CAN WE HELP?

Need some help making a business case, a plan or doing a show?

We and our partner network can help you. Consulting and doing projects is not our core business but we have a small specialized team that is available to help our customers. Our focus is to help out during a short timeframe. We ingest knowledge, share our best practices with the aim of helping our customers become as successful as possible. What we basically do is getting you started in a smooth way.

In addition we invite you to make use of our partner network when looking for a full service solution for your (series of) live interactive video production. This is useful in case you don't have an in house team or when you need some extra knowledge or capacity.

Our partners and us can work direct with or for you, but are also happy to work alongside your current agency(s) and other (technical) service providers.



Contact

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Appendix

Mobile production

Low cost, easy setup.

Specs

Low production value
Mobile phone set-up
Single host / DIY
On location

Studio

1x Smartphone
1x RTMP/SRT tool for smartphone
1x Smartphone tripod
1x External microphone
1x Ring light
1x Laptop for Livery Interactive CMS

STUDIO



GOOD INTERNET CONNECTION

CLOUD ENCODER

Basic single cam production

Studio setup with all basics.

Specs

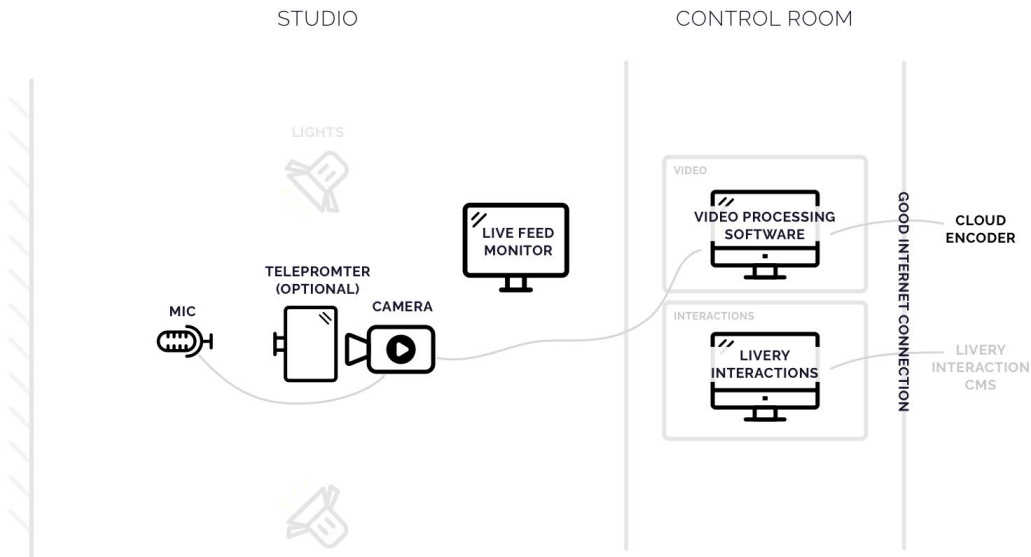
Low production value
Studio activity: low
Single host
Single cam
Basic set
Backdrop / Chroma key
1-3 light panels

Studio

1x HD SDI/HDMI streaming camera + tripod
1x Microphone: shotgun, table
1-3x Lights (LED panels) + tripods
1x Live feed monitor
1x Teleprompter (optional)

Control room

1x Video and audio processing software
PC 1: Vid processing software & interaction
PC 2: Visuals playback: Keynote



Basic multicam production

Studio setup with camera switching and video injection in the live stream.

Specs

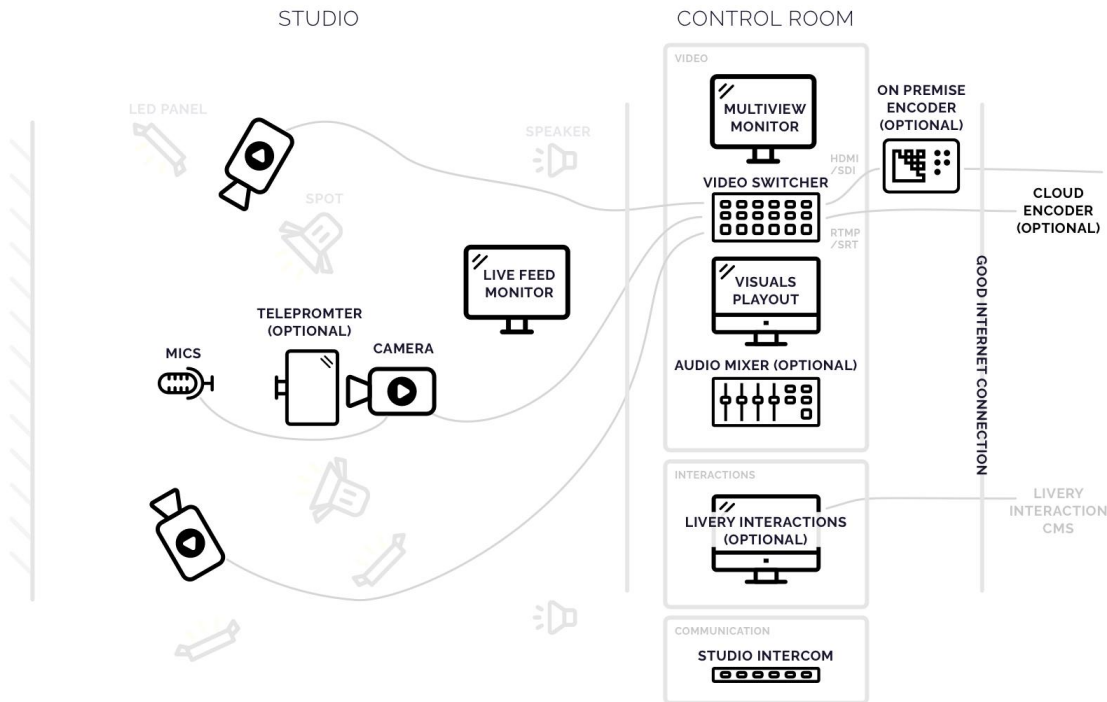
Medium production value
Studio activity: medium
Multiple hosts / guests
3 cameras
Design set
Branded backdrop
3-4 light panels

Studio

3x HD SDI/HDMI streaming camera + tripod
2x Microphones: wireless
3x Lights (LED panels) + tripod
2x LED spots
1x Speaker set
1x Live feed monitor
1x Teleprompter (optional)

Control room

1x Video and audio production switcher
1x Multiview monitor
1x Video processing software
1x Capture card HDMI/SDI to USB3.0
1x Audio mixing console
PC 1: Vid processing software & interaction
PC 2: Audio and visuals playback: Keynote
1x Studio floor communication



Pro multicam production

High-end studio setup.

Specs

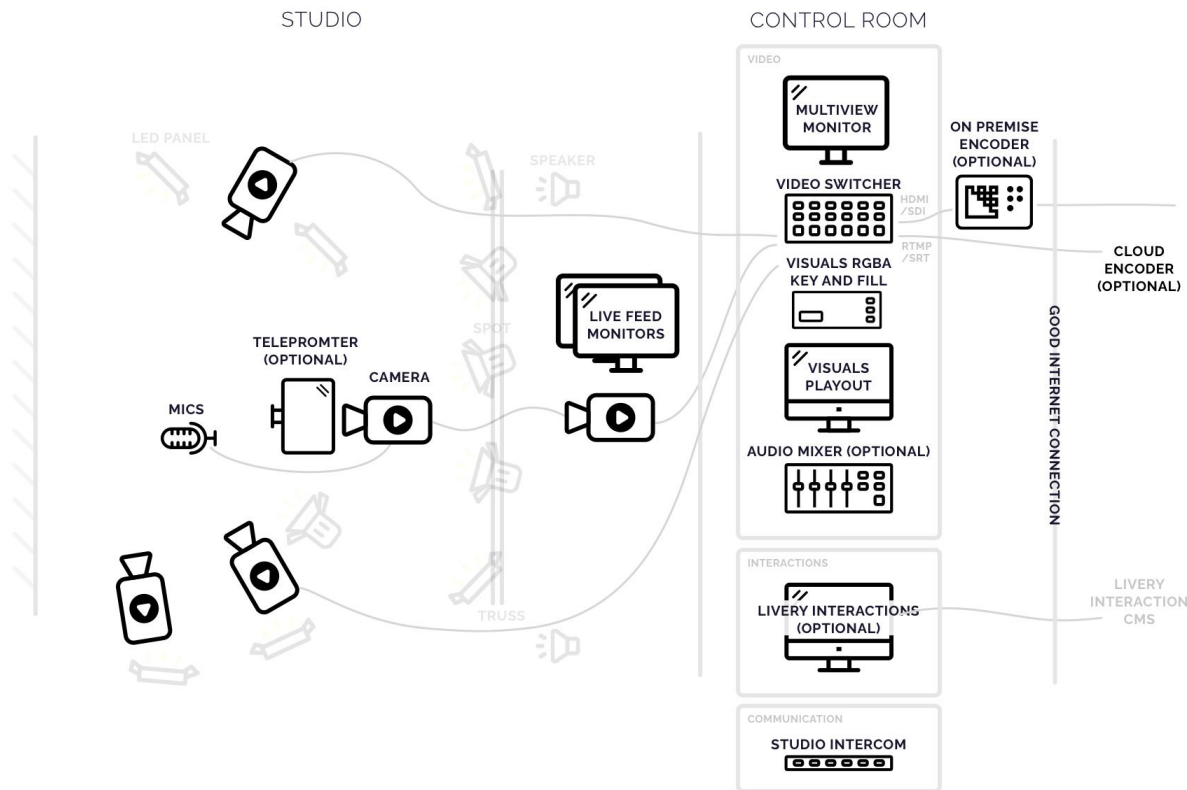
High production value
Studio activity: high
Multiple hosts / guests / studio contestants
5 cameras
Premium set
6 light panels / 4 spotlights
Studio graphics overlay

Studio

5x HD SDI/HDMI streaming camera + tripod
4x Microphones: wireless
6x Lights (LED panels) + truss mount
4x LED spots
1x Truss mount
2x Speaker set
2x Live feed monitor
1x Teleprompter (optional)

Control room

1x Video and audio production switcher
1x Multiview monitor
1x Video processing software
1x Capture card HDMI/SDI to USB3.0
1x Audio mixing console
PC 1: Vid processing software & interaction
PC 2: Audio & visuals payout: CasparCG
Visuals RGBA key and fill
1x Studio floor communication



Core & Communication interactions: engage your audience

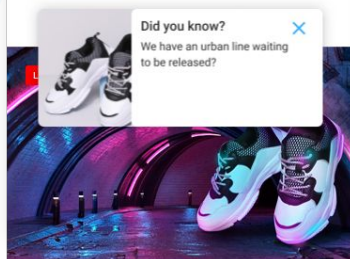
Count down

A clear indication how much time is left before the broadcast is starting.



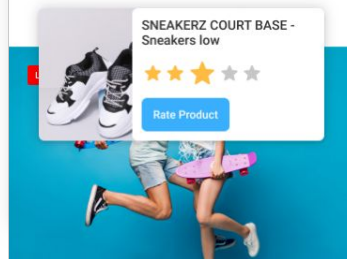
Announcement

Show quick announcements with title, subtitle and image.



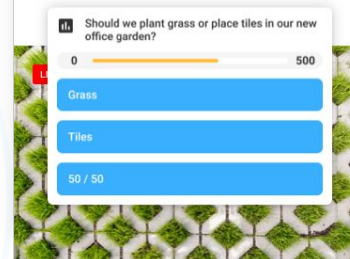
Rating

Ask the opinion of your audience about a certain topic. Results are shared directly with the presenter.



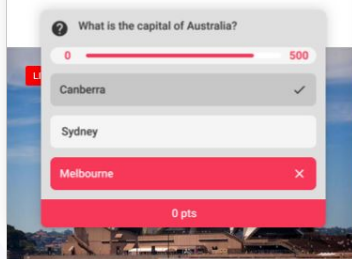
Vote

All viewers vote together. Decide what happens next or what answer is the winner. Up to 4 answers possible.



Trivia

Multiple choice question: How smart and how quick are you? It all defines the point you score.



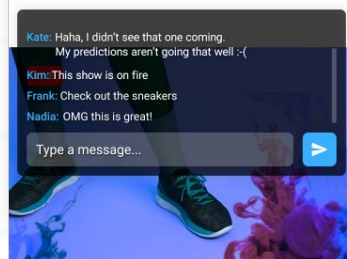
Sentiment

Express your feelings during the broadcast with these live reaction emojis. Click them and they will be floating over the stream.



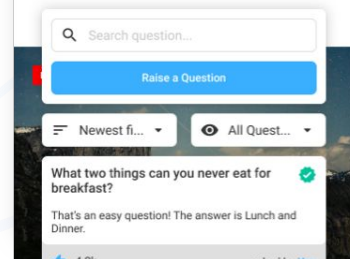
Chat

Everyone on the stream can chat to everyone on the stream. With rate limit & moderation.



Q & A

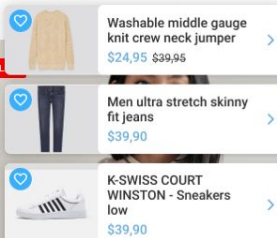
Users have the option to raise questions, search questions and get answers which the operator manages in the CMS.



E-commerce & Gamification interactions: play and convert

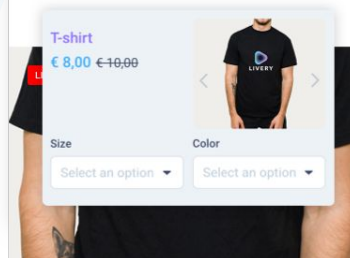
Discover

Show featured products to let viewers discover product or services at their own pace. Addition images.



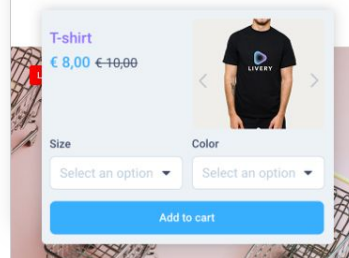
Configure

Select variations of a product or service. Size, color, or a variation of your choice.



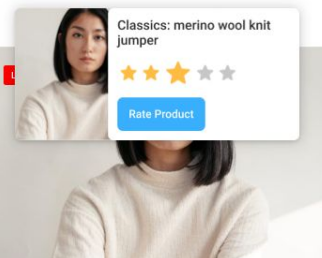
Purchase

Boost your sales by adding products to your basket from within the livestream. Seamless and integrated live shopping.



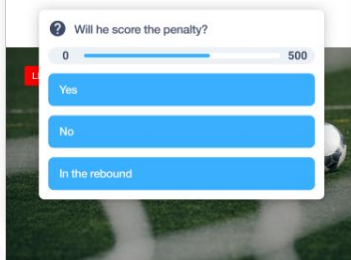
Product rating

Find out how your viewer feels about a product. User preference data is available after the broadcast.



Predictions

Will there be a goal in the next minute? Will he make it into the next round? Will the ball fall on red. Predict and excite!



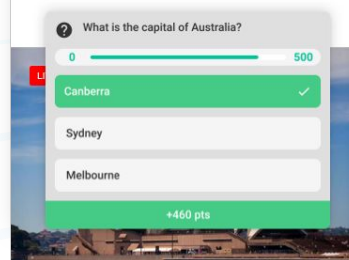
Estimations

The closer you guess, the more points you score. The exact answer is rewarded even more.



Quiz game

Multiple choice question: How smart and how quick are you? It all defines your ranking in the leaderboard.



Leaderboard

Earned points during and after the game. Compare with other players and see who has the highest score and wins the game.





The technology is simple & affordable

Livery is easy to start with, and easy to use. We require no upfront investments or setup fee, you only pay for what you use and we have flexible contracts.

Our pricing is affordable, starting from just €450 per month.

(Calculate costs for your situation in [the cost calculator](#).)