

Overview

A brief explanation of the terminology and concepts used for Wovenmedia Products and Services. If you are already familiar with Digital Signage and Out-of-Home Television Networks these will be very familiar.

CHANNEL:

- Channels are very similar to those used for traditional TV
- They are ‘containers’ used to group media with the grouping determined by Network Operators
 - The grouping can be done according to any number of criteria, but common ones include type of programming (e.g. news, sports, education) and geography (e.g. intended for specific regions, locations)
- Every Network must have at least one Channel
 - The vehicle used by Channels to contain their media are Playlists
 - Every Channel must contain at least one Playlist

PLAYLIST:

- Playlists are also ‘containers’, but are used to group individual media files, as well as defining the files’ sequence for playback
- Within WovenManager Playlists can contain media files from either the WovenContent library or proprietary files uploaded by the Network Operator
- Playlists are added to a Channel

LOCATION:

- Locations are the physical venues where a Network’s programming will be displayed on televisions

DEVICE:

- Devices are composed of the media player and one or more connected televisions
- In a typical installation, the player is physically located next to the television
- When working with and monitoring devices in WovenManager the user is interacting specifically with the media player and its settings

