



Touch and Collaborate

The Interactive Display Comes Of Age



What Is The IMCCA?

Interactive Multimedia and Collaborative Communications Alliance

- Non-profit, technology neutral
- Focus on all multimedia & collaboration
- Increase awareness & branding
- Unification of organizations & interests
- Further learning objectives
- Industry Alliances
- Networking Opportunities
- Monthly Newsletter
- Educational Opportunities
- Special Interest Groups



www.IMCCA.org

Stop by booth N2021

***Free Membership For End Users
 Many Benefits for Vendor Members
 Contact Carol Zelkin, Executive Director
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The
WALT DISNEY
Company

Kevin Hyatt

**Manager, Workplace Services
Real-Time Collaboration
The Walt Disney Company**

**IMCCA Board Member
Interactive Multimedia & Collaborative Communications Alliance**

The mission of The Walt Disney Company is to be one of the world's leading producers and providers of entertainment and information.

Using our portfolio of brands to differentiate our content, services and consumer products, we seek to develop the most creative, innovative and profitable entertainment experiences and related products in the world.



History of the space

1965
1st finger driven
touch screen

2016
Microsoft
ships Surface
Hub



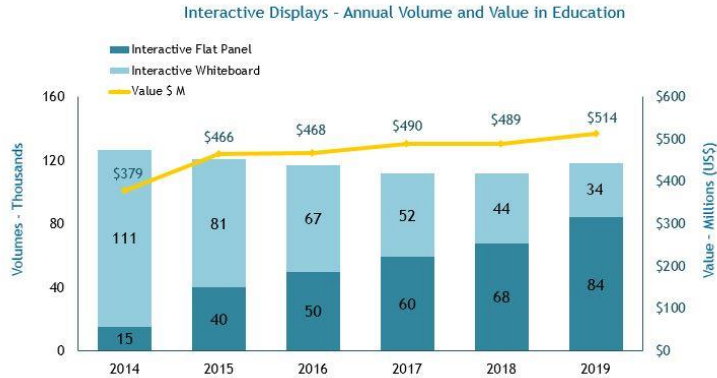


Industry stats

In 2015, the market for both corporate and educational sales of interactive displays in the U.S. was expected to be \$656 million (Molnar, 06/01/15)

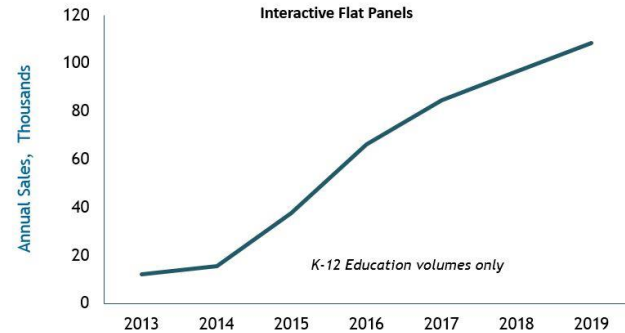
USA MARKET OVERVIEW

Interactive Flat Panels Increase Expected to Impact From 2015



INTERACTIVE FLAT PANELS IN K-12 EDUCATION - USA

IFPD Markets to Grow to 100,000 Displays by 2018



2 | © 2015 Futuresource Consulting Ltd





Education



- Multimedia lessons and presentations including audio and video
- Collaborative problem solving
- Showcasing student projects and presentations
- Virtual field trips
- Recorded lessons that can be used by substitute teachers
- Documentation of student achievement



Enterprise



- Share Meeting Content
- Collaborative problem solving
- Showcasing projects and presentations
- Write, Annotate, Transcribe
- Remote Interactive Engagement





Next Gen Offerings

Visual Collaboration and Workspace

- Combining functionality (Video Conferencing, Web, Interactive Panels, etc)
- Ecosystem





Next Gen Offerings

Team Collaboration

- Large Screen, “App” mentality
- Natural Inking
- Mainstream





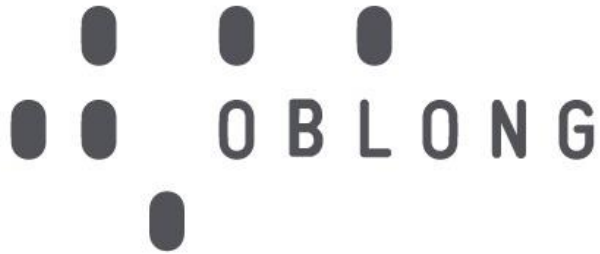
What's Next

- Will they ever become mainstream?
- Will these products continue to converge into the Unified Communications and Video Conferencing space? Should they?
- What have been the entry barriers, whether Education, Commercial or Enterprise?





Your Panel Today





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