

TeamSpot™

UNLOCK THE POWER OF TEAM COLLABORATION

It's a familiar sight in meeting areas around the world: a team "huddles" around a single laptop in an effort to work together. One person types furiously as the rest look over his shoulder and call out changes. It's slow. It's frustrating. And now... it's history. Tidebreak solves the laptop huddle problem with TeamSpot, the award-winning collaboration solution for meeting areas and informal learning spaces.

“I question how I ever did group projects without it. Every university that wants to be on the cutting edge of technology to best suit their students should have TeamSpot.”
UNIVERSITY STUDENT

“TeamSpot has filled a gap by 'extracting' people out of their cubicles and letting them work as a fluid, emergent team. It accelerates the development process by allowing multiple people to work together and learn from one another.”
DEVELOPMENT TEAM LEAD

Make Collaboration Visible to the Team

TeamSpot makes the room itself the computer interface. Team members can work together on one or more shared common screens, switching easily between these "public" screens and their own laptops to integrate individual contributions together.

Build Ideas from Real-Time Information

TeamSpot makes it easy for the team to work with digital information – moving files or URL's between devices with a simple drag & drop, saving drawings from a whiteboard digitally, or collectively browsing the web – then share to the entire group. Teams can explore ideas interactively and then immediately incorporate the results into their work product.

Walk Out of the Meeting with Results

When the work session ends, TeamSpot simplifies the task of disseminating the results of the session, including notes, websites, drawings and any other final documents. Items shared among the team are automatically captured while the group works. This archive can then be saved to each person's hard disk or web space, or distributed by other means.

The Right Fit: Education to Enterprise

TeamSpot is the right fit wherever teams gather to get work done. On campuses it powers learning spaces such as library learning commons, group study areas, computer labs, and project-based learning studios. For businesses, it equips conference rooms, project "war rooms," meeting areas, and board rooms. See how TeamSpot can enable your team spaces and accelerate performance... today.

Collaborating on the Shared Screen

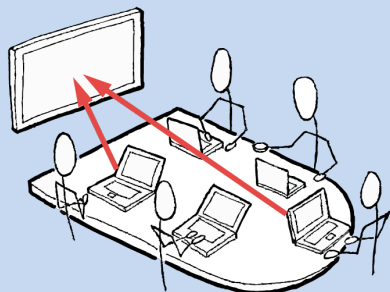
- **Independent work area:** Large displays driven by public computers running TeamSpot software provide shared work areas for participants
- **Intuitive control:** Users “mouse up” from their laptop to a shared screen and take control with their mouse and keyboard
- **Everyone pitches in:** No cumbersome or confusing lockout controls, multiple users can “drive” the shared computer at the same time
- **Cross-application:** Compatible with virtually all standard software applications
- **Draw on the screen:** Digital annotation features are compatible with any interactive whiteboards

Move Information Effortlessly

- **Drag and drop transfer:** Send files, folders and weblinks to individuals or the entire group
- **Group-wide cut and paste:** Copy text from one computer and paste it in on another
- **Share a screen:** Send a desktop to the shared worksurface, view-only or interactive
- **Memorable whiteboard:** Use with a whiteboard capture system (e.g. Luidia eBeam) to store whiteboard “snapshots” directly to archive

Distribute Results Simply

- **Capture as you go:** Session archive tracks information as the group shares content
- **Document archive:** Store versions of work documents in the archive
- **Remember things:** Add short notes to the archive
- **Download at session end:** Download archive when user disconnects, or at any time during session



The Collaboration Screen: Everyone works together on the shared computer, using their keyboard and mouse to control it.

Up and Running in Minutes

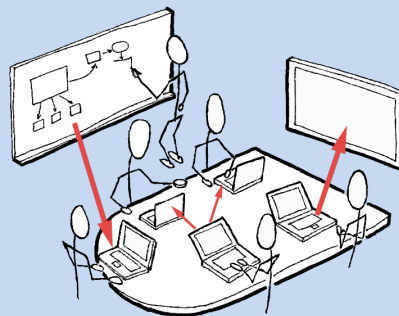
- **Self service:** Each TeamSpot is self-contained, with a built-in webserver to deliver Client software
- **Simple setup:** No Client configuration necessary, just install and connect to a TeamSpot
- **Quick re-join:** Client remembers each TeamSpot joined, providing a simple re-join option
- **Beginner-friendly:** Context-sensitive online help assists first-time users
- **Ready Client™:** Pre-configured Client software on a USB drive joins the designated TeamSpot automatically

Safe, Secure and Flexible

- **End-to-end encryption:** SSL encrypted communications between Client and Host prevents outsider eavesdropping
- **Room-aware authentication:** Display code ensures that only those physically present can join a session
- **No special hardware required:** TeamSpot is a software-only solution and works with commonly available large displays, computers and networks
- **Cross-platform:** Supports both Windows, Macintosh OSX computers as Host or Client

Enterprise Ready

- **Simple software maintenance:** Client and Host can be dynamically loaded from network directory
- **Capture usage statistics:** Host uploads usage statistics to standard designated local server
- **Works for managed devices:** Compatible with Deep Freeze and other automated system refresh solutions



Information Mobility: It's simple to move information across devices to individuals, the entire group, or to the session archive for later retrieval.

Easy to Manage

- **Installs in minutes:** Host software can be installed and configured in less than 10 minutes
- **Track usage behavior:** TideScope utility shows which services are actually utilized
- **No need to distribute clients:** Host distributes Client software to users directly; no need to manually distribute software to users

System Requirements

Note that installations can freely mix Windows and OS X; for example, an OS X Client works with a Windows Host.

Windows

- CPU: 1.0 Ghz (Client) or 2.0 Ghz (Host) dual-core processor
- Operating System: Windows XP/2003 Server/Vista/7
- Memory: 512 MB RAM (Client), 2 GB RAM (Host)
- Disk Space: 150 MB (Client), 200 MB (Host)
- Network: 11 Mbps WiFi (Client); 100 Mbps Wired (Host) with under 100ms latency

Macintosh OS X

- CPU: 1.0 Ghz (Client) or 2 Ghz (Host) dual-core processor
- Operating System: Macintosh OS X 10.4 or later (Client), Macintosh OS X 10.5 or later (Host)
- Memory: 512 MB RAM (Client), 2 GB RAM (Host)
- Disk Space: 20 MB (Client), 50 MB (Host)
- Network: 11 Mbps WiFi (Client); 100 Mbps Wired (Host) with under 100ms latency

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