

UNREAL STREAMING TECHNOLOGIES

Unreal Streaming Technologies offers reliable and cost effective video streaming solutions for educational institutions, schools and universities. We are an innovative company serving the needs of K-12 schools and higher education since 2003. We develop and market streaming video software that enables any budget organization to deploy rich Video over IP applications such as IPTV, video conferencing and video surveillance.



"We are currently using Unreal Media Server on campus for streaming live events, morning announcements, live TV and a remote CCTV camera (because of the lack of RF wire). We are very pleased with the product and it's ease of setup. We currently multicast every event and morning announcement which we play with the Unreal Media Player. Using their product we have the availability to save a ton of money and then also give our teachers the ability to Archive the footage to their PC."

*- Andy M. Woodward Academy,
Atlanta, Georgia, USA*

▶ On-Demand Video

Playing educational movies, video clips and learning materials is an exciting and efficient way of transferring the knowledge to your students. Your existing digital A/V library is ready to be streamed across your school.

You don't need to encode or transcode anything! Unlike other streaming servers, our streaming server software streams any file format, including MP4, ASF, AVI, MKV, WMV, FLV, MP3 and other formats. Students can watch but can not rip or save streams.

▶ Live IPTV

Showing live educational TV programs to your students is simple! No need to run expensive coaxial cables and install satellite/cable receivers/decoders in every room. IPTV enables your organization to receive cable TV in a central room and then distribute it over your existing IP network. You just need IP video encoders to receive live A/V signal from cable TV decoders via RCA video input and stereo audio input.

▶ Morning announcements

Audio or audio-video announcements, live or recorded, can be streamed to any classroom, any computer. Live announcements can be captured, recorded and streamed from any room, using either IP Camera or analog/USB cameras/microphones.

▶ Webcasting sports and special events

Live events can be captured, recorded and streamed across your LAN and also to the outside world over the Internet.

▶ Video monitoring and surveillance

Classes, halls and venues can be monitored and recorded, manually or automated, based on schedule.

▶ Enabling telepresence for eLearning

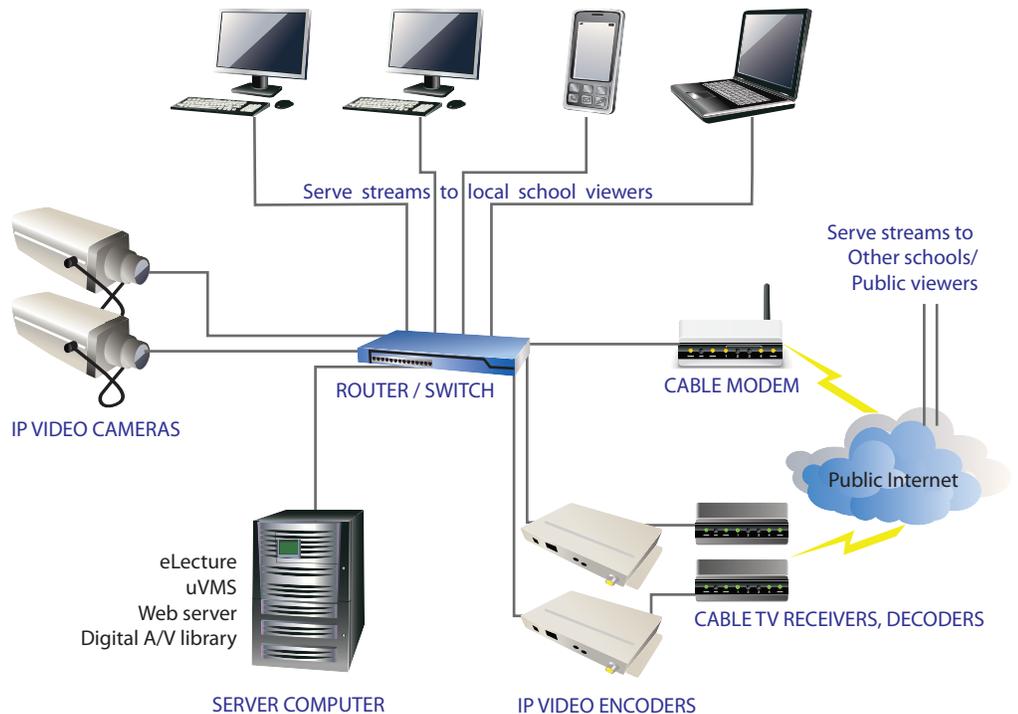
Our virtual classroom software allows broadcasting your class/lecture over the campus/LAN and to the outside world. Remote students can participate in the class using instant messaging. Remote participants experience true telepresence in the class.

▶ Integration to your existing infrastructure

Our solution utilizes your existing IP network and server computers. You just need a single, non-dedicated server computer to install our streaming server software on. A/V streams played on teacher's computer in the classroom, can be shown to students using your existing projectors or smart boards. Or, students can watch on individual computers. Live feeds can be streamed using your existing cameras and A/V equipment.

▶ Multicast and player-free playback

Receiving computers can play A/V streams with HTML5 / Flash player in web browser, avoiding any third-party player software installation. Any A/V stream can be also delivered over IP Multicast protocol, dramatically saving your network bandwidth when multiple concurrent rooms/students watch the same stream. iPads, iPhones, Android phones, set top boxes are also able to play.



"Macquarie University uses the Unreal Streaming server for learning and teaching services.

The University has applied the technology to provide accessibility services for students with disabilities. Audio from lectures is live streamed to transcribers off campus who in turn provide real-time captions of the lecture, which students can view via their laptops in the classroom.

UnrealMedia software provides a cost effective and reliable server which aggregates and manages the various streams."

- David M., Macquarie University, Sydney, Australia

Our highly modular approach to streaming video includes a stack of versatile software that enables your school to implement various streaming applications. Your school only needs a single server computer to install all our software:

- Unreal Media Server: a central streaming server that streams live and on-demand A/V to players across IP network.
- eLecture: a virtual classroom software product for conducting live interactive classes/ lectures over Internet/LAN, where students attend sessions online via web browser. Students watch live lecture webcast, post questions and receive answers in text chat mode in real time.
- uVMS: a web-based Video Management System allowing teachers and administrators to record and manage live video streams across the school.

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