

MODΣ

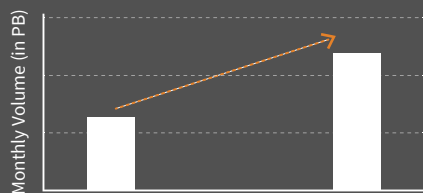
FOR

INTERACTIVE VIDEO

1. The Story:

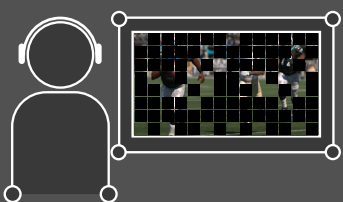
Company X

Company X is a leading global interactive video streaming company.



The Problem

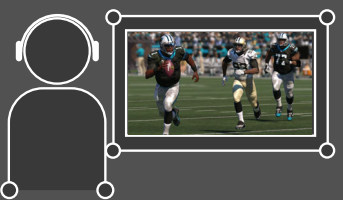
Poor QoE over Internet due to buffering and packet/frame loss.



The Goal

Increase percentage of viewers with good QoE (<1% GlitchRatio) using Mode Core instead of Internet.

GlitchRatio = time glitched/total playback time (seconds).

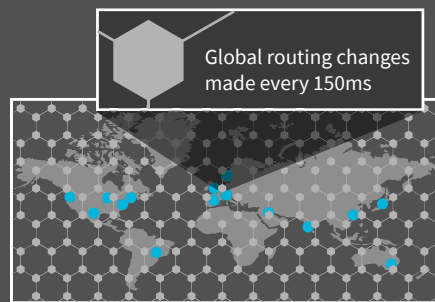


2. The Test:

Mode network performance over many months



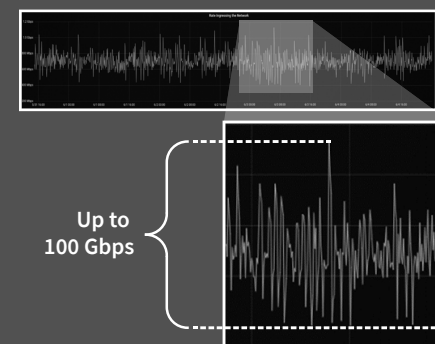
Dynamic Path Routing



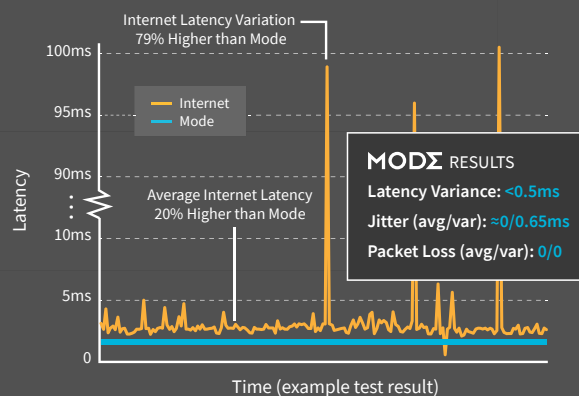
Measured Mode Core

✓ Latency ✓ Jitter ✓ Packet Loss

Continuous Company X Traffic

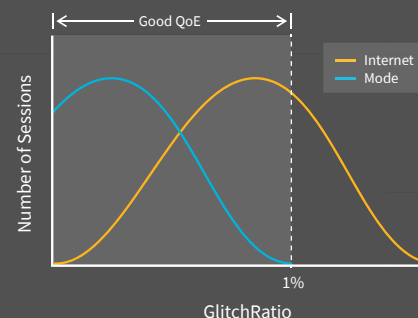


3. The Results:



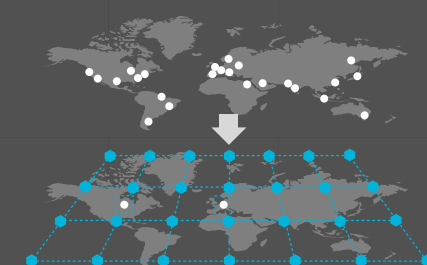
100% Good QoE

(All viewers <1% GlitchRatio)

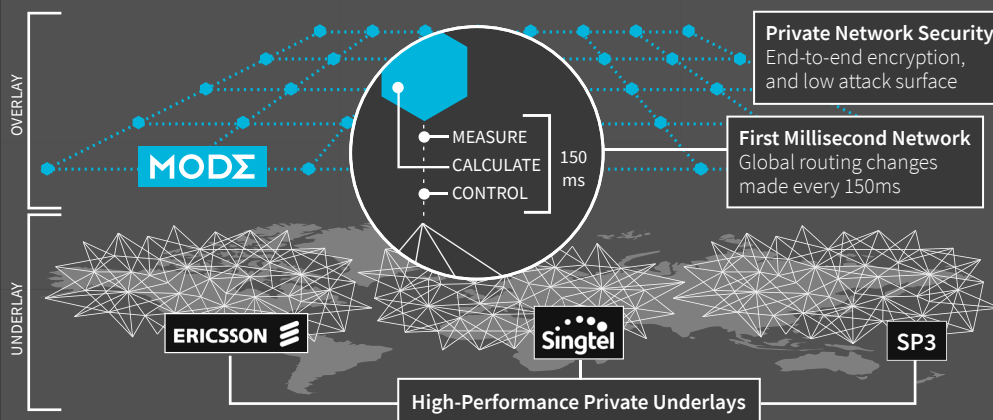


OpEx Savings

Mode Core global footprint allows Company X to reduce server quantity, and optimize placement.



4. How Mode Does It:



- ✓ **Affordable:** The economics of business Internet.
- ✓ **Turnkey:** Spin up end-to-end global private networks in seconds using just an Internet connection.
- ✓ **Global:** Cloud ease, agility, and scale – from anywhere, to anywhere.

Just Mode & Go.

www.mode.net

MODΣ