

Collaboration Squared launches what it claims is the first immersive, always-on video conferencing portal for teams-- the Video Window, a device promising to make users feel as if they are looking through to other locations, thus "window."



The idea of the Video Window is to install and connect two or more of the devices in the common areas of offices for up to 24 hours a day connectivity. Patent-pending technologies ensure the devices are permanently connected to assigned groups for the hours of the day the administrator sets (eg 8:00am to 8:00pm, Monday to Friday). If the internet connection is lost or an error occurs, the devices automatically reconnect.

The system promises to be as simple as possible, with no need for scheduling, URLs, app downloads, user logins or addresses to type. To join audio, users just need to walk up to the screen and press a button, since by default, audio is off at each location for both microphone and speaker. In case someone forgets to hang-up the audio, the Video Window switches the audio off after a timer expires.

Another interesting feature is the "knock"-- to get the attention of another site, the user can tap the screen and the Video Window on the other side makes a tapping noise. Also included is whiteboarding functionality, if in a semi-transparent mode allowing all users to see each other as they collaborate on the canvas.

A SIP video dialer provides compatibility with 3rd party video conferencing software, including Cisco Webex, Zoom, BlueJeans, Pexip, Cisco Meeting Server and Ubiety. Video Window can even Skype for Business, Microsoft Teams and Google Hangouts/Google Meets, depending on the gateways in use.

Video Window is currently in beta testing mode before a June 2019 global release.

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