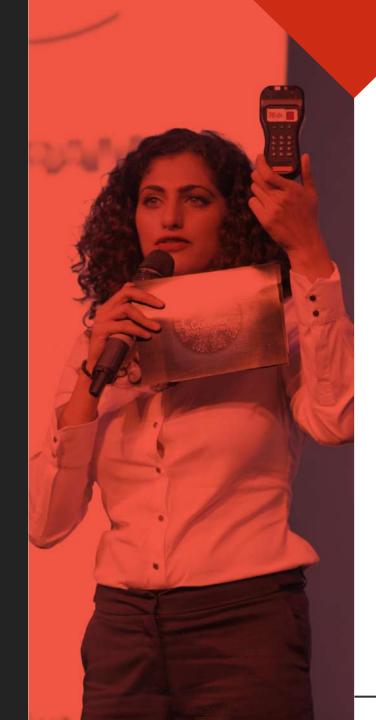


THE **LEADING** INTERACTIVE SOLUTIONS PROVIDER IN INDIA

www.mplayinternational.com

## AUDIENCE RESPONSE System



#### Easy-to-use interactive real-time voting systems.

Get instant feedback, opinions, audience ratings and survey results with eM Play's real-time voting solutions. Our world class audience response system allows its users to survey event participants via individual voting keypads. Fully integrated into the speakers' presentation, the results are graphically displayed instantaneously – making the meeting highly interactive.

Audience poll is a dynamic tool where all individual participants in a conference are given the Radio Frequency Keypads.

The individuals express their opinion with a press of the button corresponding to their choice of answers. The results are shown in real time to make the meetings highly interactive.



Watch our videos to experience the 'wow' factor we bring to the event https://youtu.be/Cm4NZ6ilMyk

eM Play





### **Audience Response System Modules**





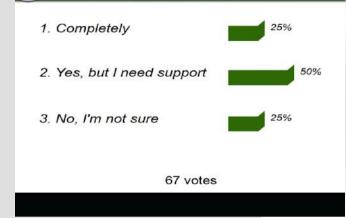
## Module 1: Opinion Poll

Do you feel you are set up for success?

HER

1. 2. 3.

4, 5, 6





#### Ask Questions - Collect Live Responses - See Instant Results

The presenter can incorporate, as many questions that s/he feel are needed to make the presentations interactive and effective. The questions can be swiftly incorporated into our fully tailormade software and usethem before, during or after their presentations for maximum impact.

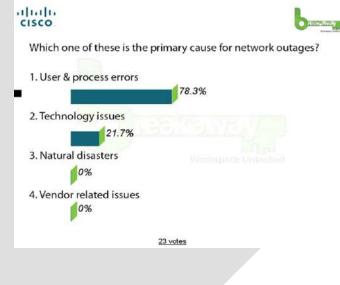
The questions can be designed for various purposes like gaining an opinion, transferring knowledge, testing retention etc.



### Module 2: Question & Answers (QnA)

HER

1. 2. 3.

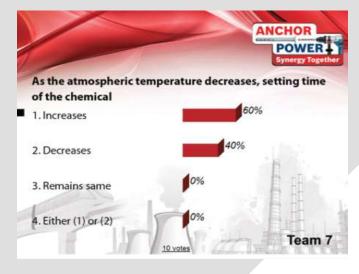


This module works exactly in the same manner as the opinion poll solution. However, the significant difference in QnA is that the presenter's focus is not to collect an opinion but to look for correct answers to the questions asked, which is based on multiple choices.

This module could be used for a variety of reasons like knowledge testing, retention check or to enhance the recall of a certain subject.



### Module 3: Fastest Finger First



Event participants. The presenter can ask a question based on his presentation and the person who answers the question fastest using the keypad can win a prize.

#### Our unique software provides insights such as:

Met

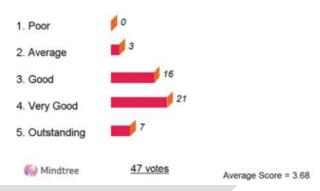
1. 2. 3.

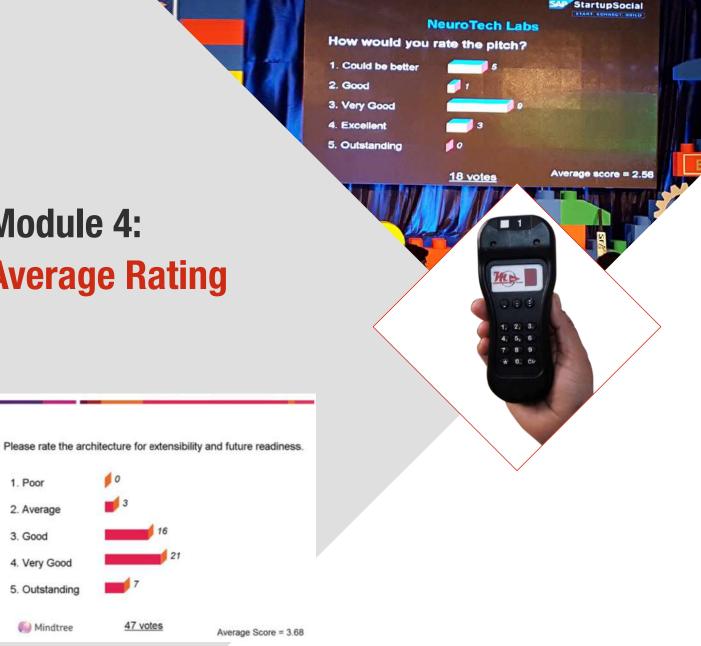
4, 5, 6

0.

Total number of responses. Graphs and percentage scores for each response. Name of the fastest person to give the correct answer.









This is also a feedback collection tool, however, with a difference - in this module you can also get access to Average Rating as well.

In order to correctly calculate the average overall response to each question, we need to do the following backend work in our software:

- 1. Multiply the number of individuals selecting each rating by the corresponding rating value (1-5)
- 2. Add the results of those calculations together.
- 3. Divide that result by the total number of responses to the question.

You now have the average rating to enhance the quality of your discussion with your conference participants.

### Module 5: Feedback Collection

1. 2. 3.



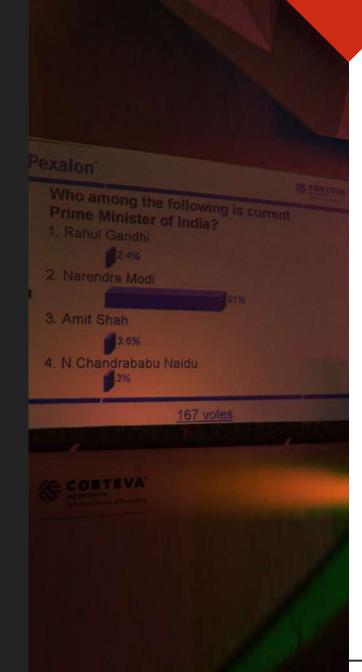


This is a fantastic tool to collect feedback from conference participants immediately after a presentation or after the entire program. You can get inputs on any criteria of your choice. Like a presenter can be rated on various factors such as quality of content, relevance, impact etc. or a program can be rated on attributes such as choice of venue, quality of services, taste and variety of food, the comfort of travel and so on.

The feedback collected can either be shown on the screen or can be collected off-line for a review to be done in closed doors after an event.

# eM Play

## THE DELIVERABLES



The spreadsheet of individual responses against every keypad number

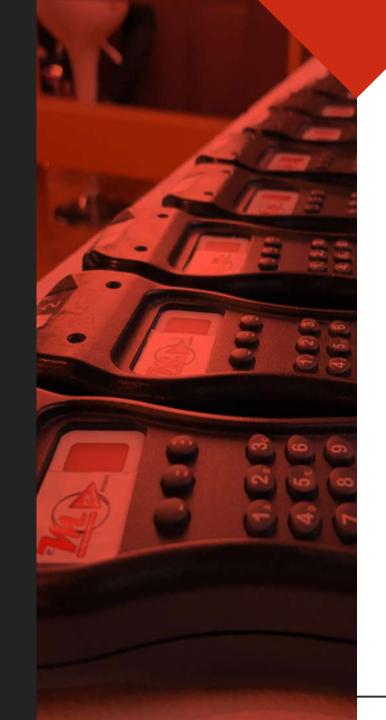
The JPEG snapshots of all questions with the opinion split

The above-mentioned information shall be provided within 72 hours of the completion of an event

#### Note

Client questions can be incorporated. All rounds will have the branding of the client / event.

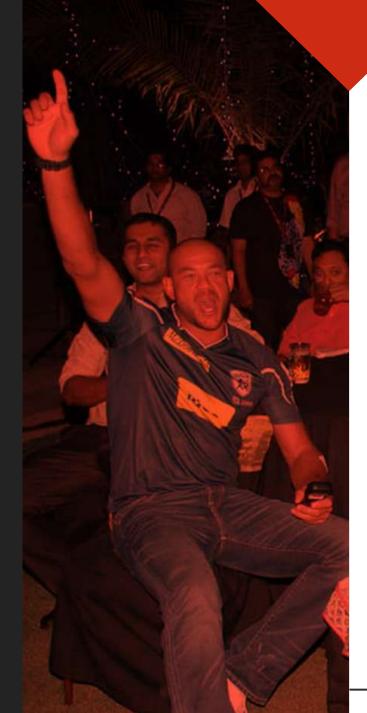
## IDEAL Solution





- Symposiums / Workshops / Conferences
- Audience Opinion Gauging Before / During / After the presentation.
- Breaking the Monotony in an event
- Fastest Finger First Contest

## WHY eM PLAY?



**Quality Service Experienced Team Fun Solutions** 

eM Play's team is dedicated to delivering the best-in-class interactive experience to its audience. We are known for being the pioneer in introducing the latest in interactive solutions to India.

#### At eM Play you get:

#### **One-Stop Shop**

for the widest range of

interactive solutions in

the country

International tie-ups

to keep abreast of the latest innovations

Internationally trained team

with a history of providing impeccable service to a host of clients

#### eM Play - The Serious Business of Fun

eM Play

## ABOUTUS



eM Play International was founded in 2003. It was envisioned to take interactivity in events to the next level. With the advancement of technology have been successful in generating an entire gamut of software and hardware interactive solutions through SMS, Touch screen, Radio Frequency Keypads, Internet & Intranet Quizzes.

There is a wide spectrum of services including Interactive Game Show, Audience Response System, Tour Guide Solution, Mobile Interface Solutions, 3D Games, Hi-Tech Gaming Zone and Quizzing Solutions that could be leveraged in events.

Our vision is to add the fizz to every corporate event and create a platform where business sense is instilled with loads of FUN!!.

eM Play

## <u>CLIENTS</u>



A panglagesh

### Level C & D Core Seminar



## FOR FURTHER DETAILS

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#### **Social Presence**

