

UNIFIED COMMUNICATIONS OVER REAL-TIME NETWORKS

Case Study: Grouphone

Grouphone is a group call service, focused entirely on providing a distraction-free audio conferencing experience on the web and smartphones.

It uses WebRTC, and is optimized to make real-time communications possible with minimal resource usage, even over high-latency networks. Being a web-based solution, all it needs is a standard compliant web-browser; and appeals to users across devices, form-factors and operating systems.

Clear voice communications at a bandwidth of **6 KBps!**

The platform that powers Grouphone, however, isn't limited to handling audio-only communications. It's a highly distributed and efficient technology that can interconnect a large spectrum of real-time networks. Flip over to know more about it.

Meet **unicorn**, or **Unified Communications Over Real-time Networks**. It is a data-agnostic communications technology that aims to connect any number and combination of clients (humans or machines). unicorn is built on standard technologies like WebRTC, and it extends them to enhance interoperability of communication.

unicorn provides a simple API that can be used in segments like:

- 1. Connected devices:** Inter-device communications for transmitting audio, video or data feeds, among IoT devices and robots on a globally distributed scale.
- 2. Real-time chat:** Comprehensive audio/video/text chat solution, either to be integrated in-app or as standalone products/services.
- 3. Online games:** Lightweight, embeddable in-game communications, or tools for gaming communities.
- 4. Logistics:** Dedicated inter-network communication suited for supply or distribution chains.
- 5. CRM:** Embedding voice/video communication in CRM applications to directly talk to customers.

Clients and Partners:

We are in talks with multiple organizations to embed unicorn in their solutions. We are also actively trying to partner with organizations working in a similar space.