

WebRTC Demo

WebRTC Demos and Tutorials

TenHands Conferencing With WebRTC

[TenHands](#) is a company that provides video conferencing that is aimed at the corporate or enterprise market. Others can use the TenHands WebRTC technology to provide real-time communication through any application that is browser-based. It can integrate with the host location or application to allow users to access video communication.

Since all browsers are not yet capable of using the WebRTC protocol on their own, if the user browser does not support it TenHands WebRTC uses a browser plug-in. With that they can provide TenHands conferencing in HD video in the Firefox, IE, Chrome and Safari browsers. Adding support for iPads, smart phones and Android devices is in the works. Their plan is to eventually move to a model that doesn't require added software. The service is fully virtualized and uses Amazon's Elastic Computing Cloud (EC2).

Their architecture allows for ease of integration with any of the cloud based applications. Their live video and voice architecture has already been added to Jive Software, LogMeIn, Dropbox, Box and Facebook. This allows for TenHands conferencing in third-party applications, as opposed to other options that would require a client installation or special hardware that may not always work.

One difference in their offerings over others is that they have a focus on partnerships so that end-users don't have to pay a fee per device or per port. They recently released a developer API that uses a Javascript library, with iOS support coming soon. TenHands conferencing is available for up to 3 hours a month for free, then it's \$10 a month if desired. As of February 2013 the software has gone from private beta to public beta.

The company was founded in 2011 by CEO Mark Weidick. The company's name came from the philosophy of John Wooden, who was the basketball coach for UCLA. He put a big emphasis on teamwork. During practice drills he would require that all ten hands of the five players for the offense handle the ball before any of them could take a shot. It helped to instill the idea that the player that gets the ball into the basket is part of

the whole team that needed to work together.

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