

# Studio Presenter Console – UI/UX Updates

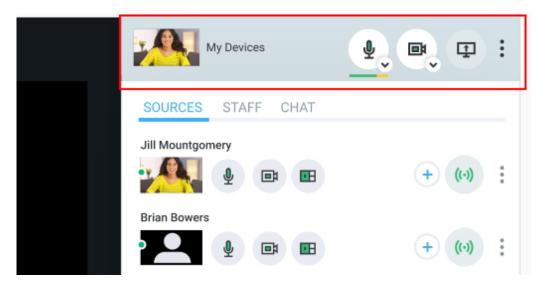
The Studio Presenter Console is undergoing a UI/UX overhaul to simplify the experience for all staffers within the console. Based on user feedback, we have altered the look and feel of many of the icons, reorganized the locations of specific buttons, and updated the functionality of certain features to make the Presenter Console more user-friendly. Below is an example of the updated Presenter Console interface.



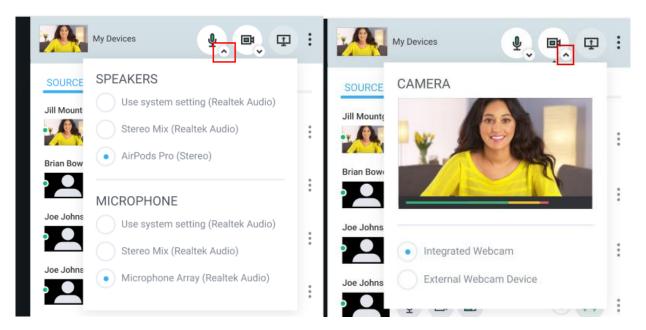
The following is a breakdown of each new aspect of the revamped Presenter Console, shown above.

### My Devices

This is now located in the upper right corner of the Presenter Console. Any staffer set up with a webcam source will now always see this area while logged into the console. This staffer will have the ability to view a thumbnail preview of their webcam video, mute audio, hide video and initiate a screen share session, all from the same area. An audio volume meter is also displayed here, allowing the user to confirm their audio is being streamed into Studio.



The presenter will also be able to select the local source to be used in Studio from this menu. They can select their speakers to hear incoming audio, microphone for outgoing audio, and webcam for outgoing video streams, by selecting the dropdown arrow for the microphone or camera icon.

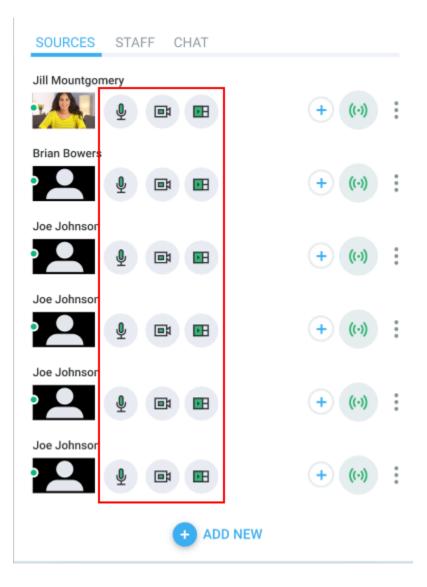




#### Source List Controls

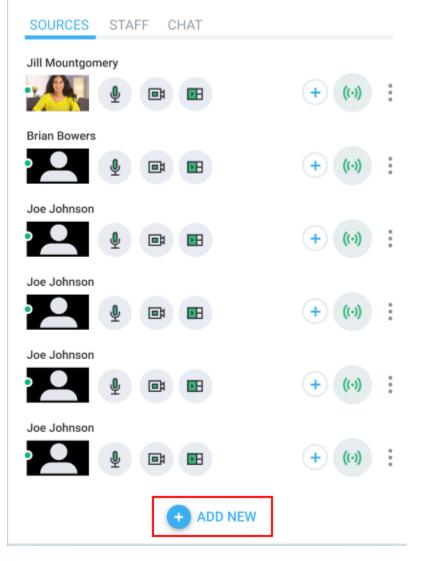
The source list has been updated to display relevant source controls at all times, including audio mute, hide video, and remove a video from scene. This allows Admins, or staffers with the proper rights, to easily monitor which features are currently active for a source.

Admins, as well as other presenters with the proper access rights, will see these controls for all available sources and can trigger any of the features for any source. Speakers, moderators, or other staffers with more restricted access rights will only see these controls for their source. The Remove Video from Scene button has been updated to improve the functionality of this feature. Now, when selected for a source, the source's video will be hidden from the scene. This allows that source to participate in the scene as an audio-only source. Their video pod will never display in the scene while this feature is active for the source. The source will still need to be added to the scene using the plus or solo buttons to be heard but will never have video displayed in the media player.



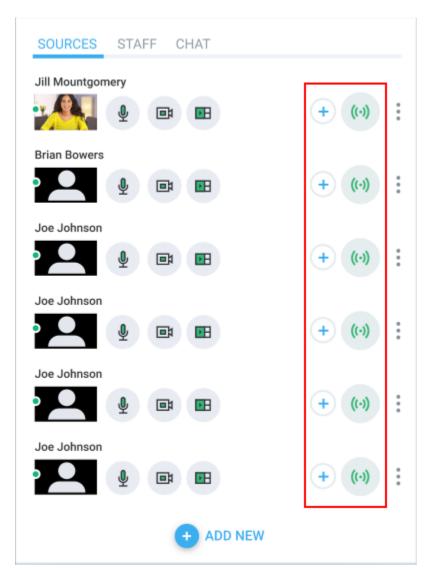


The Add New source button has been repositioned to the bottom of the menu, along with new text to easily identify the button.





The display and functionality of the Add to Scene and Solo buttons remain unchanged.





Additional settings are still available by selecting the three dots icon. These settings now display in a pop-up menu with a text list, instead of as additional icons in a tray as they had previously. No functionality was changed for these options within the menu.

SOURCES	STAFF CHAT					
Jill Mountgomer		+ ((·))				
Brian Bowers		EDIT				
Joe Johnson		INFO REFRESH				
Joe Johnson		+ (())				
Joe Johnson		+ ((·))				
Joe Johnson		+ ((·))				
+ ADD NEW						



## Presentation Timeline - Prev/Next Buttons

The Previous and Next buttons for slide advancement have been repositioned to the Presentation Timeline container. This allows all slide content and controls to reside in the same location within the console. The menu can now be collapsed to hide the slide thumbnails, while still displaying the Prev/Next buttons, for staffers looking to maximize screen real estate within the console.

PRESENTATION TIMELINE	SLIDE NOTES	<b>⊥</b>		I∢ PREV NEXT ►I
1 NEXT	2	3	4	5
				_
PRESENTATION TIMELINE	SLIDE NOTES	Ť		I∢ PREV NEXT ►I

## Start/End Webcast Button and Timer

The webcast timer has been repositioned to the same container as the Start/End Webcast button. Also, after minimizing the Rehearsal Mode banner from the top of the console, a notification will be displayed below the button to confirm which state the webcast is currently in. All functionality remains the same for these features.

