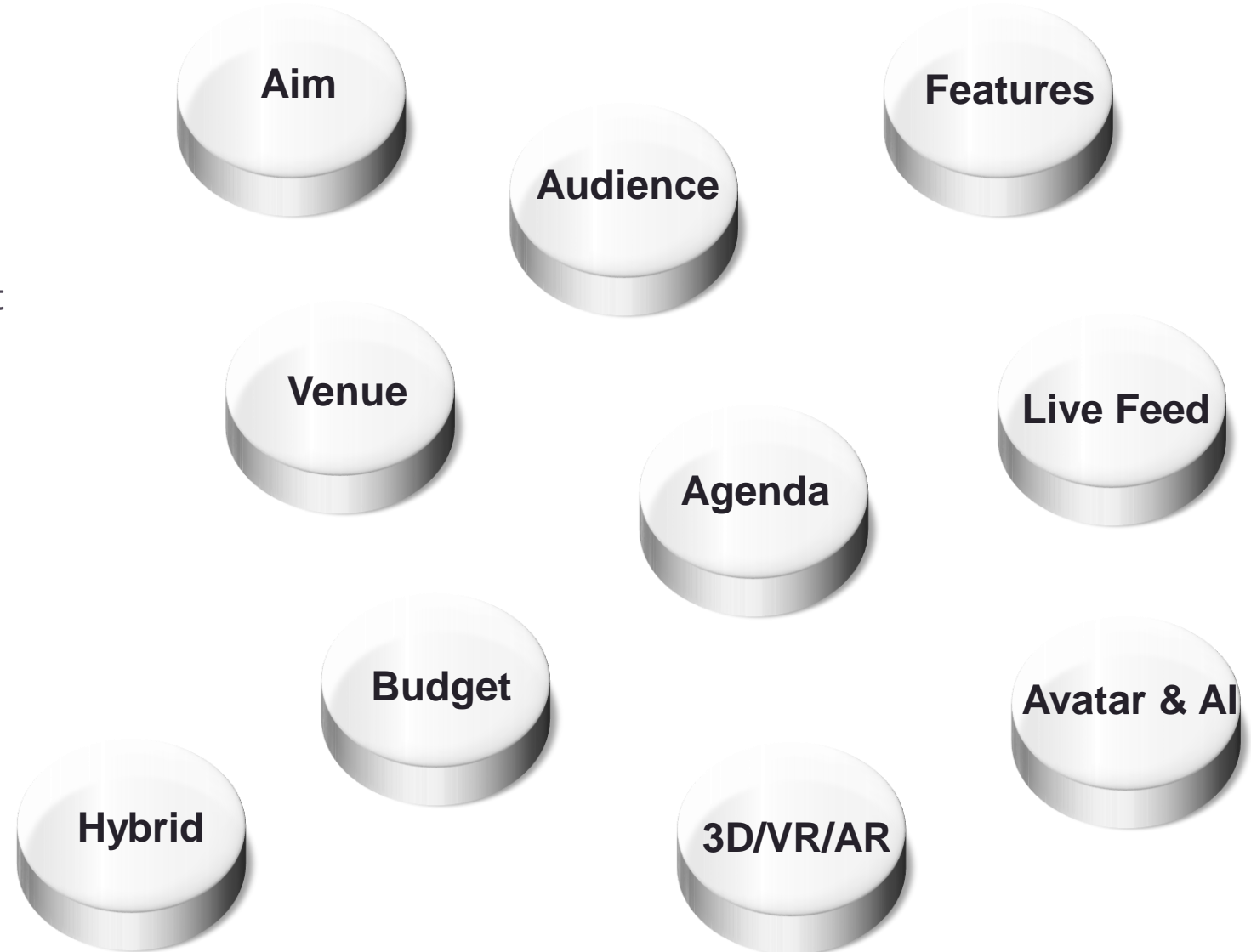


Virtual Event – Planning Points

- Purpose of Event
 - Plan to execute event theme
 - Consider target audience
 - Plan event man-days
 - Registered attendee count
- Private or public event with/without entry ticket
- Stick to budget
- Find the right web-venue as per agenda
 - 3D, VR, AR platform to choice
 - Streaming live, recorded or Simulive
 - Digital connect chat & video
- Getting creative for teaser & event invitations
 - Host event platform with microsite
 - Stall activity or mobile engagement
 - Decoration to create an atmosphere
- Reward Voucher integration option
- Entertainment plan



E-Studio Event Planning & Execution



Private URL channel as our broadcast platform in E-Studio package with secure log in
www.gotoevent.tv & www.gotoevent.online

V-Event Planning & Execution

Validate all data & detail to publish the event with event URL

As per attendee data individual access code or only standard event code sent SMS / Mail for log in to live event

Participate to the live event as per the objective focus and give valued feed back . Generate analytics for event footprint.



01

To populate data as per each event detail to plan for the comprehensive event microsite

02

03

Event microsite ready for registration & log in with all event detail like date/time/ speaker/ agenda/ sponsor

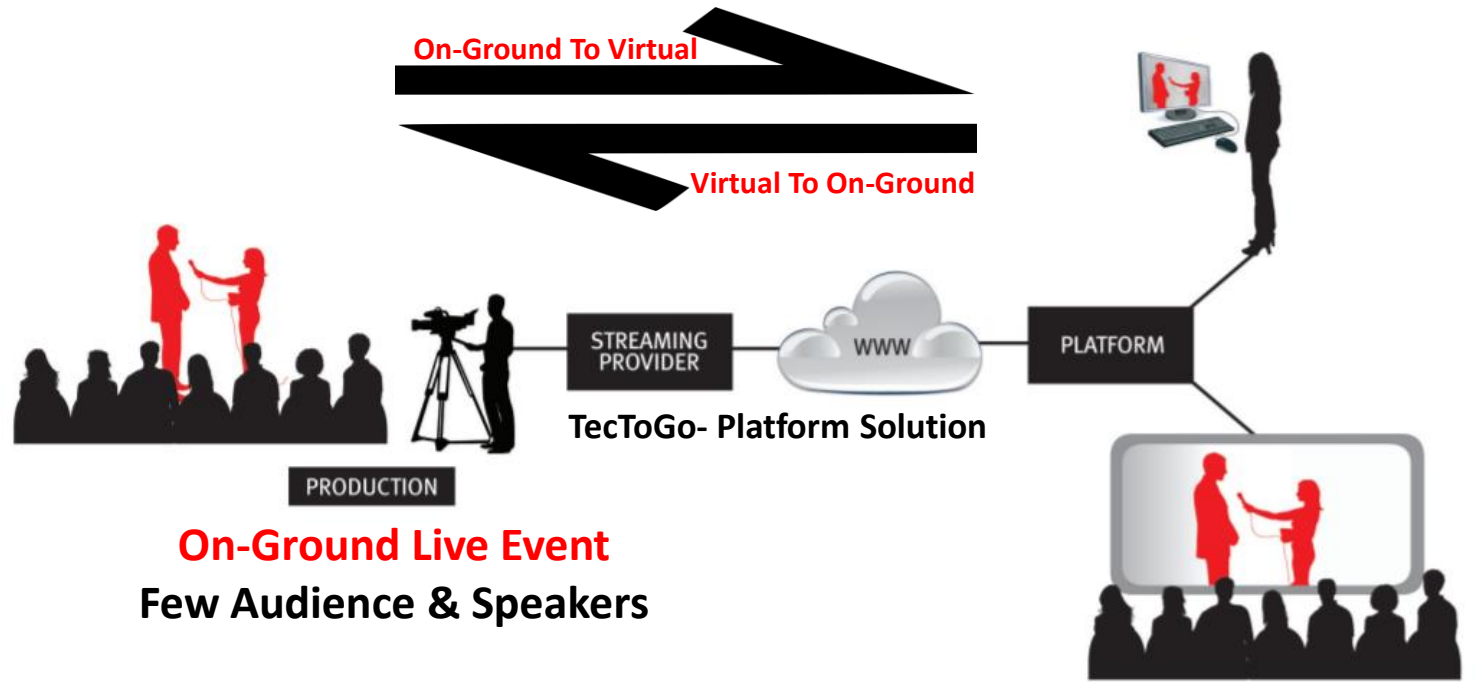
04

05

On day of live event attendee log in and explore the immersive interactive venue to navigate as per event schedule & engagement option .

06

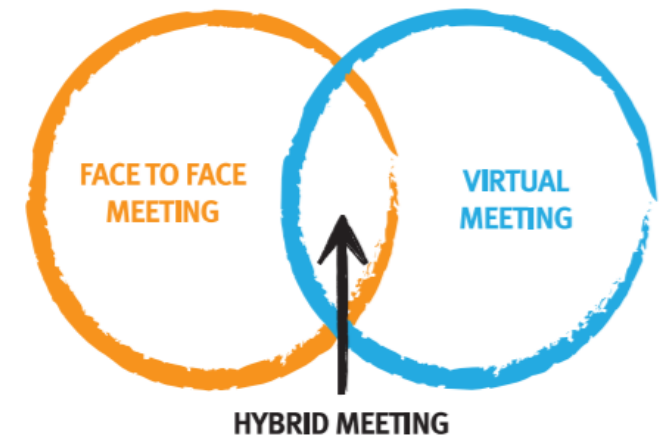
H-Event Planning & Execution



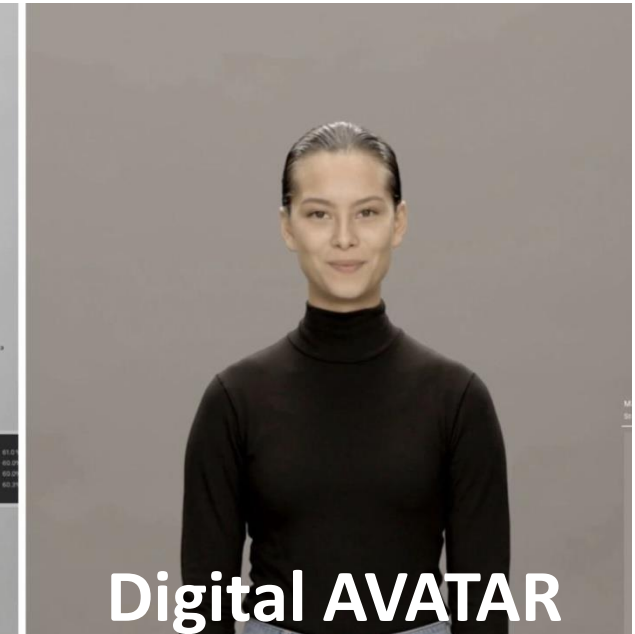
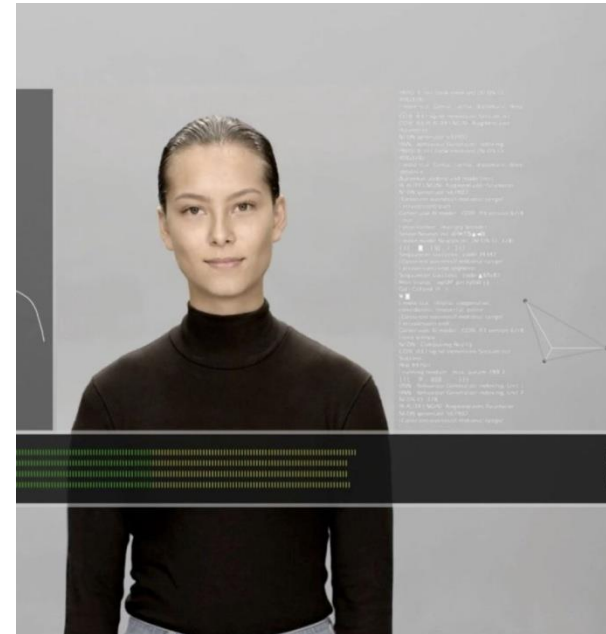
On-Ground Live Event
Few Audience & Speakers

Virtual Attendee & Speakers
Large Audience & Speakers

	Face-to-Face	Virtual	Hybrid
Most Effective Communication	X		
Faster Turnaround		X	
Cost Savings		X	X
Increased Collaboration	X		
Greater Reach			X
Flexibility & Convenience			X
Relaying Complex Info	X		
Reduced Travel Cost		X	X



V-Event Technology integration Option



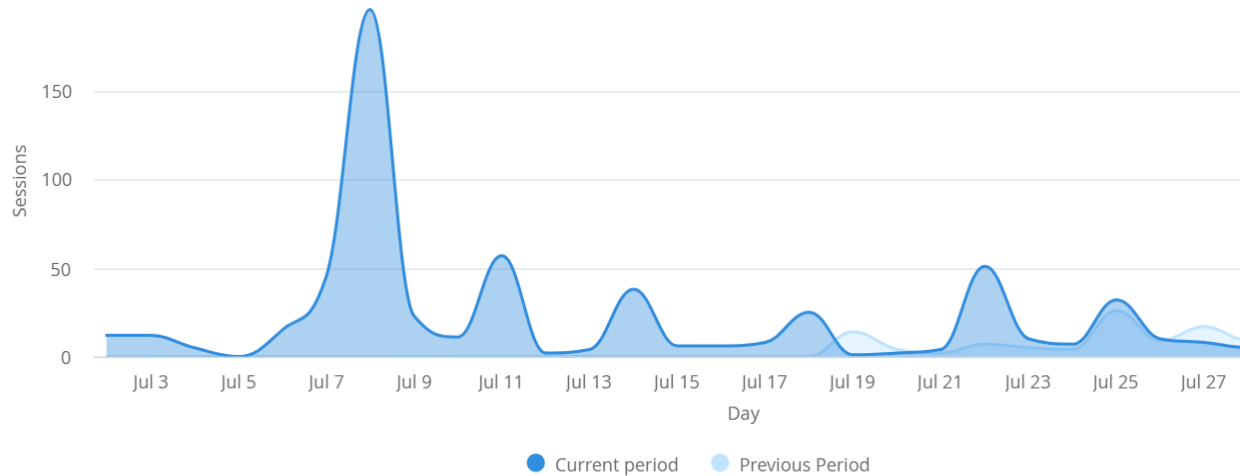
Virtual reality is a simulated experience that can be similar to or completely different from the real world. Applications of virtual reality can include entertainment and educational purposes.



Augmented reality is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information

Event Analytics

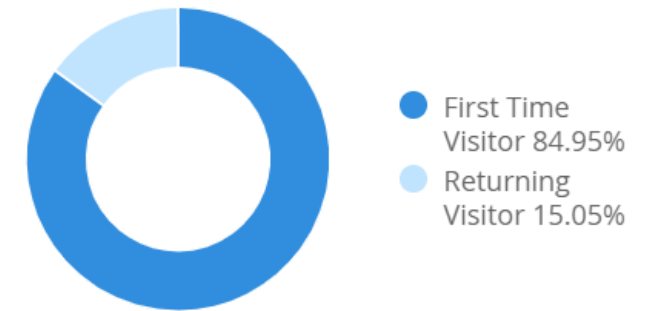
Traffic over Time ⓘ



DESKTOP

MOBILE

Log In From Mobile OR Desktop

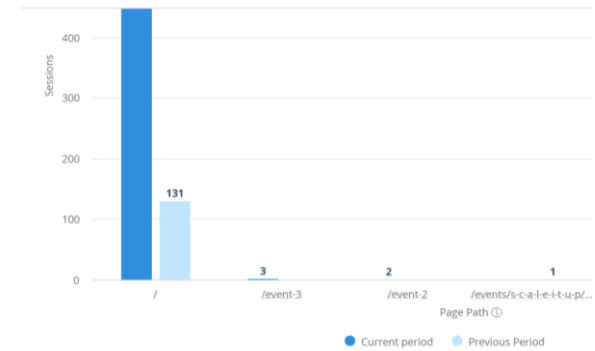


Traffic Visit Heat Map



Event Attendee Head Count

Repeat Visitor Footprint



Visitor Past History