

Innovate  
Integrate  
Transform



Interaction  
Information  
Networks

**PKE**  
Consulting LLC

# WebRTC

The Webification of  
Communications

Phil Edholm  
President and Principal  
PKE Consulting LLC



**WebRTC**

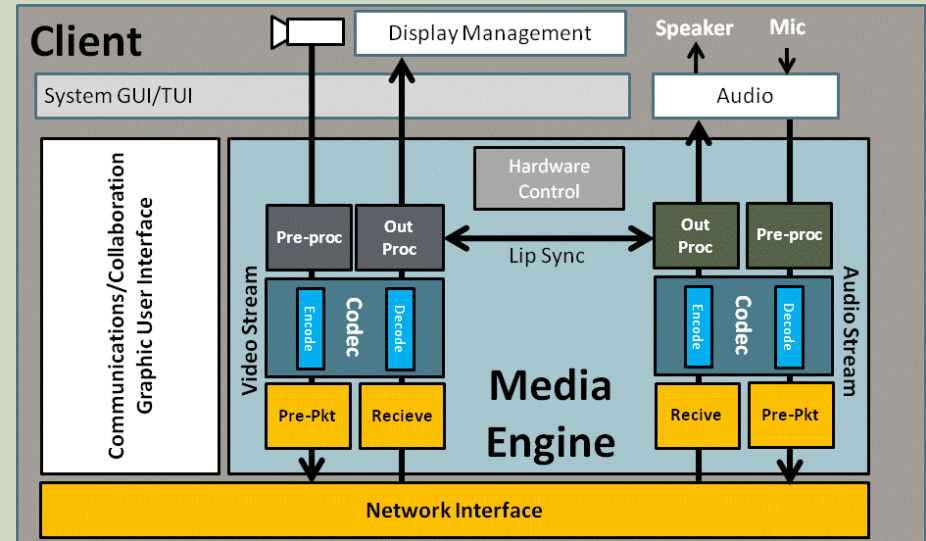


# Typical VoIP Client and Media Engine

## Components

- Audio
  - Setup and control the hardware
  - RTP, compression, encryption, statistics, etc.
  - Produce low-latency audio from microphone
  - Conceal loss, de-jitter and play audio from the network
  - Cancel echo, VAD, reduce noise, etc.
  - Manage codecs
- Video
  - Render video, capture camera input
  - Video processing (blue screen, gamma, etc.)
  - Conceal loss, de-jitter and play video from the network
  - Cancel echo, VAD, reduce noise, etc.
  - Manage codecs
  - Bandwidth Management

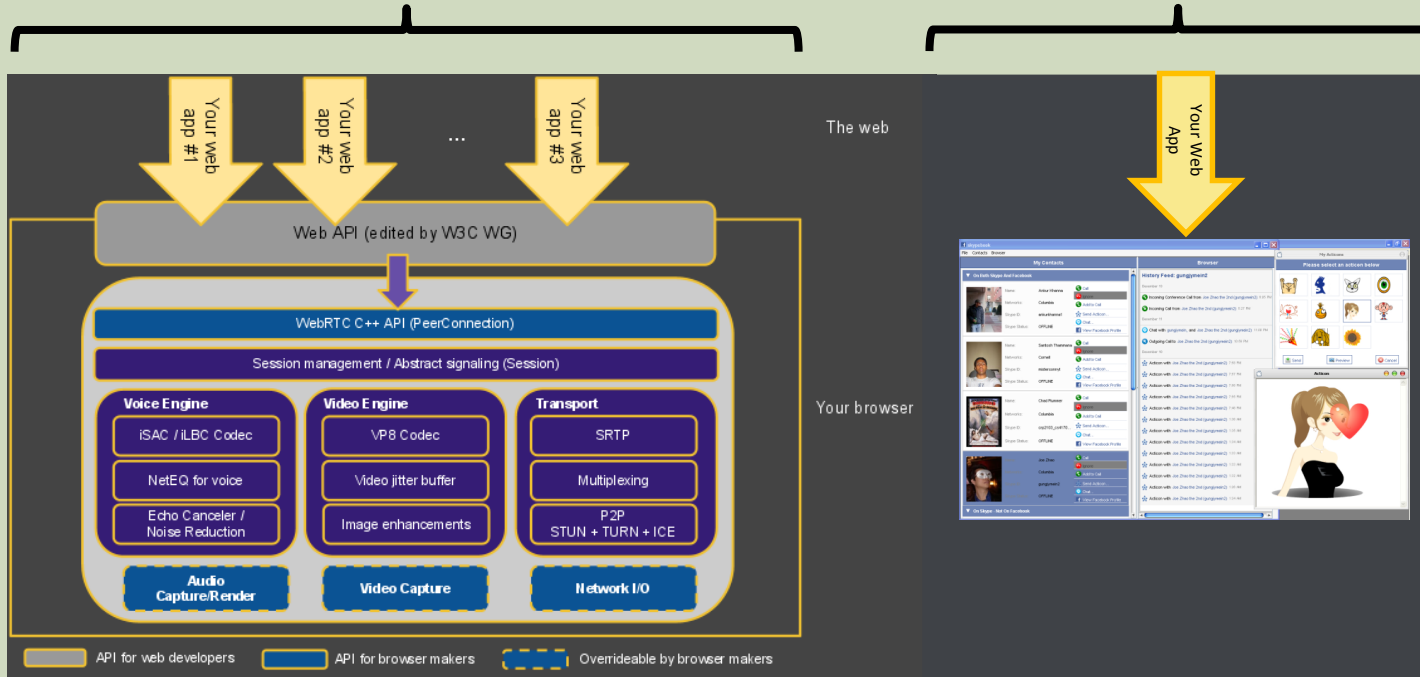
## Client/Media Engine Structure



# In the Browser

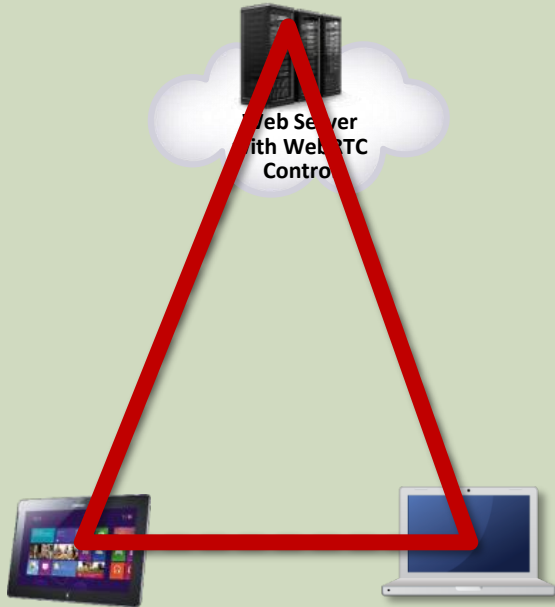
## WebRTC Media Processing

## HTML – HTML5 Visual User Experience

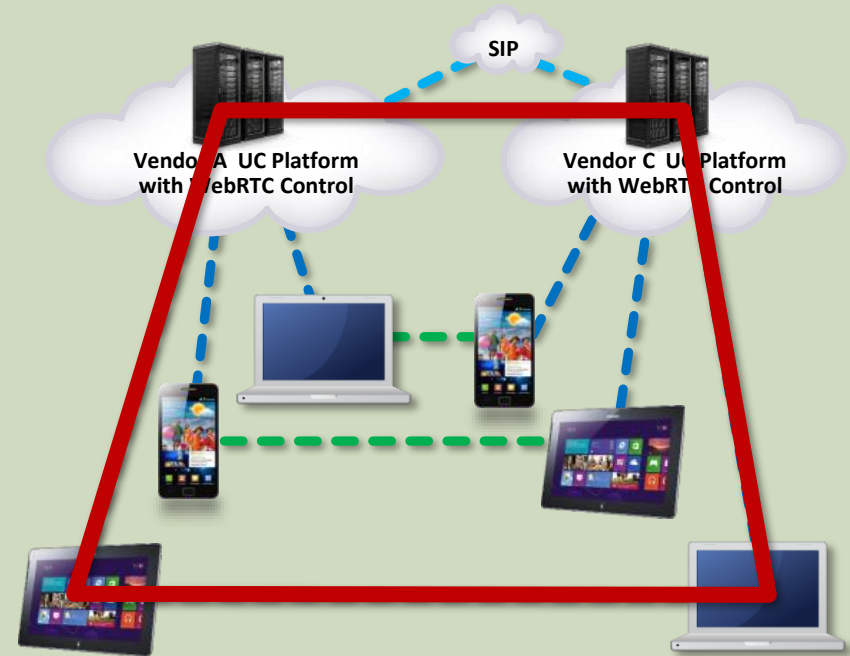


# WebRTC Implementations

## Adding WebRTC to Any Web Server



## WebRTC as an extension to existing networks of servers (Carriers)

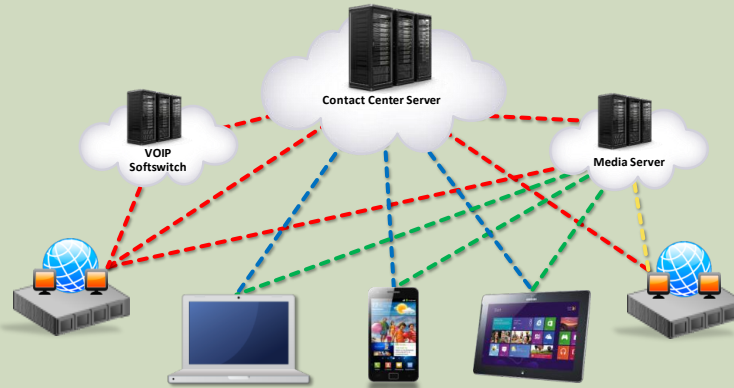


# Other WebRTC Enterprise Integrations

Integrating a Media Server with WebRTC



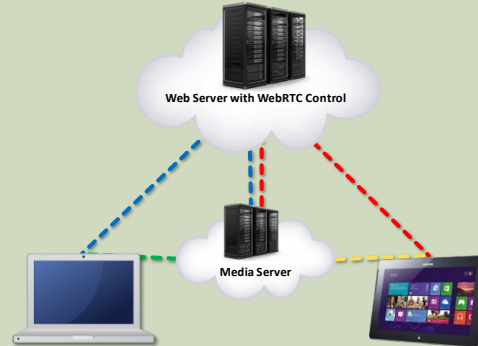
Enabling an Existing Contact Center product with WebRTC



SIP Integration with RTP

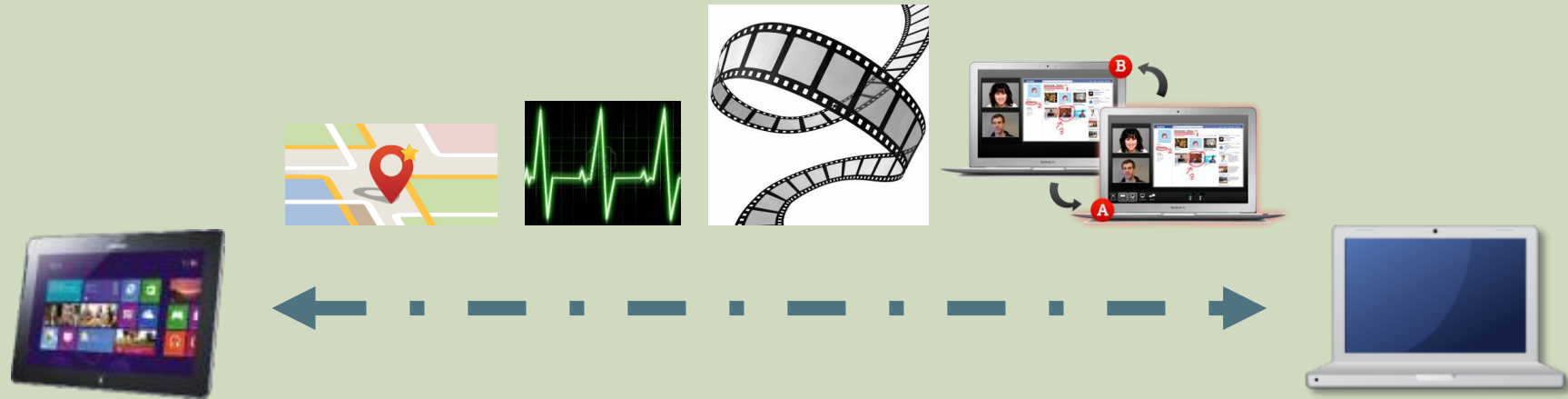


WebRTC and SIP Clients with Media Gateway



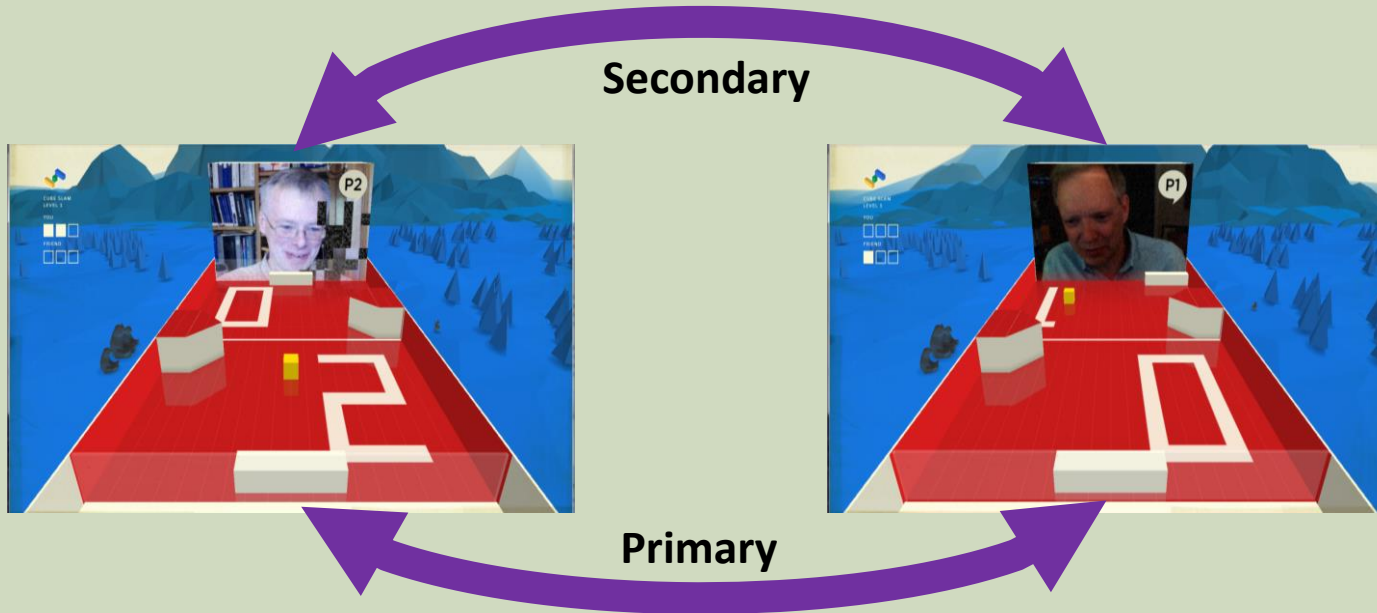
- HTML & WebRTC API
- VOIP RTP
- Vendor Media
- Vendor SIP

# The Data Channel



# Additive Communications

Is Cube Slam Cute or A Subversive Plot?



What Percentage of Web Activities would Benefit from Real-Time?



# WebRTC and the Web

Replacing What Exists  
or Augmenting it

Real-time as adjunct  
to an activity

Real-time as extension  
of an interaction or app

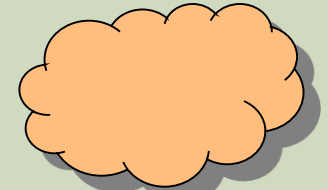
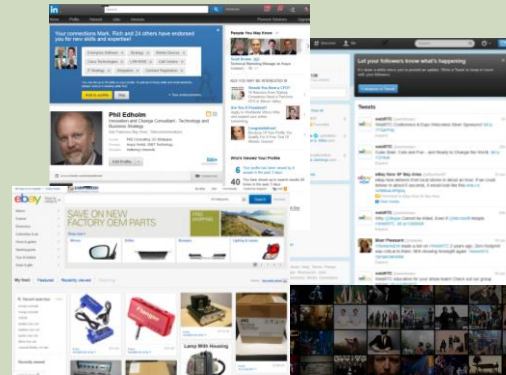
Real-time  
all the time



Playing Cube Slam against Bob the Diversionary Bear

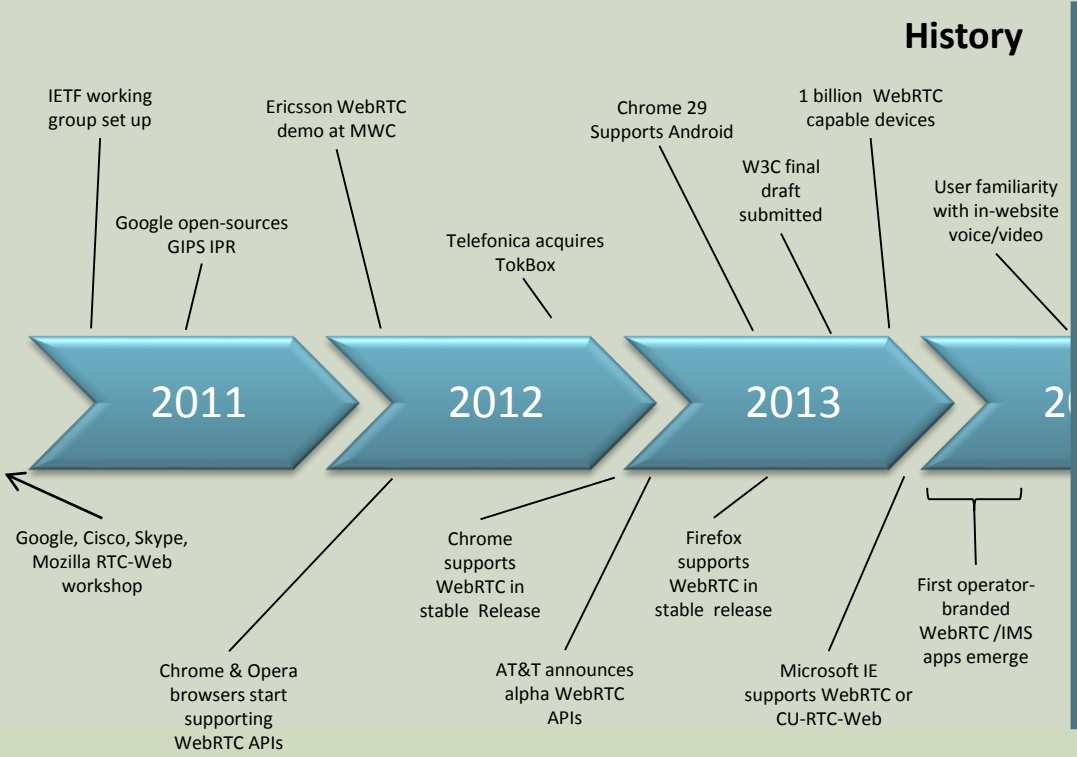


Chess Cam by Spacegoo





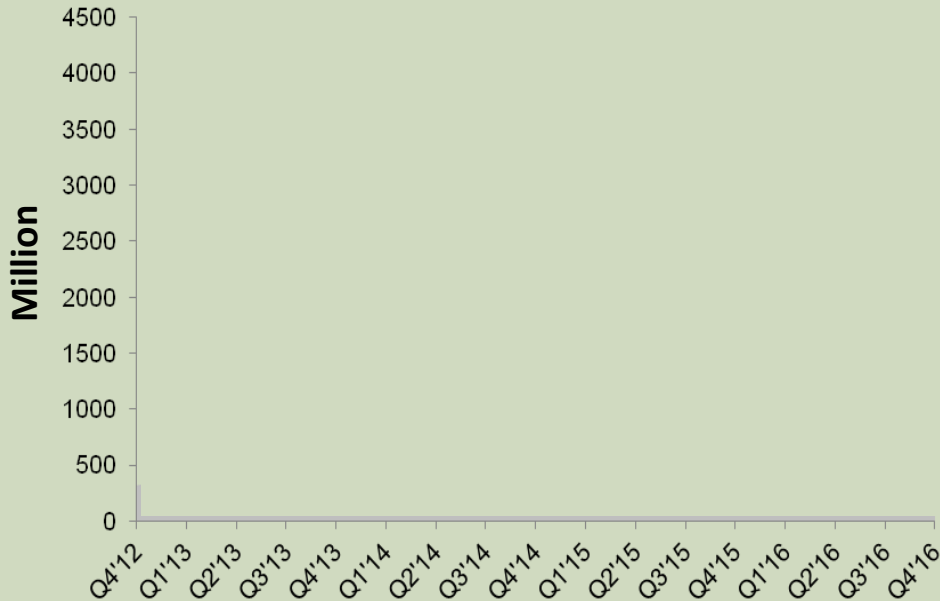
# WebRTC Timeline Q2 2014



Source: Disruptive Analysis WebRTC Strategy Report, June 2013  
Assumptions - See [disruptive-analysis.com](http://disruptive-analysis.com) for details

# WebRTC forecasts: Over 4 billion devices

Device base supporting WebRTC growing Zero → 4bn in 4 years



Source: Disruptive Analysis WebRTC Strategy Report, June 2013 & Q2 Update June 2013  
Definitions & methodology in report - See [disruptivewireless.blogspot.com](http://disruptivewireless.blogspot.com) for details

# Company Positions on WebRTC

Promoters



Uncommitted  
/Following



Telcos



# Potential Barriers

- Microsoft may actively resist
  - Contrary to Friends and Family strength of Lync and Skype
  - Organizational shift may indicate probable support
- Apple is not committing
  - Could block app in App Store
  - Indications are they will support as a standard
  - H264/5 support an issue
- Open Issues
  - Video codecs – VP8/9 versus H264/5
- Security
  - Enterprise Firewalls and SBCs need WebRTC support

# WebRTC Benefits



WebRTC  
Services  
Provider

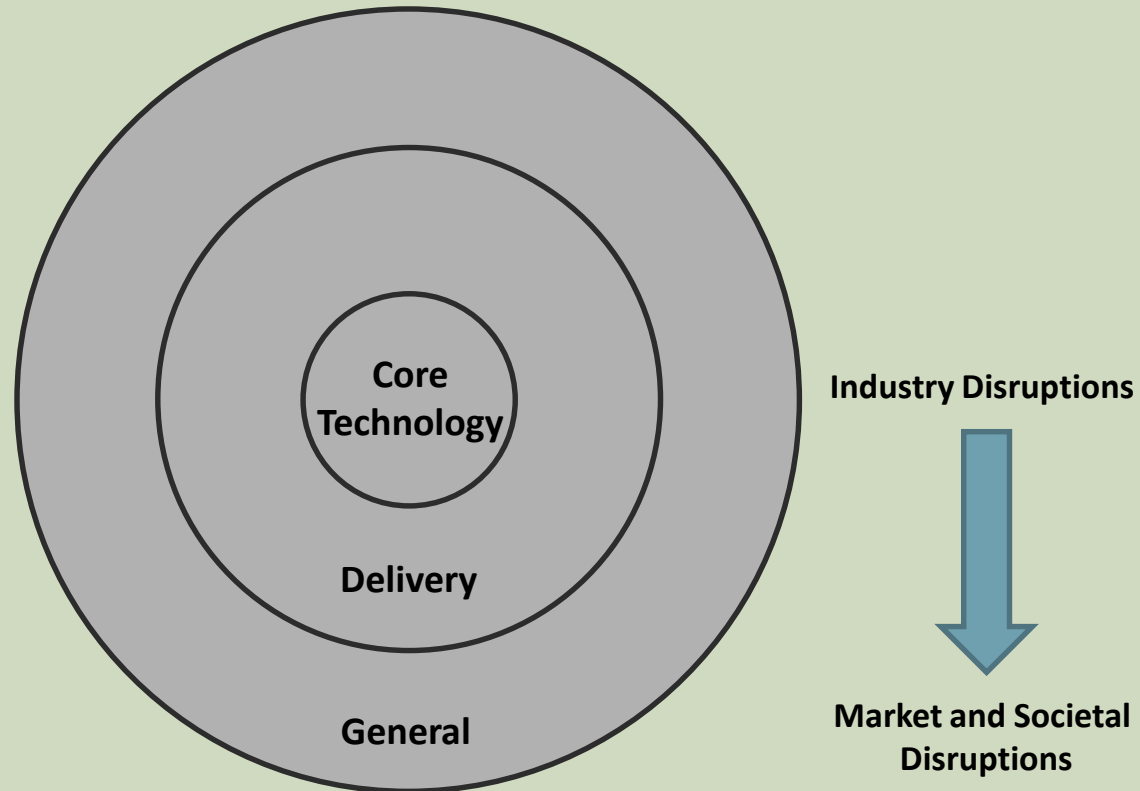
***WebRTC enables any web server to deliver a unique real time communications experience, with simplicity and reliability, without dependence on service providers or other services.***



WebRTC  
Services  
Consumer

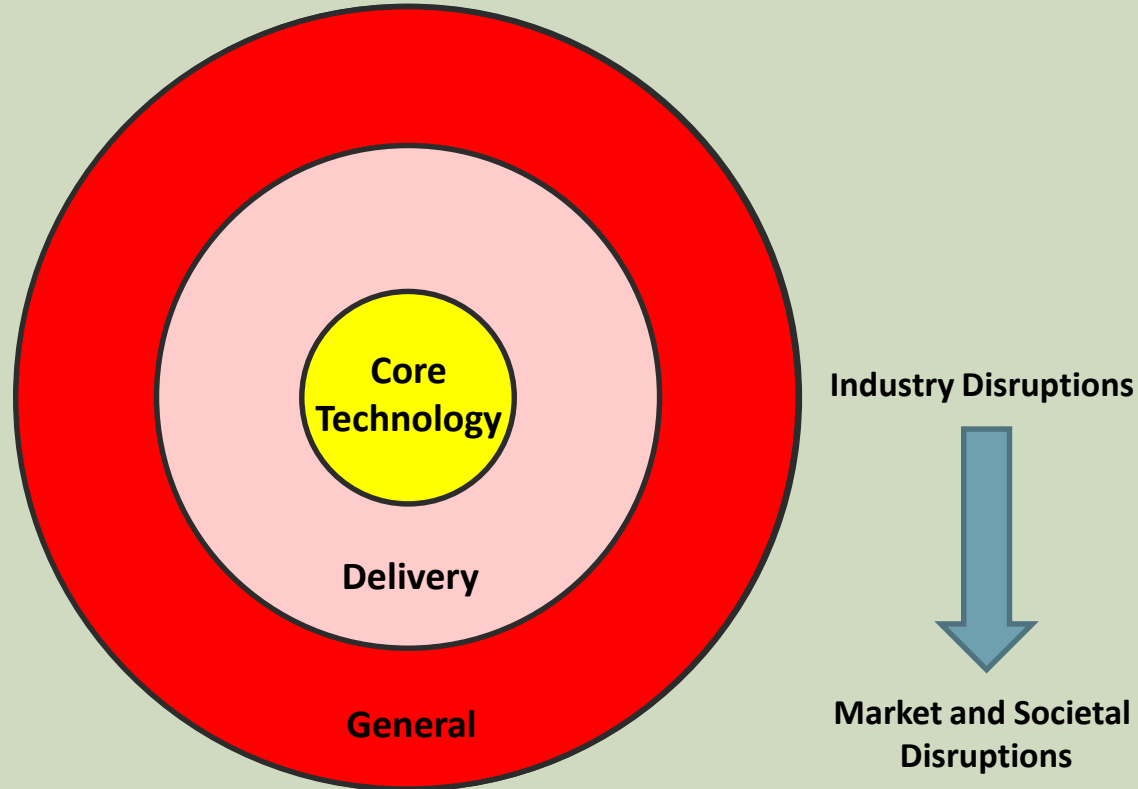
***WebRTC enables users to participate in a communications experience as delivered by any web site without downloads, registration or general cost.***

# Game Changer, disrupter, Transformer?

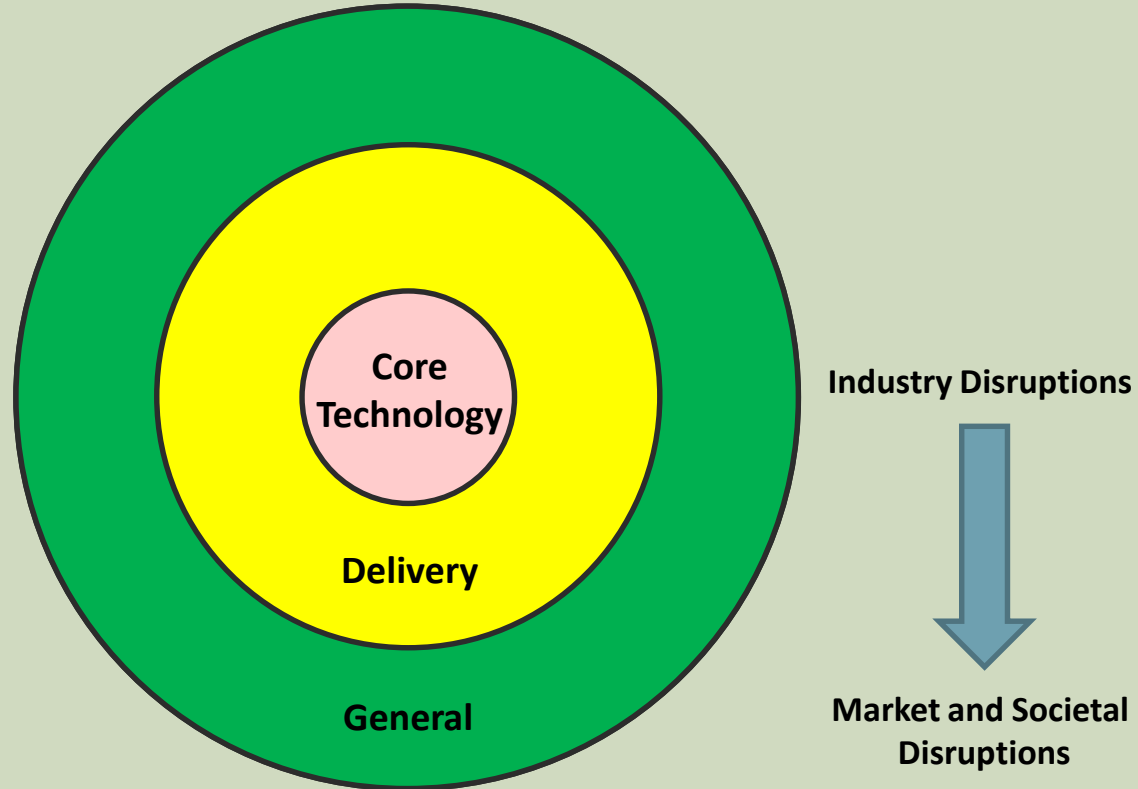




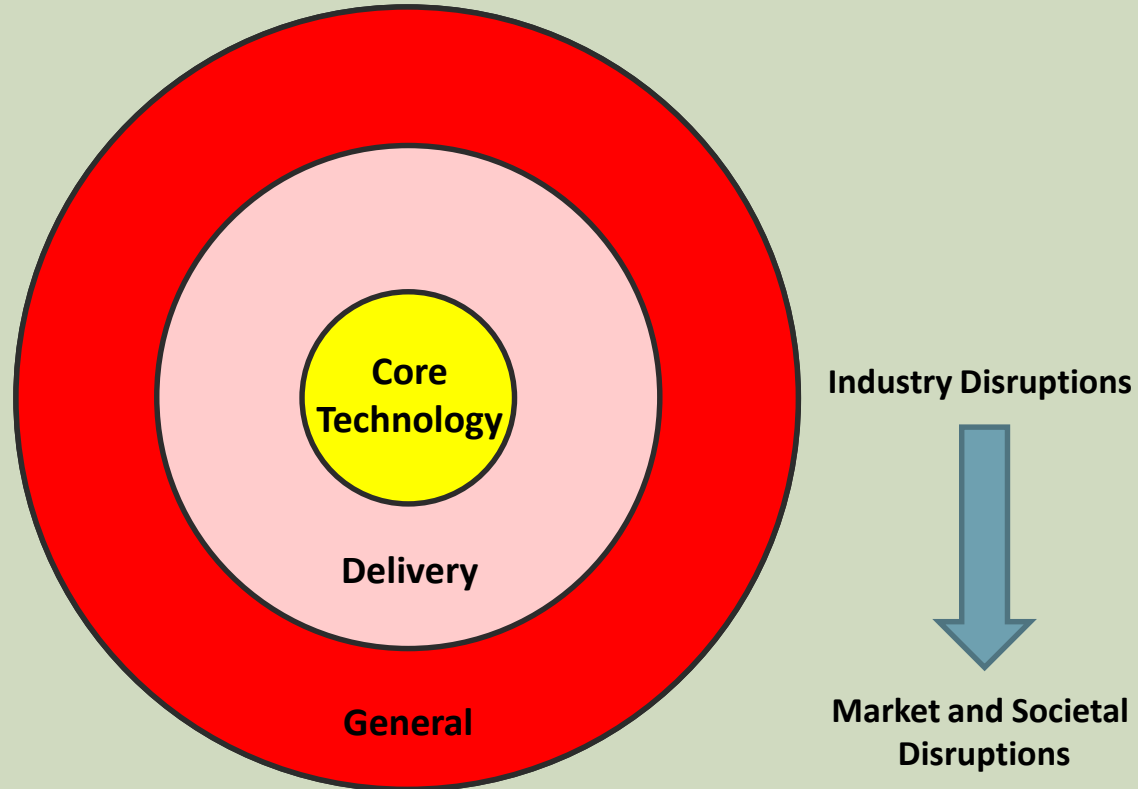
# WWW, web, browser Impact



# VoIP Impact



# WebRTC Impact





# THE WEBRTC ECOSYSTEM



# Business Solutions and Applications

## Current Communications and Collaboration

### Enterprise

- Employee Services (Telecom)
- Contact Center
- Web Site
- Business Process
- Cloud Services

### Service Provider

- Access Provider
- Pure OTT
- Intermediate
- Cloud Infrastructure

## Real Time Interactive Consumer Web

### Web Sites

- Gaming
- Entertainment
- Social
- Retail
- Information
- Community

### Blue Ocean

- New Business Models
- Next Generation Social
- Social Physics

WebRTC Integration and Development Solutions

Solutions

Opportunity

End User Experiences

Business Solutions and Applications

WebRTC Integration and Development Solutions

Solutions

Opportunity

## End User Experiences

Browsers and Plugins



Native Mobile App Development



Peripherals and Wearables



Digital Signage New Revenue



New Endpoints



Contract Resources



# Business Solutions and Applications

## WebRTC Integration and Development Solutions

Development Solutions, Platforms, Tools, and Code

WebRTC Integrated Solutions

Complete Framework

Commercial Tools and Platforms

Open Source and Internal Development

Development Toolkits

Media and Services Tools

Solutions

Opportunity

End User Experiences



# Business Solutions and Applications

## WebRTC Integration and Development Solutions

Customization and Optimization to Problem or Application

WebRTC Integrated Solutions

Complete Framework

Platforms

Development

Development Toolkits

Ease of Implementation

Media and Services Tools

### End User Experiences

Solutions

Opportunity

# WebRTC Integration and Development Solutions

## WebRTC Integrated Solutions

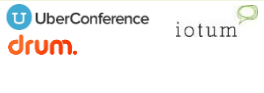
### SP/Carrier Solutions



### Video Conferencing Solutions



### Audio Conferencing Solutions



### UC and Communications Solutions



### Contact Center Solutions



## Complete Frameworks

### Service Provider IMS Integrated Frameworks



### Service Provider Non-IMS Integrated Frameworks



### Enterprise On-Premises



### Enterprise Cloud/Hosted



## Development Solutions, Platforms, Tools, and Code

## Commercial Tools and Platforms

### General WebRTC SDKs and Tools



### Mobile Platform SDKs and Tools



### Messaging Infrastructure



### SP/Carrier Gateways



### Enterprise Gateways



### SBCs



### Media Servers and Video Processing



### STUN/TURN/ICE SW & SDKs



### STUN/TURN/ICE Cloud Services



## Open Source and Internal

### General Open Source Code



### Open Source Signaling and Data Channel



### Media Servers and Video Processing Code



### STUN/TURN/ICE Code



Development Toolkits

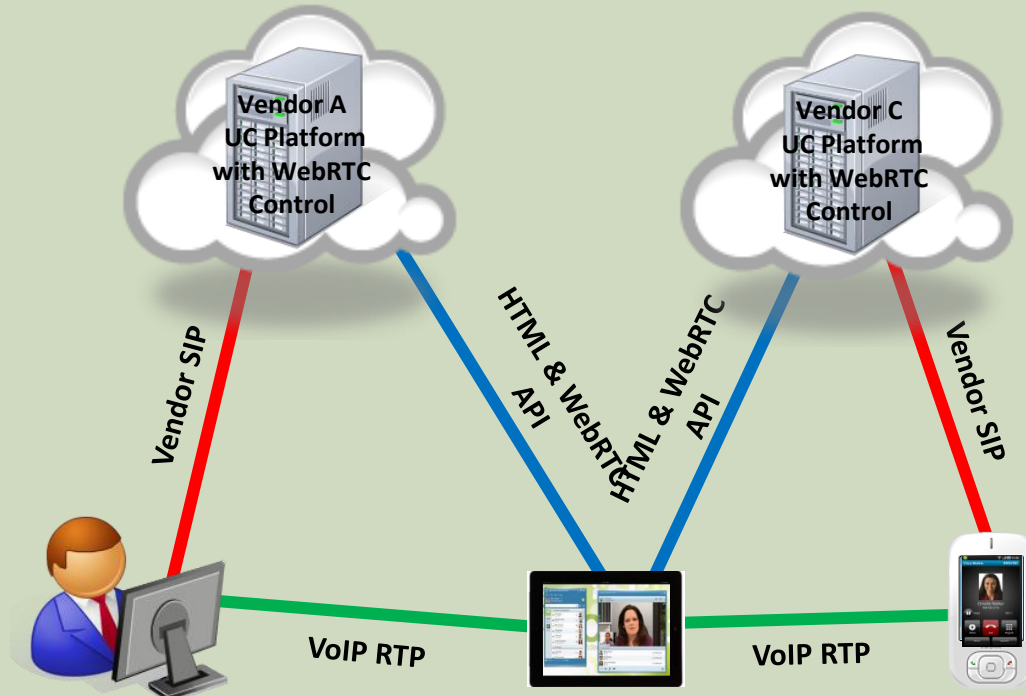
Media and Services Tools

# WebRTC Enterprise Impact



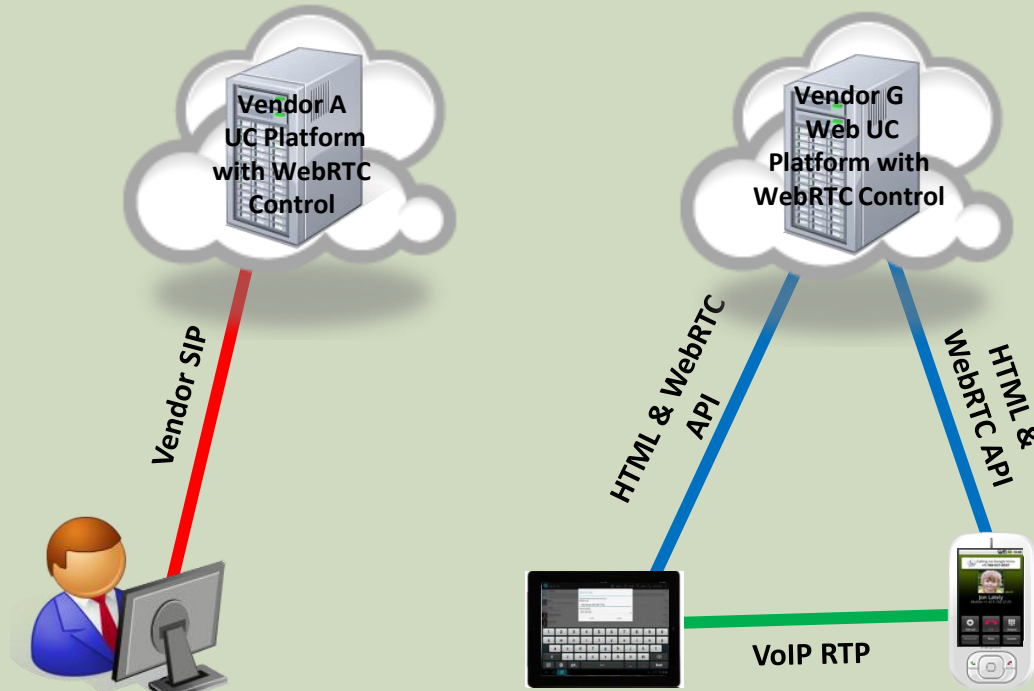
- BYOD
- Extending Collaboration
- Communications Portal
- Transforming Customer Interaction
- Remote Agents

# Guest Portals: The Webification of Real-Time?



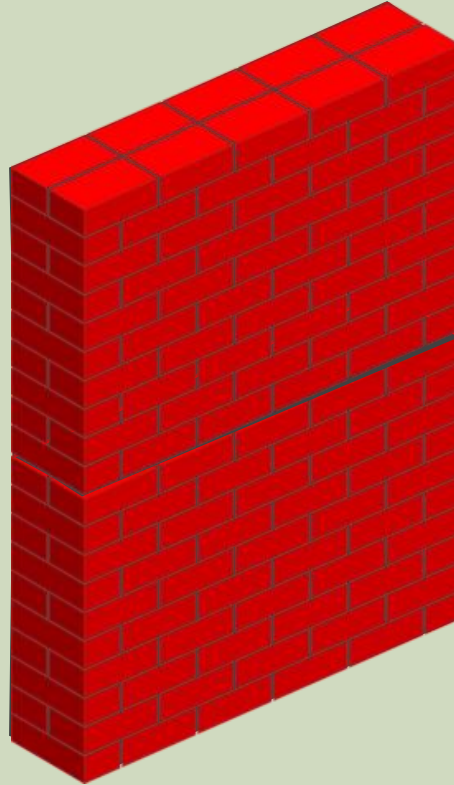
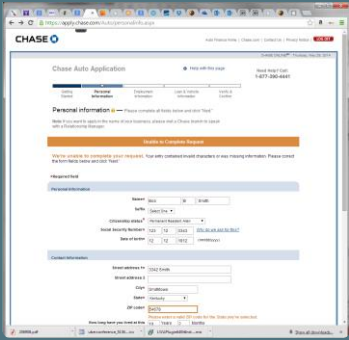
www.openseve.com/portal/kyoninc

# Guest Portals: The Webification of Real-Time?

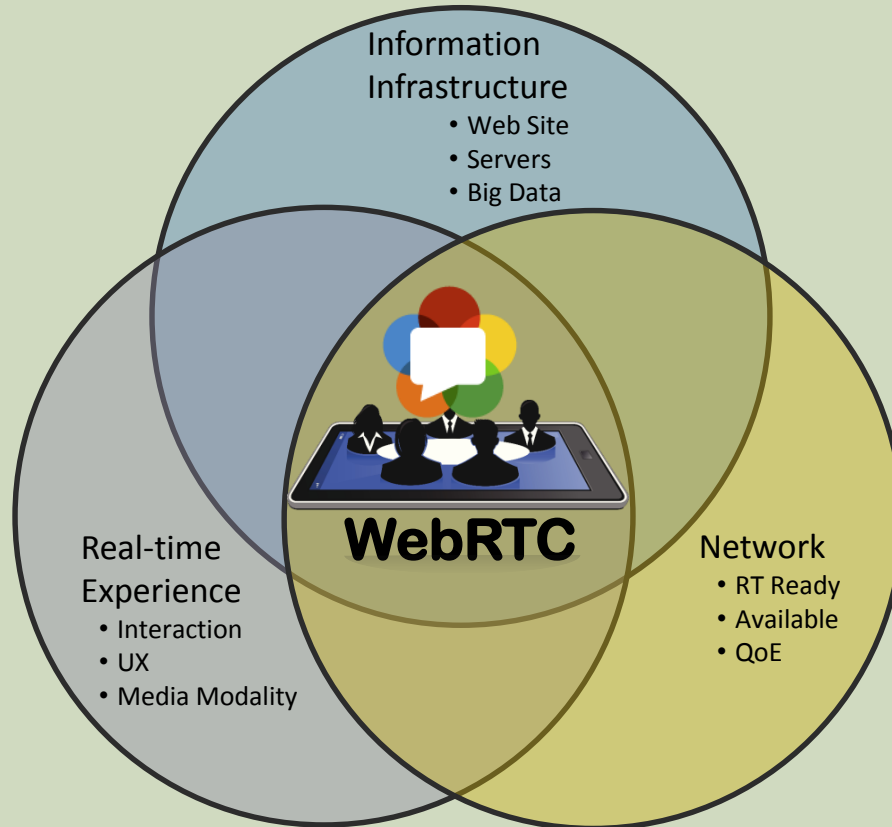


[www.giantweb.com/portal/larryp](http://www.giantweb.com/portal/larryp)

- 97% of buyers visit a web-site first.
  - BIA Kelsey, 2011
- By 2015 the Marketing Technologists budget will surpass the CIO's budget.
  - Gartner Group, 2012
- 70-90% of Contact Center calls are preceded by a web-site visit in NA
  - PKE Consulting Analysis 2013



# Interaction at the Intersection





# Interaction Experience 2.0



Getting the best Possible Employee to Interact with the Customer/Contact

Contextual  
Optimized



Having ALL of the information to resolve the Customer/Contact problem

- Complete
- Accessible

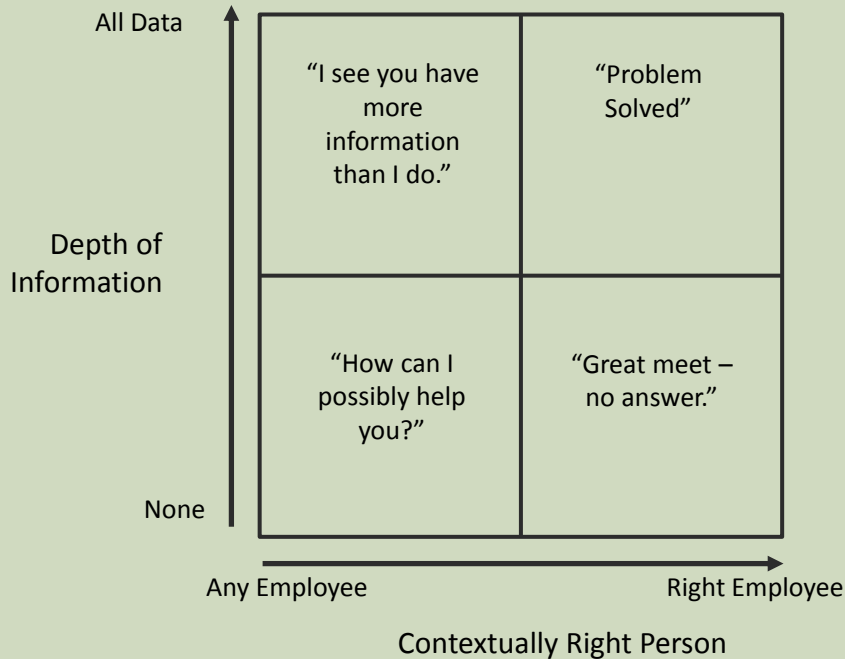


Having the right communications modality the best possible experience

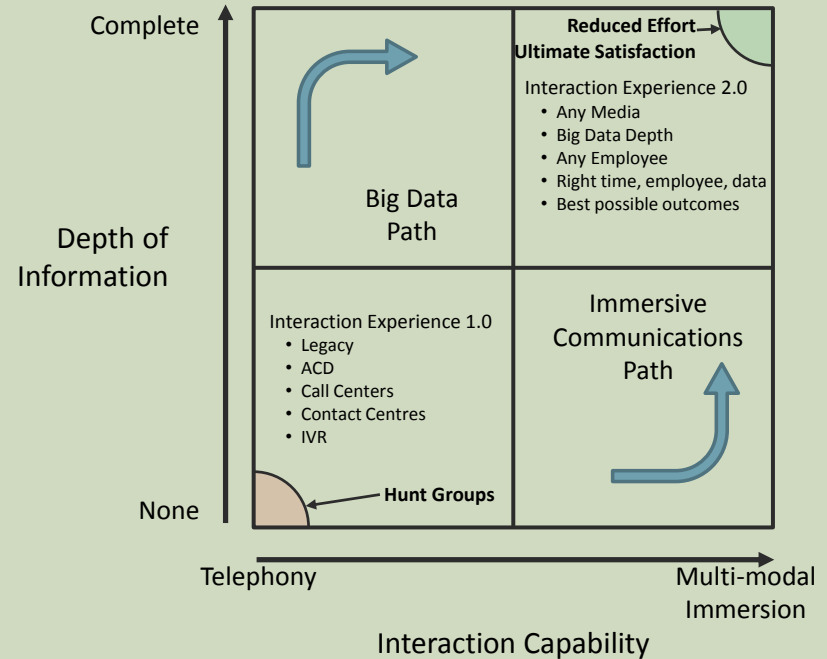
- Optimized
- Empathetic

# Improving Customer Interaction

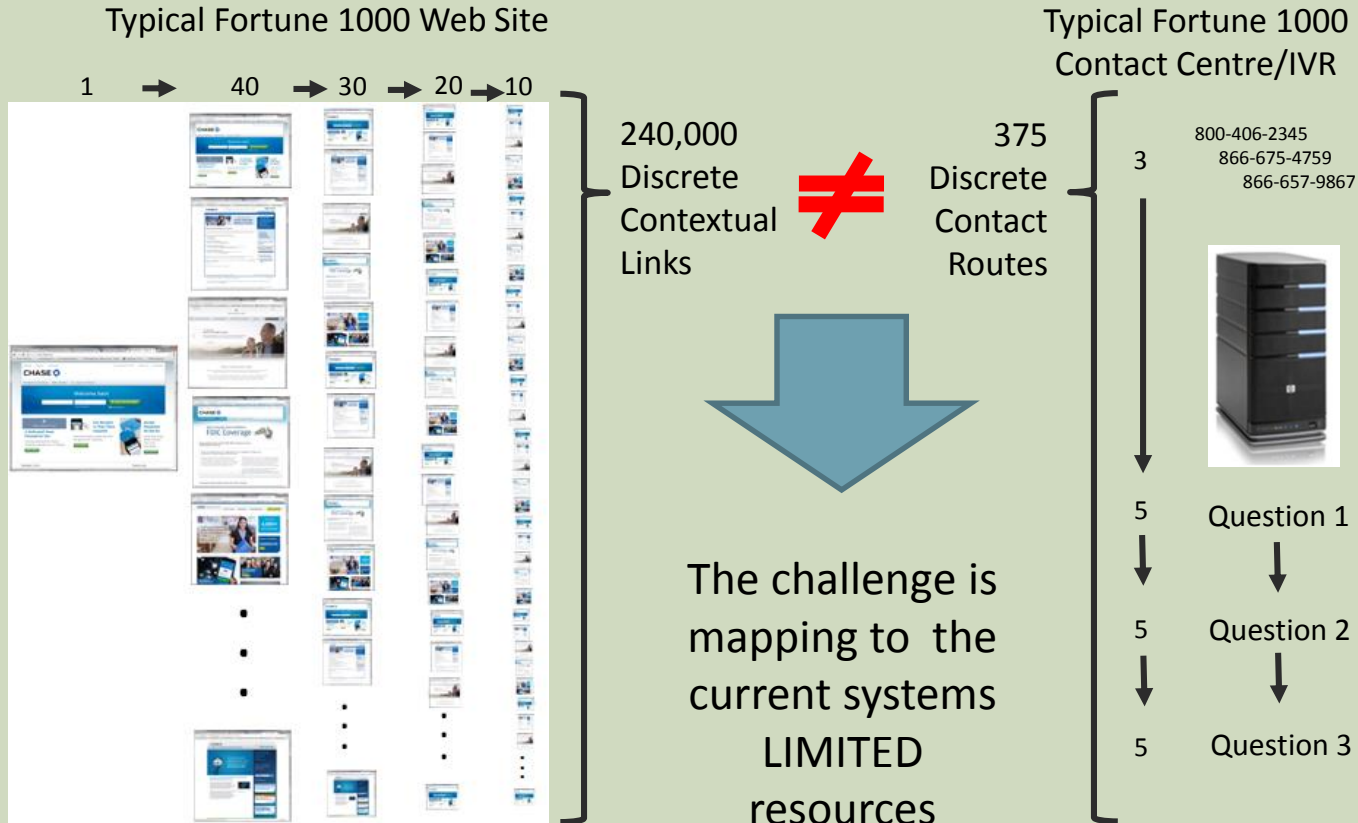
## Getting the Right Employee



## Having Easy Communications



# The Web Disconnect



# Customer Classes

	<b>Percentage</b>	<b>Description</b>	<b>Outcome</b>
<b>Concierge Class</b>	5-15%	High value Customers	Expectation of direct access to agents
<b>Web Class</b>	70-90%	Self Service Customers	Use the web first and then go to an agent based response
<b>Loss Class</b>	5-15%	Low value non-web Customers	Phone access IVR to Agent

# Service Goals



Always have an agent available – minimal or no IVR

Optimize web experience to minimize transitions

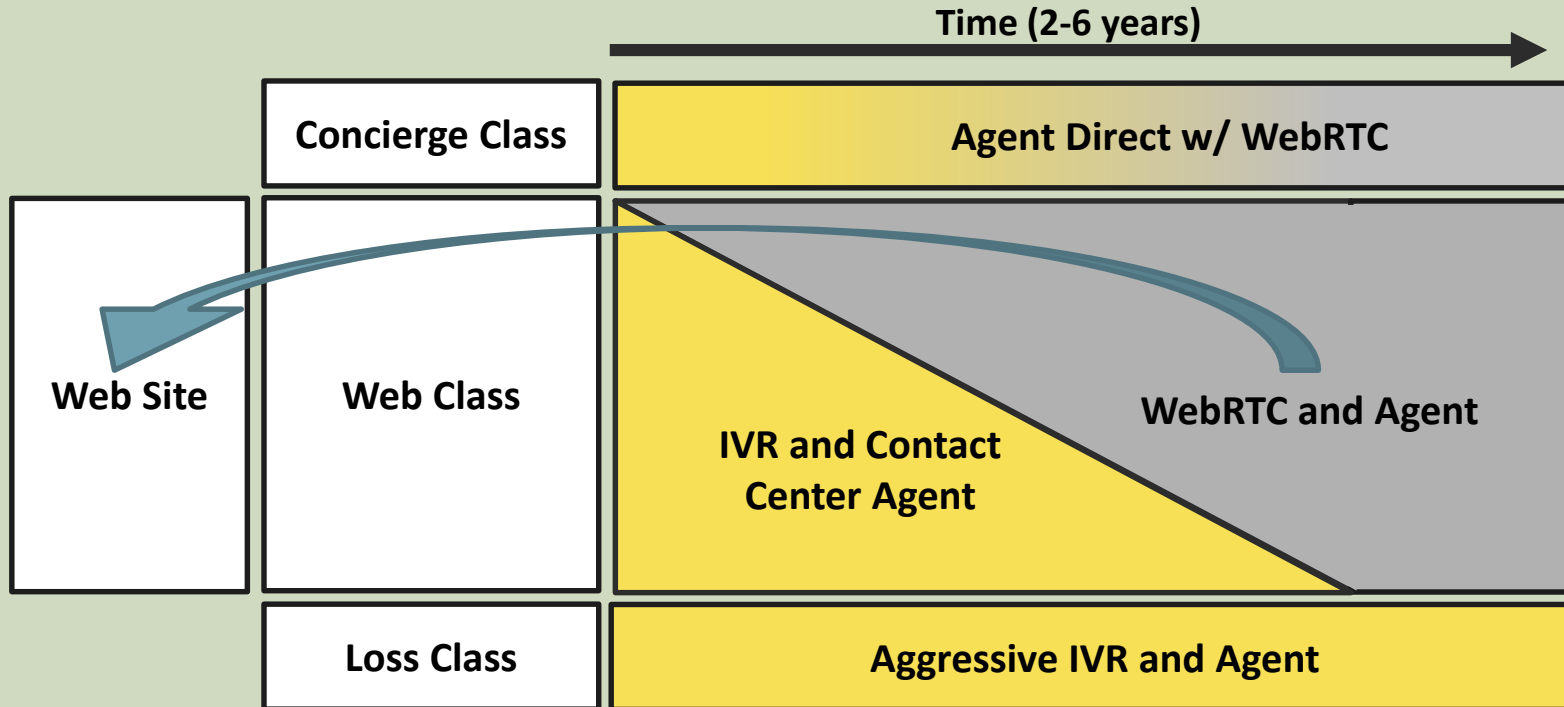
Use web context to both reduce effort and increase satisfaction

Provide feedback from agents to web

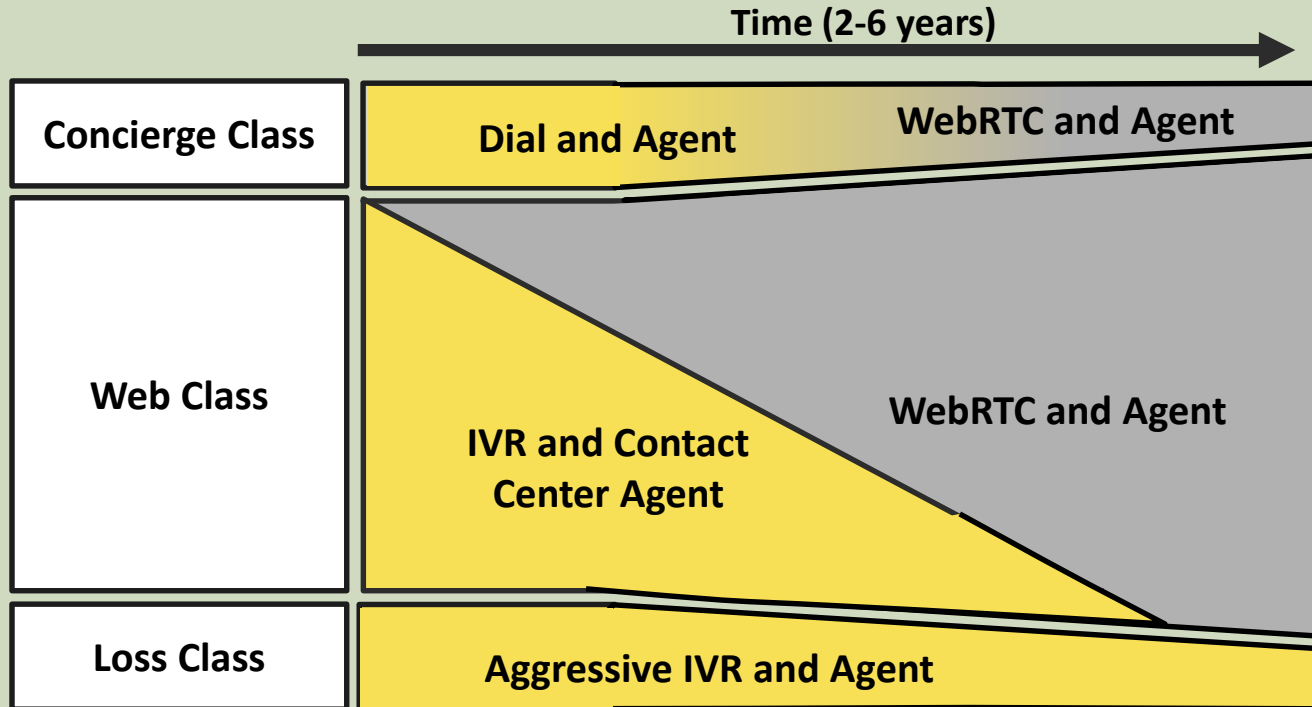
Use IVR and other mechanisms to minimize agent impact

Reduced concern about satisfaction – loss is OK

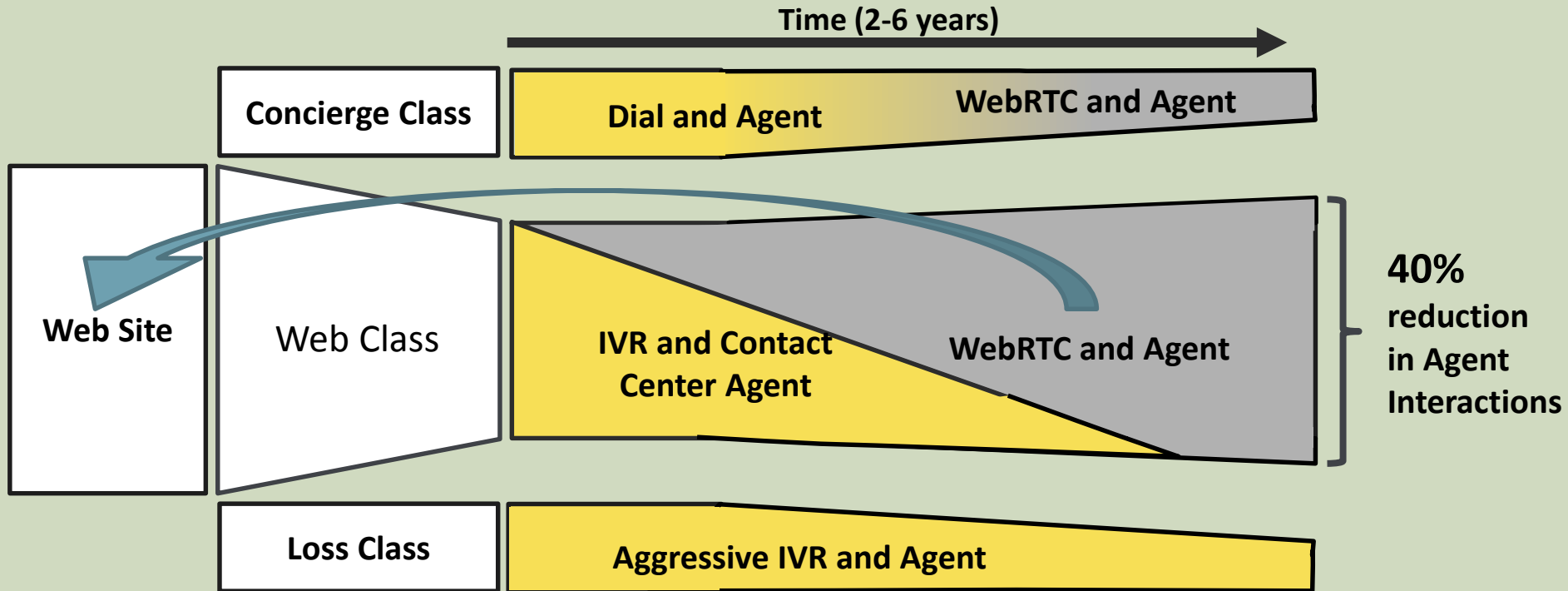
# Optimizing with WebRTC



# Digital Learning

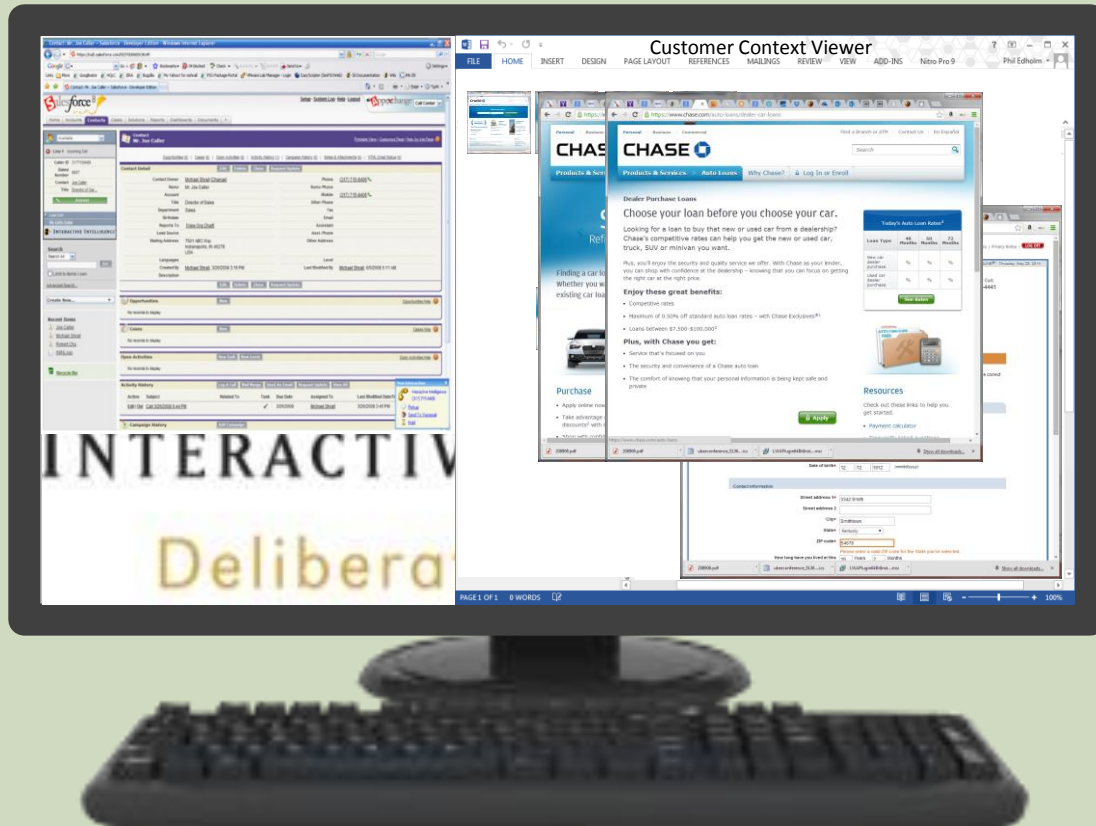


# Reducing Agent Interaction



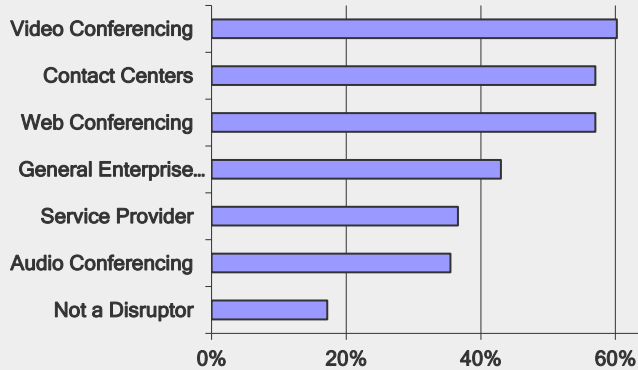


# Contextual Interactions



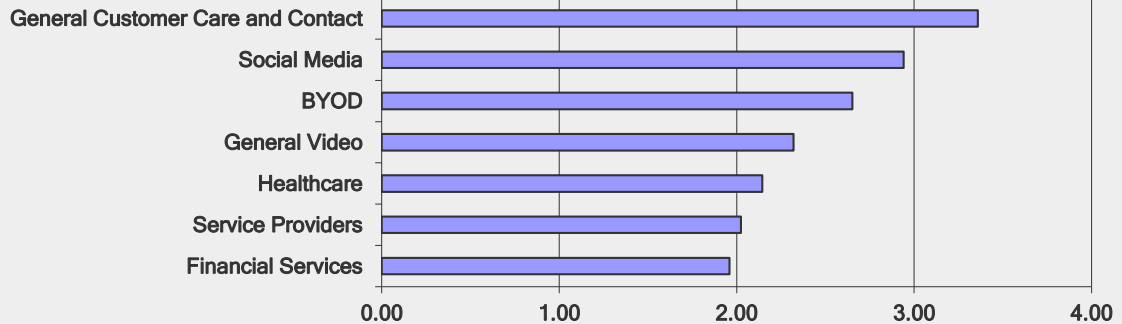
# Where is there WebRTC Focus?

WebRTC is often cited as a potential disrupter, which markets do you think will see WebRTC based disruption of existing solutions/players in 2014? Please mark all that all choices that apply.



## There are over 30 start-ups focused in this area

What markets do you think WebRTC will see the greatest adoption in 2014? Rank the following market areas on a scale of 1-6, 1 being the area of greatest adoption and 6 being the least (each market area must have a unique ranking).



WebRTC World WebRTC Outlook Survey, Dec13  
100 Respondents from the WebRTC Community

# WebRTC is.....

## The Web



## Money



# Join US at the Enterprise WebRTC Conference and Expo

The screenshot shows the homepage for the WebRTC V Conference & Expo. At the top left is the logo for WebRTC V CONFERENCE & EXPO. To the right of the logo, the text reads "The Longest Running Global WebRTC Ecosystem Event" followed by the dates "November 18 - 20, 2014" and the location "San Jose Convention Center • San Jose, California". Below this text are two buttons: "Register Today" and "Exhibit/Sponsor". A dark blue navigation bar contains links for "For Attendees", "For Exhibitors", "Sponsors", "Agenda", "Special Events", "News", and "Contact Us". The main content area features a large image of a conference audience with a green "Register Today" button overlaid. Below the image is a play button icon and the text "3 Intense Days of WebRTC Training & Demos" and "Attend the Global WebRTC Ecosystem Event". At the bottom, there are two columns of text. The left column contains the headline "Hear How WebRTC Will Improve Internal & Customer Facing Communications to Drive Revenue Opportunities for Your Enterprise" and a link "WebRTC V Will Explore Changes in Enterprise Communications". The right column is titled "Important Links" and contains three links: "Why WebRTC Matters to You", "WebRTC V Call for Papers", and "San Jose 2014 Floor Plan".

WebRTC V  
CONFERENCE & EXPO

The Longest Running Global WebRTC Ecosystem Event  
November 18 - 20, 2014 | San Jose Convention Center • San Jose, California

Register Today Exhibit/Sponsor

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Register Today

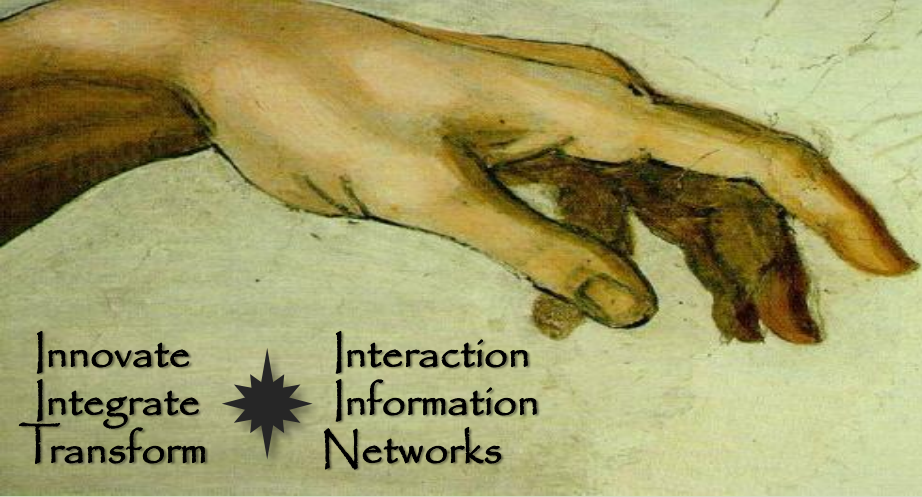
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Important Links

- Why WebRTC Matters to You
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Attend WebRTC Conference and Expo San Jose, Nov 18-20, get a 50% discount with WRTC- ITEXPO



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Thank You  
and  
Questions

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