

# TMU with MRESENCE to integrate with On-line Education System

## The Requirement

Educators are looking for new ways to teach students who for a variety of reasons cannot participate in a traditional classroom. Students want to attend institutions where they can actually participate in conversations and lectures instead of just watching them on video. International organizations know that online learning makes it possible for students from different countries and continents to work together, but they often struggle with poor network conditions.

## Our Solution

With MRESENCE, educators are able to add chat and multiparty audio/video conferencing to their current online systems, upgrading them to make use of modern technology. Using a mixing server, audio and video from a number of students can be mixed into one stream. This provides a low bandwidth solution that can be used when networks are poor, or when devices such as iPads and iPhones are used which cannot handle more than three or four connections at once.

## How It Works

The functionality of TMUCALL with MRESENCE <https://www.mresence.com/MRESENCE-TMU-Brochure.pdf>

can be made available to Institution's existing on-line education system by integration through API and/or SDK. MRESENCE service includes the following outstanding attributes:

- WebRTC signaling is used to control and monitor conversations. MRESENCE runs as a peer on each of the clients (a Smartphone or a Tablet (iOS or Android-compliant), while each client peer also has a matching "headless peer" that runs on the server. The headless peer does the decryption and decoding and passes the result to an MCU which combines the streams into one and passes the combined stream back to the "headless peers" for re-transmission to the client peers.
- If desired, a recording server could be added to record all or some of the interactions using MRESENCE's unique capabilities in Selective Forwarding.
- Native Language Chat in text or speech with automatic translation
- SWIS (See What I See) & TWIT (Touch What I Touch) interactions between/among the entities in a one-to-one and one-to-many configuration to facilitate discussion and explanation by pinpointing and finger-pointing
- White-boarding that allows client that is a Smartphone to draw with finger and instructor using desktop computer to draw with a mouse.

MRESENCE includes all the power of multiparty WebRTC media streaming and signaling in one complete package, ideal for integration with any server-based real-time applications.