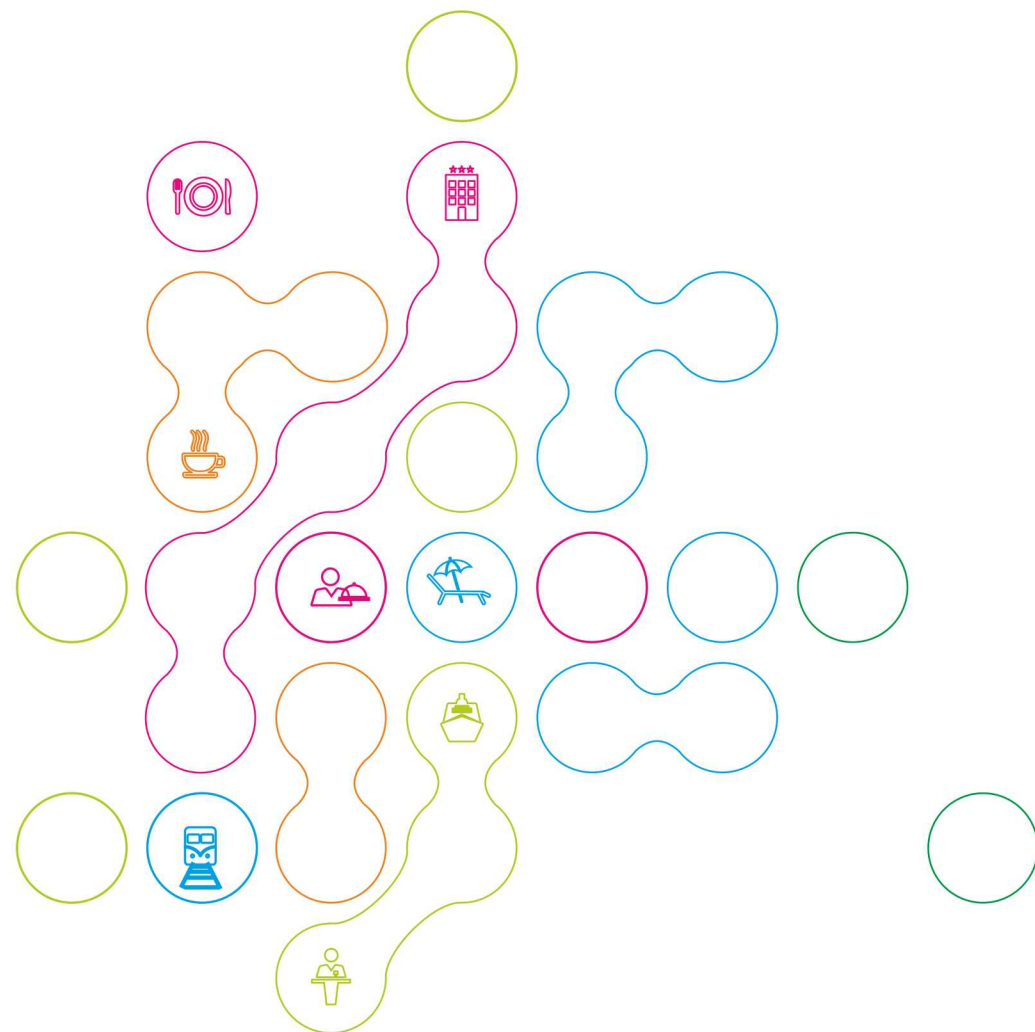




hello!

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hello!

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What is hello!?

Conference participants (the users) scan via their mobile phone a discreet QR / NFC tag and obtain instant access to a number of services. The tag can be either stuck on a desk, table, etc. or can be given to the user. In the former case the tag identifies the location (permanent installation) in the latter the user (non permanent installation). hello services! can range from simple calls (ask a question) to innovative applications (voting, real-time information, ordering). In either way, services are offered automatically and in the correct priority to where the customer is located, thus freeing him from inconvenient and often confusing procedures.

How hello! works

The user scans his own tag or the tag stuck at his location. This will load a page in his mobile, where one after another, all services offered will be listed. These are described below. He then clicks the icon and uses the service of his interest. In this way he communicates his request to the hello! server, typically residing on the conference main desk/ panel. hello! offers the opportunity for detailed adaptation to the needs of each position it supports. This of course applies to tags that are stuck to a location and not those handed over to users. For example you can also use hello! tags in restaurant. Different icons and applications will now show up, relevant to the restaurant context.

Other hello! services to be considered

The above are services particularly relevant for conferences; This said, hello! can support any of its core HoReCa services, should these be meaningful to the conference organizer. Such are the e-ordering, booking and bonus modules, headcount for any other room (e.g. WC), the AIR module providing air quality information, etc.

hello! at a glance

simple request;

here the user can send a simple request to the desk; many such simple requests can be set up according to requirements. Most typical such requests would be

request to intervene and talk

voting;

the desk can set up easily questions that will show on the mobile of all hello! participants. Users can then make their selection, cast their vote and send it directly to the desk/ server who may send back the results (optional).

headcount information;

hello can provide an accurate real time information on the conference room headcount, i.e., how many people are present in the room at any given time. This is achieved via WT electronics technology and is NOT camera based; privacy of participants is safeguarded and no person specific data is trapped by this technology.

news;

hello! delivers to the users' mobile information on upcoming events, social gatherings, etc.

request to ask a question

simple request with text;

here the user may also type and send in his question directly to the desk and the hello! server residing there. With this exception the workflow is just as in the above case.

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