

Prysm Adds Enterprise Collaboration

Written by Marco Attard
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Prysm announces more functionality for its digital workplace platform at InfoComm 2017, including co-browsing, quick start with video conferencing integration and a new mobile UI.



Co-browsing allows Prysm participants to access content via approved mobile device to view and interact with web content. All enabled users can make edits, while the content owner can monitor permissions and even view content in a secure manner, enhancing the collaboration experience for both in-room and remote participants.

Meanwhile quick start with video conference integration enables employees to access the Prysm platform without logging in for an instant start to meetings. Users can quickly place and control basic video conference settings via Prysm on-screen interface, without need for extra wires or hardware in the room, and participants are alerted to an incoming call, with the option to either accept or decline to easily join an existing meeting.

Users can also share mobile device content or Prysm sketchboard content with all participants. Quick start integrates with existing conferencing codecs from Cisco, Polycom and Logitech, as well as unified communications solutions such as Skype for Business.

As for the updated mobile UI, Prysm promises a faster, simpler and more personalised user experience, with additional search and browsing capabilities. Tools such as sticky notes and annotations are updated, and the solution provides notifications in case other participants in a project space want a quick meeting start or team interaction.

InfoComm 2017 also has the company announce an early preview of the Prysm API in the shape of two custom-built applications, one for brainstorming and ideation sessions and the

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other for user training and enablement.

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