

Overview

Getting your audience engaged in the presentation can be challenging. INXPO's platform provides interactive tools to maintain audience engagement, but physical attendees are often left out of the online conversation. **INXPO's Second Screen application is designed to bridge the gap between the physical and virtual audience, sparking a two-way conversation with the presenter.**

Physical audiences can join the conversation via their mobile device and have the same experience as virtual attendees during a live presentation. Members of the audience can type questions, respond to polls, take tests, and Tweet from their phone or tablet. By simply clicking on a link, participants can enjoy an interactive experience, collaborating with attendees around the globe.

Where It Fits

Physical Events & Conferences



Huddle Rooms



Key Features

Second Screen delivers all the interactive elements you get in a webcast directly to the palm of your hand. Now physical audience members can engage in a two-way conversation with both the presenter and virtual audience in real time!

By eliminating video and slide streams, Second Screen boosts engagement in any program without compromising bandwidth.

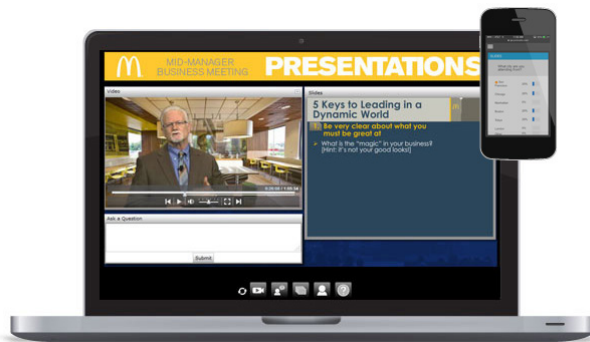
With Second Screen, physical attendees can:

- Participate in group chat
- Take part in live Q&A
- Integrate with Twitter
- Invite a Friend
- Respond to polls and surveys
- Complete testing and certification

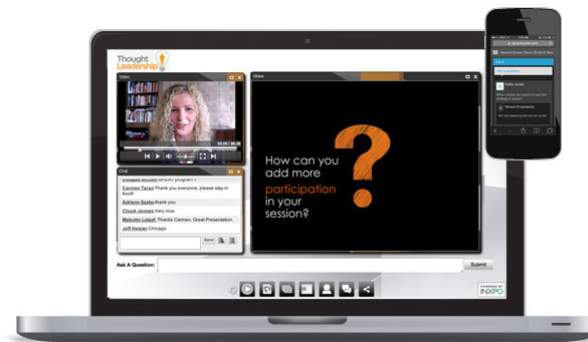


Popular Use Cases

With second screen, passive listeners become active participants. Here is a list of use cases that can transform a webcast using Second Screen.



Training Courses



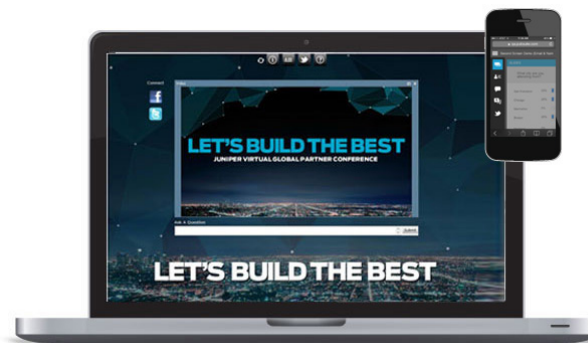
Conferences



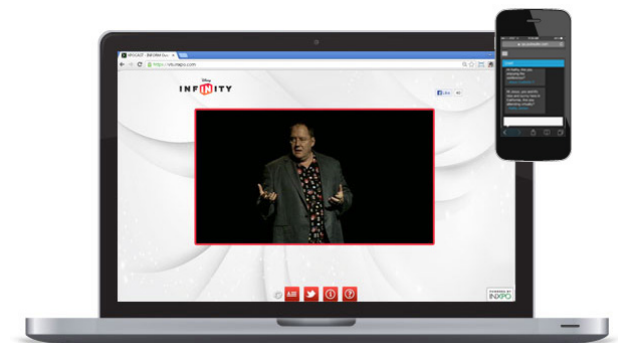
All Hands Meeting



Internal Communications



Sales Kick-Off



Product Launches