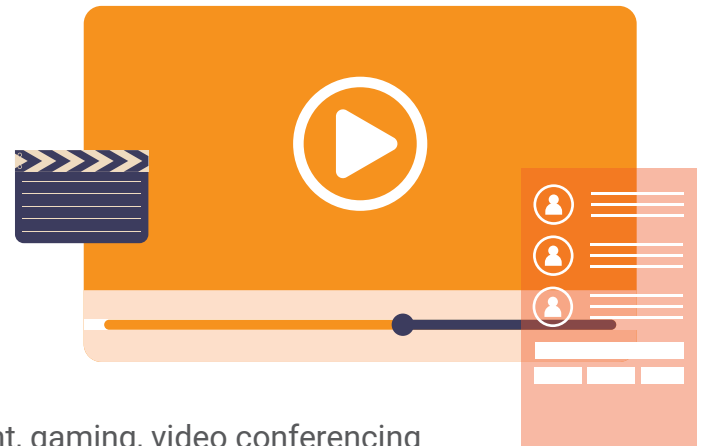


headspin

Audio-Visual (AV) Platform

Secure testing of audio & video quality including DRM content



Platform allows to:

- Test video applications such as media, entertainment, gaming, video conferencing
- Run tests on OTT media devices
- Test DRM-protected content
- Test voice activation and speaker based use cases

Key Capabilities	Benefits
Analysis on real world performance data	Ensure your content is compatible with all devices and networks.
Automated measurement & documenting of audio/video KPIs	Deliver flawless audio visual experiences by focusing on key KPIs.
Identification of the highest priority issues to fix	Save your engineers' time by prioritizing issues to fix using AI powered insights.
Automated Mean Opinion Score (MOS) on the quality & performance of live video	Understand how your audio-video content is perceived by the end user.
Database of recorded sessions	Analyse root causes and help engineers understand difficult-to-quantify UX aspects.
Accurate testing sans interference	Ensure flawless testing uninterrupted by ambient noise and light interference.

Impact



High quality customer experiences across geographies



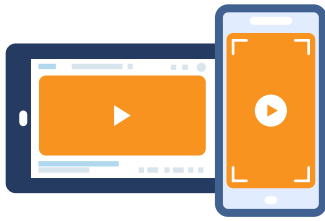
Better viewer engagement and revenue growth



Increased operational efficiency and reduced time-to-market

Features

- Captures audio and video from **any device** placed inside the appliance, such as:



Phones and tablets

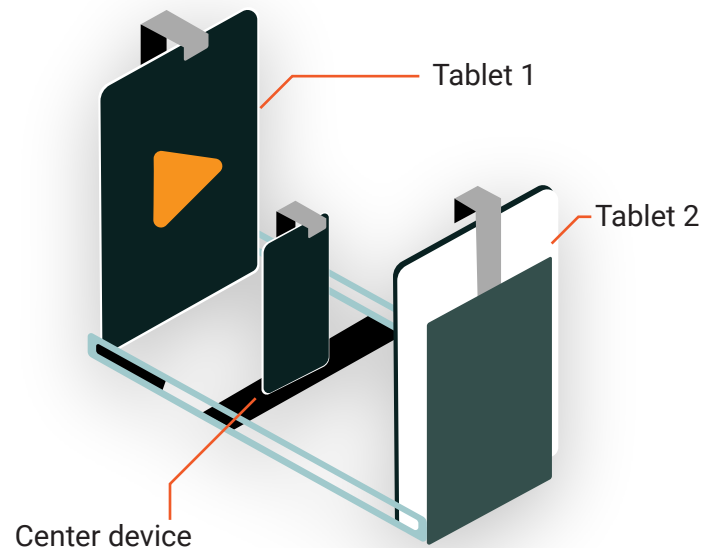


Smart speakers



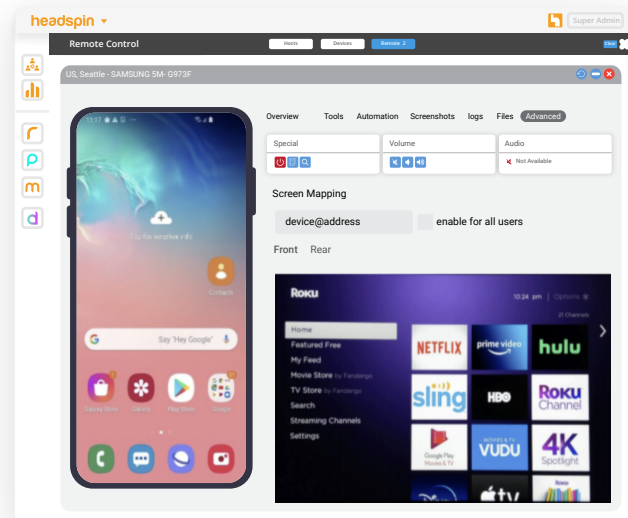
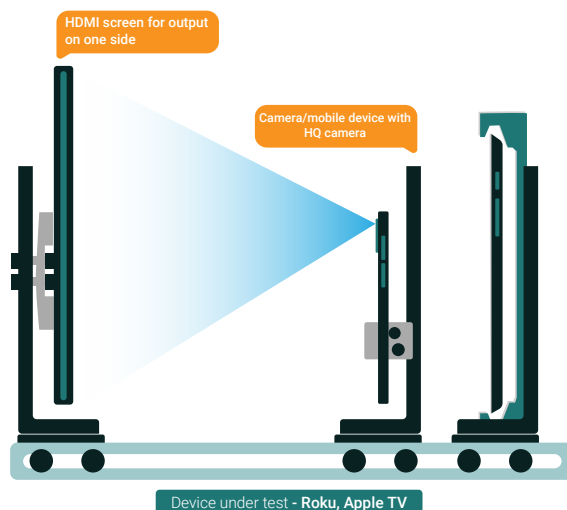
OTT/Set top boxes,
such as Roku

- Fair-use **DRM screen capture**
- **Fully integrated** into the HeadSpin user interface, APIs, and test automation
- Provides a **centralized device lab** for distributed test teams
- Compatible with **automation frameworks** for media device
- Supports a variety of test use cases including media apps, video conferencing, camera apps, livestreaming, and more



How It Works

- A high resolution camera is placed opposite the device being tested. This camera captures video and the captured content is continuously tested for its quality.
- The audio from the device under test is captured through microphones and Bluetooth (if enabled) and can be analyzed via HeadSpin's audio match analysis.



Learn more at www.headspin.io/audio-visual-platform