

GETTING READY TO PRESENT IN IMMERSIVE

CONTENT

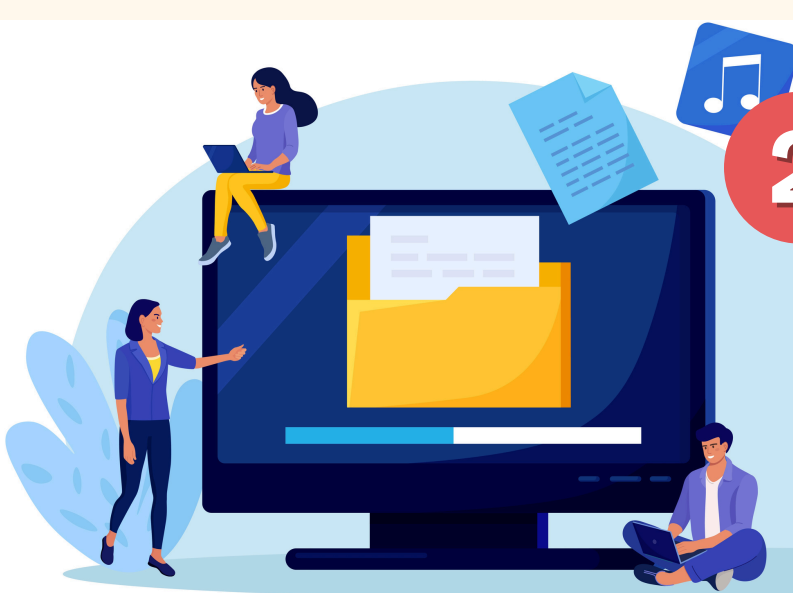
Create and collate the content that you want to display in the room for example presentations (PPT, GoogleSlide, Canva etc.) and video, audio or interactive apps (YouTube, MP3/WAV, Unreal Engine, Touch Designer). Tutorial videos are available on request via the team.



2

TRANSFER

Transfer these files and links to the immersive room via a Microsoft Teams chat with either our Swansea (**irswan@**) or Carmarthen (**ircarm@**) accounts.



3

TEST

Book some time well in advance of your assessment or event to test links and files, content playback and quality, positioning of content on the wall screen and importantly, how to interact and navigate with your content. Bring your devices to make any changes to the content.



4

ON THE DAY

Arrive early to set up seating, place any props you will be using in the space / detail risk assessments, and critically test your content works prior to going live.



RECORDING

Assessments will be recorded via a camera and room mic connected to Microsoft Teams on a staff or student device.

If the event is larger and specific content needs to be highlighted in addition to the keynote i.e., webinar or conference, we also have a multi-cam streaming service that can be utilised in the room.

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