

# VIRTUAL EVENT TECH GUIDE 2021

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# ABOUT THE AUTHOR

## EVENTMB STUDIO TEAM

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EventMB Studio is powered by EventMB.com, the most influential website in the meeting and event industry. Founded in 2007, EventMB has been widely referenced as the go-to resource for innovative event professionals wanting to learn more about trends in the event planning industry.

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# A NOTE FROM THE EDITOR

Our latest research shows that 80% of event professionals have improved their proficiency in event technology over the past 15 months, yet only 18% consider themselves to be savvy event technologists.

I have personally been working with event technology since 2008, and I've closely followed the development of this sector. If you are anything like me, you rely on resources like this for your research to find the virtual event technology tools that can best support your events.

Throughout the years I have been following event technology, and I can assure you that there has never been a more exciting time. The speed of development and the richness of the new features genuinely add new dimensions to what virtual events can be.

But let me ask you this: Do you have a full grasp of the latest virtual event technology? Are you sure the platform you have used in the past is the best fit for next year's event strategy?

This report may not be for you if you are part of the 6% of event professionals who will not be employing a digital strategy in the future. The remaining 94% of the industry will find the most comprehensive breakdown of the latest features in virtual event technology.

I hope you enjoy reading it as much as we enjoyed creating it. On behalf of the entire EventMB team, I wish you much success, and I hope we can help you surpass your most ambitious event goals.

**Miguel Neves, CMP, DES**

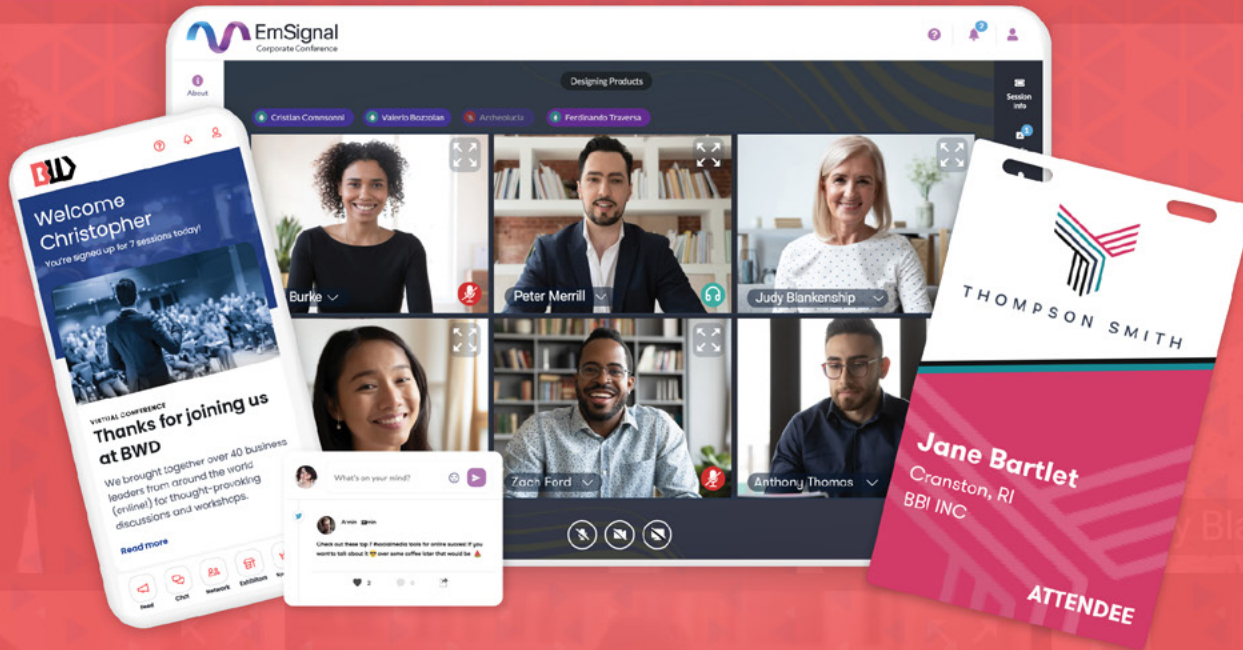
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VIRTUAL



HYBRID



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# 8 KEY PLANNER TRENDS

As part of our ongoing industry research efforts, we analyzed over 2,000 survey responses to four separate surveys over the last four quarters. The participating event professionals — the vast majority of which identify as planners — shared their unique challenges and market outlook. In this section we share some of the most interesting things we found related to virtual events.



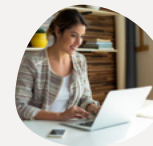
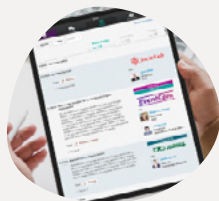
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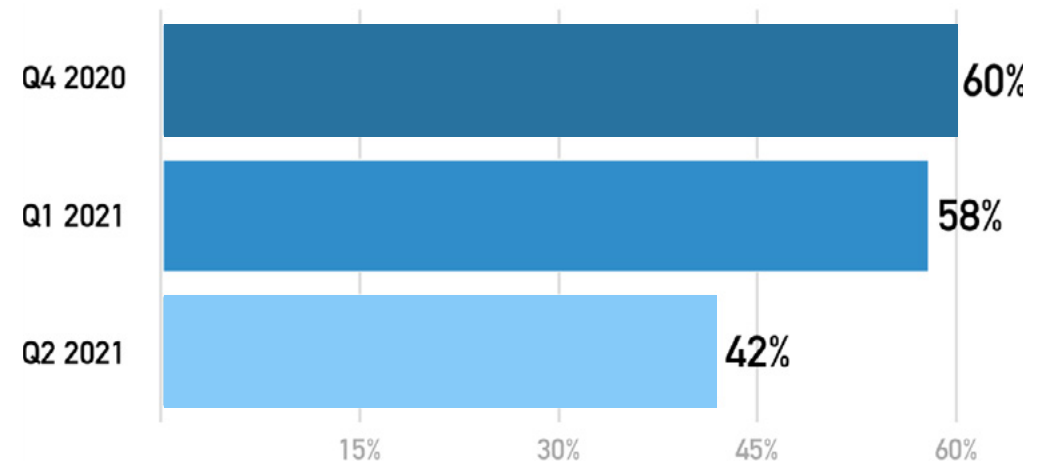


# 1.

## WE CONTINUE TO PIVOT TO VIRTUAL

Despite the recent lifting of mask mandates and a return to in-person events in several U.S. cities, we found that 42% of event professionals will nevertheless be pivoting their next major event to a virtual format. This number may be surprising, given that so much of the industry is keen to return to in-person events, but it is a big departure from when we asked the same question in the first quarter of 2021 (58%) and in the fourth quarter of 2020 (60%).

### Pivoting next major event to virtual

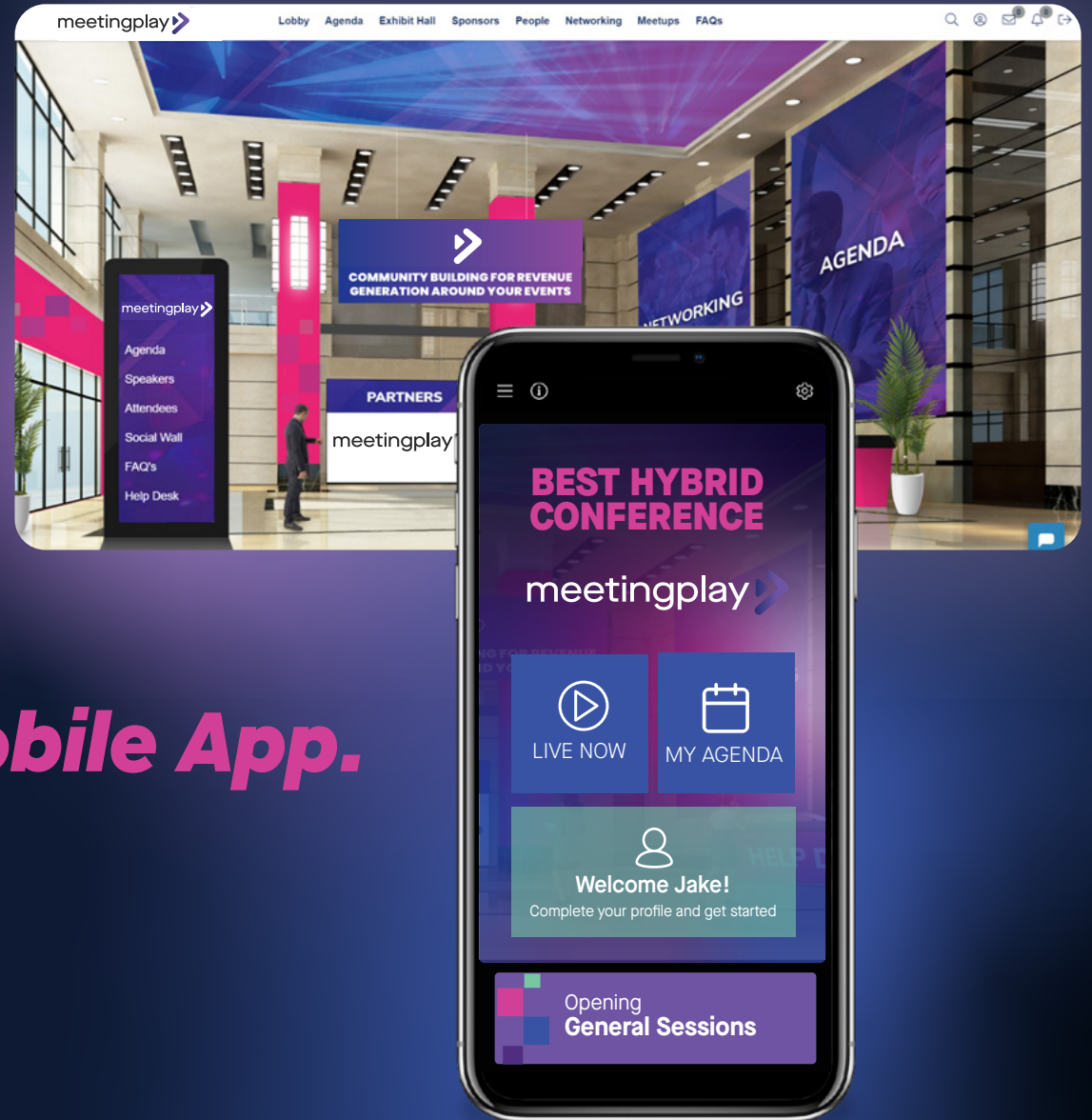


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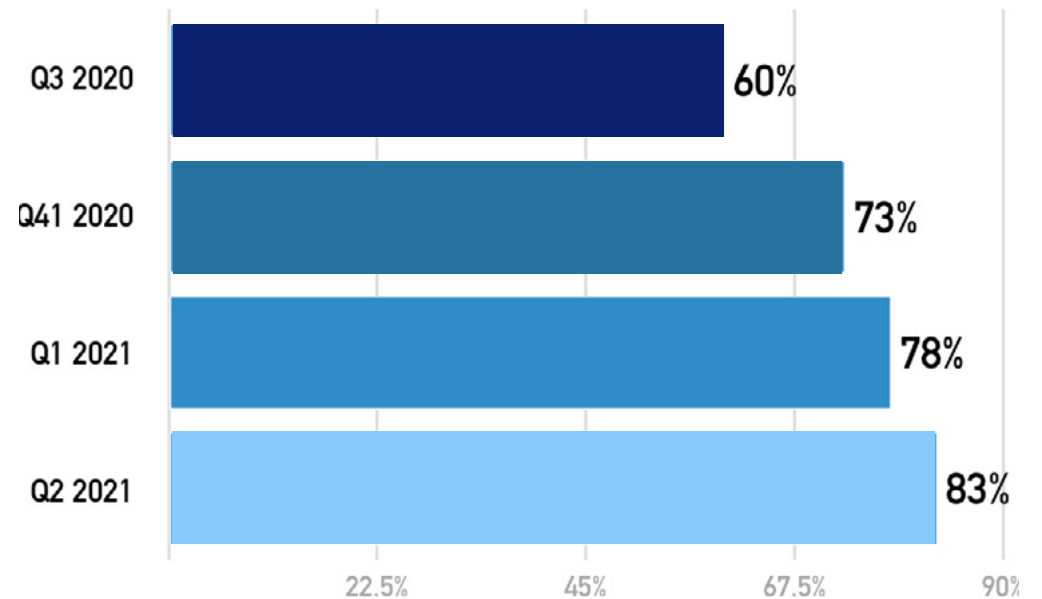


# 2.

## VIRTUAL EVENTS ARE BECOMING MORE SUCCESSFUL

It is great to see evidence that event professionals are having more success with their virtual events. The success rate of events in pivoting to a virtual format has steadily increased from 60% in the third quarter of 2020 to 83% in the quarter that just ended.

Success rate in pivoting to virtual

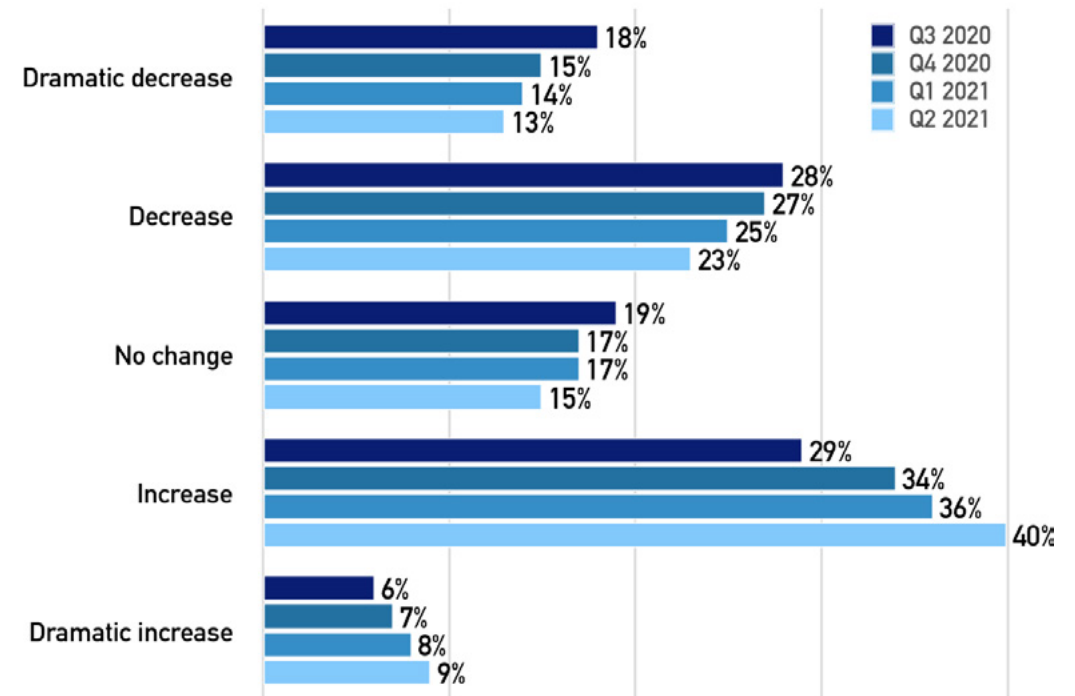


# 3.

## THE REACH OF VIRTUAL IS INCREASING

Increase in attendance or reach is consistently considered to be the top benefit of pivoting to virtual. In fact, the data shows that event professionals have reported improved performance for virtual events in attendance and reach, and will perhaps become more proficient at attracting larger audiences.

### Changes in attendance/reach from in-person to virtual events





# Create Engaging Virtual, In-Person, or Hybrid Events

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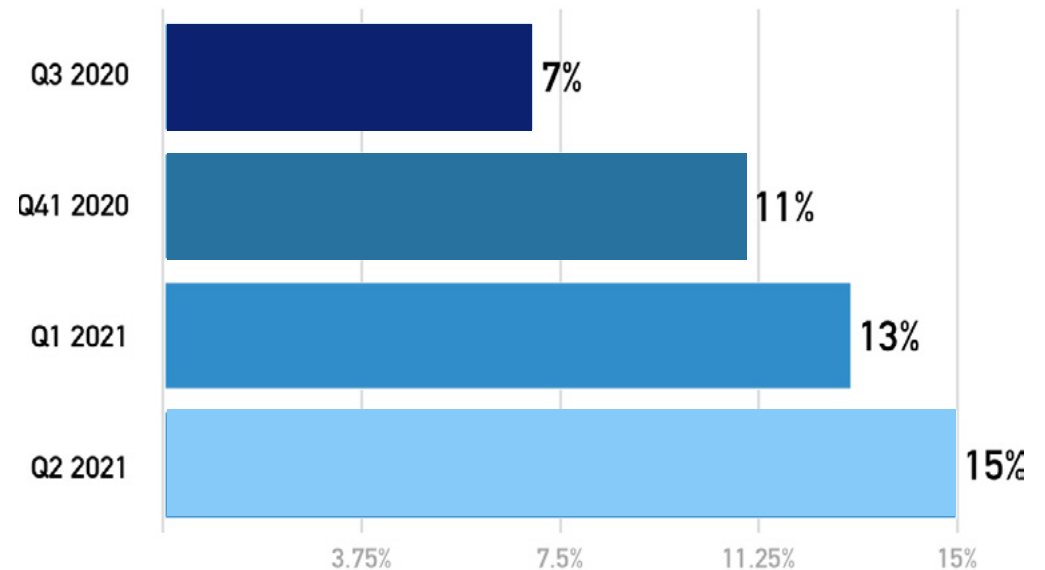


# 4.

## MORE VIRTUAL EVENTS ARE EXCEEDING EXPECTATIONS

While the percentage of events that exceed expectations remains low, the numbers have more than doubled over the course of the last four quarters. We started at 7% (Q3, 2020) and we are now up to 15% (Q2, 2021). This seems to indicate that event professionals are now better equipped to deliver high ROI from virtual events.

### Virtual events exceeding expectations



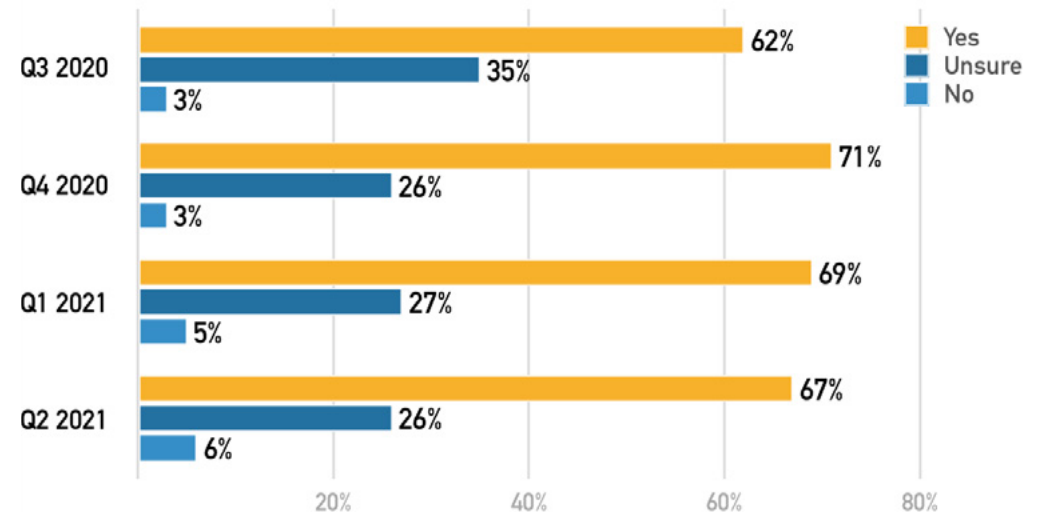


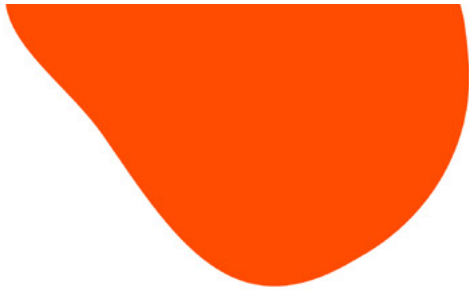
# 5.


## A HYBRID EVENTS FUTURE IS NOT A GIVEN

The picture around hybrid events is getting clearer, but not everyone sees them as the way forward. When asked about how events will change in the future as they return to in-person experiences, roughly two thirds of the respondents are confident that moving to a hybrid format is the right thing to do. This number has remained constant over the last four quarters. On the flipside, the percentage of those who will not be employing a hybrid strategy is creeping up.

### Planning for hybrid events





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# 6.

## ENGAGEMENT REMAINS THE BIGGEST CHALLENGE – BUT THERE ARE OTHERS

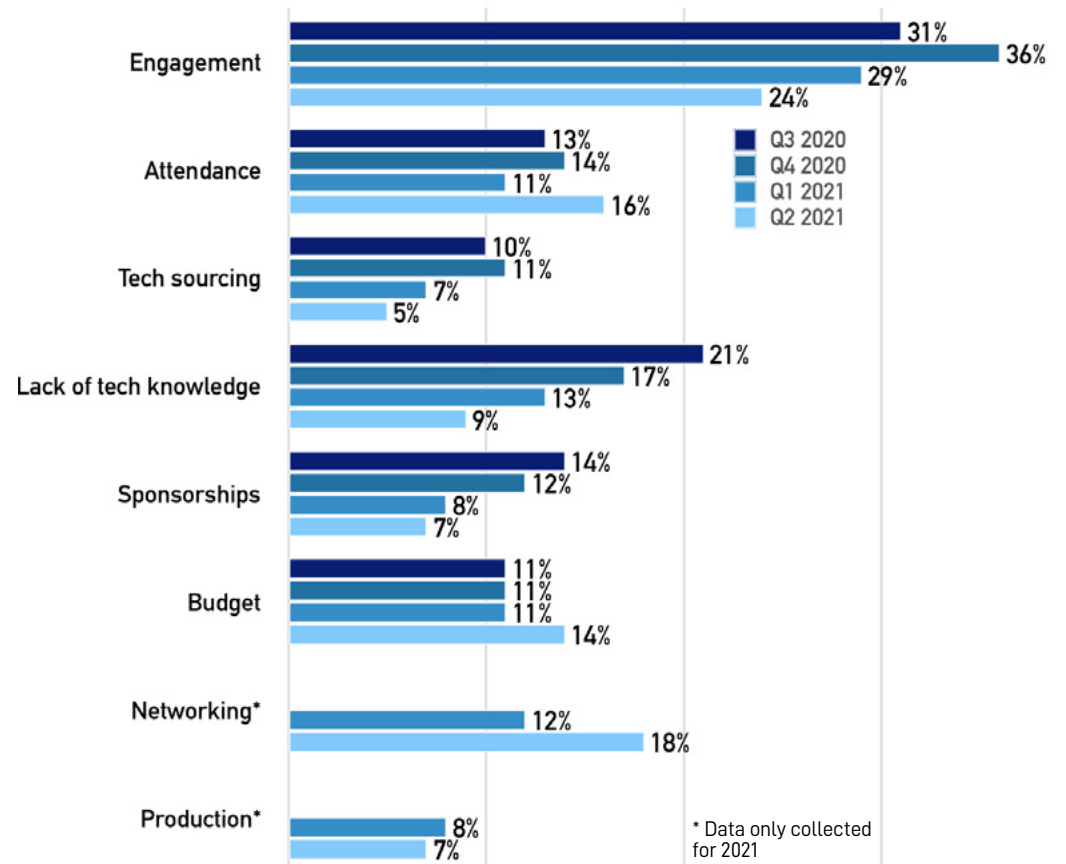
Virtual events are not without challenges, with engagement consistently topping the list of grievances. The good news is that it appears to be less of a challenge now that it has been in the past. 24% of respondents selected engagement as their biggest challenge this past quarter compared to 31% in the third quarter of 2020.

There are consistent reductions in the percentage of respondents who cited tech sourcing, lack of tech knowledge and sponsorships as the main challenge — a trend that suggests improvements across the boards in these three crucial areas. Worryingly, there is a negative trend when it comes to seeing attendance and budget as

the main challenges, perhaps an indication of the saturation around virtual events and pricing increases for platforms as they mature.

It's also worth mentioning that networking seems to be more of a challenge in the second quarter than in the first quarter of 2021, however, keep in mind that data on networking was not collected in 2020.

Biggest challenge for virtual events



# 7.

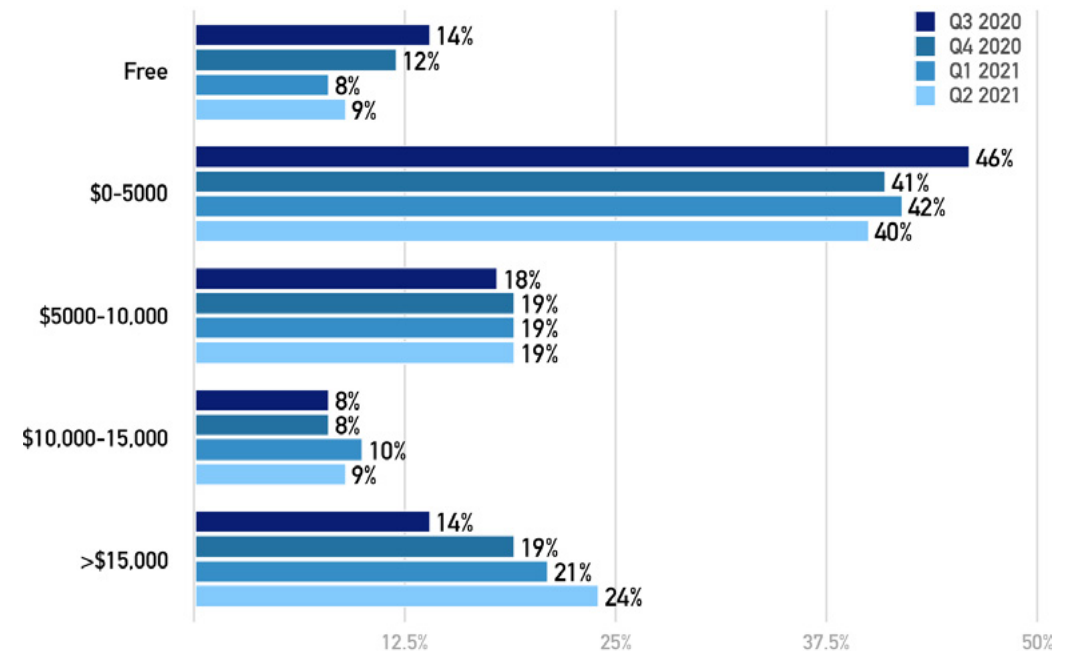
## THE COST OF VIRTUAL EVENT TECH IS AN ISSUE

As can be seen in the previous trend, the inability to match live engagement is the top frustration felt event professionals. While this frustration has consistently topped the list, it's worth noting that the cost of virtual event platforms is a growing source of frustration.

The amount of money that event professionals are willing to pay for virtual event platforms has also shifted somewhat, particularly at the top and bottom ends of the scale. In the third quarter of 2020, 14% of respondents were only willing to consider free platforms — a number that has decreased now to 9%.

it comes to the higher end of virtual event platform pricing, the survey respondents willing to spend the maximum amount (above \$15,000 per event) increased from 14% in the third quarter of 2020 to 24% now.

### What we're willing to pay for virtual event tech





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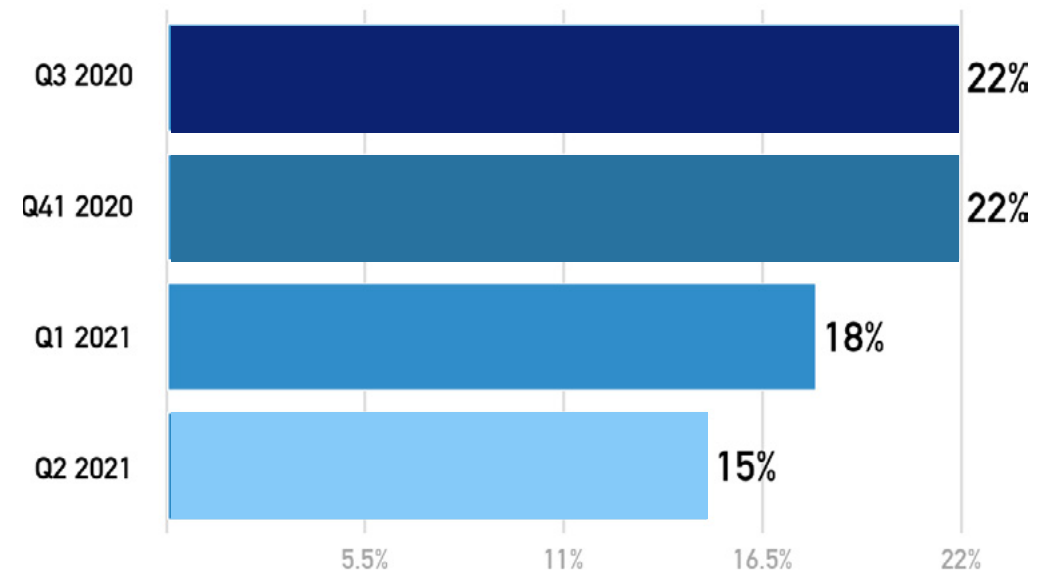


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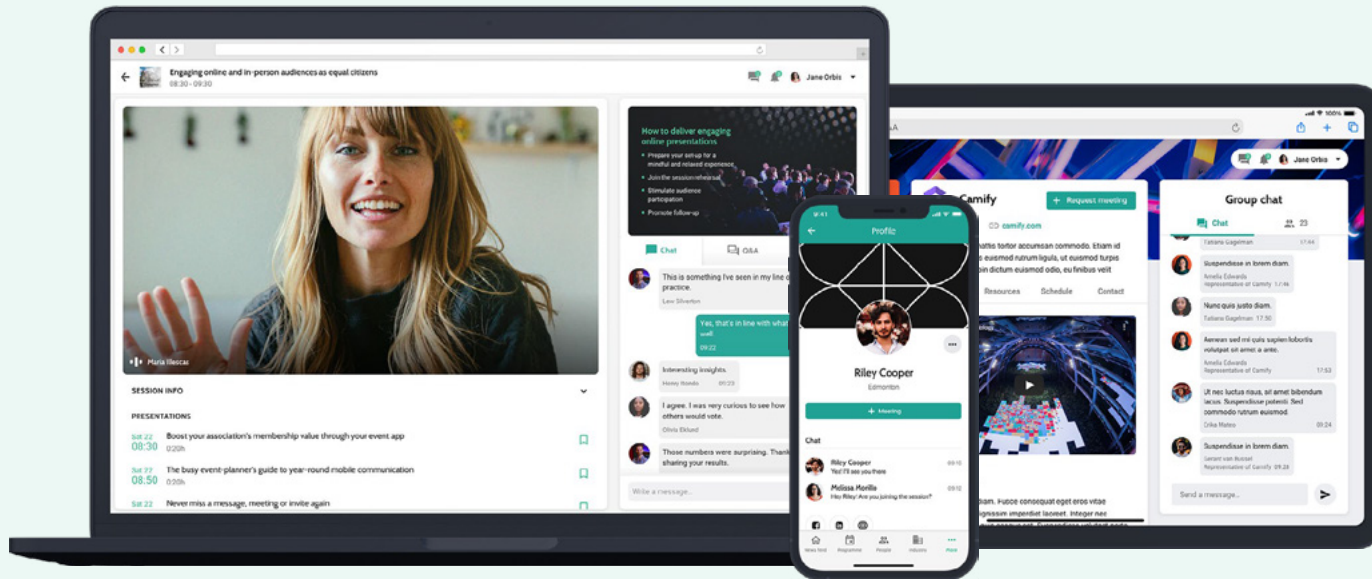
## TRIED AND TESTED TECHNOLOGY

The idea that virtual event tech is untested is losing ground. In the third quarter of 2020, 22% selected it as a source of frustration, but only 15% have made the same selection in the latest survey.

### Perception that virtual event tech is untested







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future of hybrid  
events



A community  
platform for all  
your events



# ASK THE EXPERTS

In this section, eight industry leaders in event tech share their insights on the future of virtual event technology and how to build an event tech stack for success. We asked them for their #1 'must have' for virtual event tech in 2021, the biggest trend shaping the virtual event tech market right now, and the most important question an event planner can ask a prospective tech partner.



## Allie Magyar

Founder and CEO, [Hubb](#)

A successful risk-taker who has felt the sting of failure but refused to be defined by it, Allie Magyar is a compassionate leader who cares deeply about the people and technology reinventing the events industry.

After conceptualizing, building and scaling two companies, she founded Hubb in 2015 to deliver technology innovation and data-driven decision-making to the event industry. As CEO of Hubb, Allie brings vision, heart and soul to the company's strategic direction with an emphasis on integrating the mind of the meeting planner into Hubb's product, partnerships, integrations, and growth.

# YOUR EVENT TECH SHOULD TELL A STORY IN DATA

Virtual events have shown that it is possible to expand our reach beyond the walls of an event. Planners have experimented with several smaller scale events that go year-round and establish a sense of community. Moving forward, planners will identify the most impactful elements of their in-person or larger-scale virtual events, and use those to create follow-up events. This will keep leads engaged, continue the community, and drive incremental business value throughout the year.

Look for virtual event platforms that will help you through the planning process and all the way to the actual event, so that you have one single source of truth to bring an event to life. Most of the tools out there only offer a single part of that process, which means that you're having to go out and get a variety of different

tools to work together, which is a lot more effort.

**During the prospecting phase, always start with identifying your business goals and objectives. Figure out what capabilities you need to both achieve those goals and then prove ROI on them.**

Specifically, you need to determine the data points you want and create a plan to collect them. Once you have that, then you can ensure your virtual event tech provider can collect and provide that data in a way that will empower you. If virtual events have taught us anything, it's that the days of determining an event's success based on how your boss felt about it are gone. Stakeholders expect to see the data, so make sure your virtual event provider can deliver it.



## Brecht Fournau

Senior Director of Marketing, [Aventri](#)

Brecht is a solutions-oriented, tech-savvy individual driven by his passion for creating products and strategies that deliver. Currently, he's responsible for defining and rolling out Aventri's EMEA and APAC Marketing strategy, constantly looking for new ways to drive pipeline through both in-person and digital marketing efforts.

He joined Aventri in 2015 through the acquisition of TapCrowd, a mobile event tech startup he co-founded in 2009.

When he's not at work, you can find him spending time with his family, behind the piano or experimenting with sourdough.

# PLANNERS NEED TECH THAT LOOKS BEYOND VIRTUAL

In the past year, a lot of event planners and marketing professionals rushed into buying virtual event technology without thinking through their overall event strategy from pre- to post-event. This year, planners realise virtual is here to stay, but it won't work without a clear place for it within the overall event lifecycle and broader marketing strategy. The biggest 'must have' for me is a clear way to integrate virtual event technology into those things.

Too many virtual event platforms just do virtual, and that's where a lot of the value is lost. That's why this year a lot of planners are turning to providers that go beyond virtual and listen carefully to event needs. A partner for customers to lay out a strategy that revolves around offering a great seamless attendee experience pre-, during, and post-event.

**Virtual is just an event delivery method, a component in a broader strategy. For those event professionals working with a provider that just does virtual, integrations are the number one thing to focus on.**

So having integrations with both CRM and marketing automation platforms will make their lives a lot easier and make sure that precious behavioural data captured during a virtual-only event doesn't get lost.



## Eric Amram

Founder and CEO, [Evenium](#)

An Ecole Polytechnique and M.I.T. graduate, Eric Amram is a strong advocate of interactive meetings and is passionate about technology that pushes the frontier of live, interactive collaboration and learning.

In 2000, he co-founded Evenium with business partner Avner Cohen Solal to fundamentally transform the event participant experience. After establishing Evenium in Europe, Eric moved to Silicon Valley in 2013 to expand Evenium Inc. in the North American and LATAM markets.

# SEAMLESS EVENT TECH IMPLEMENTATION CALLS FOR PRAGMATIC PLANNING

**On top of being reliable and easy to use, it's critical that your virtual event tech has multiple interactive capabilities to enable you to design participatory, collaborative and inclusive events.**

With the shift to virtual and hybrid events, event planners are now tasked with all aspects of event planning, production, and reporting. To succeed in this endeavor, they need an all-in-one platform that offers high quality video and audio with broadcast-level production capability, features to encourage attendees' engagement and networking, and analytics. This platform needs to work seamlessly whether they are planning a virtual, hybrid or in-person event.

**Depending on the event experience they want to design, event professionals should enquire about the resources and lead time required by the event tech provider to execute certain tasks.**

The responses received will inform how easy the tech's capabilities are to set up, implement and manage during the various stages of the event — from event planning and design through to the live experience and to the post-event follow-up and review/analysis.



## Joe Schwinger

Co-Founder and CEO, [MeetingPlay](#)

Joe Schwinger is the cofounder and CEO of MeetingPlay, a technology company forging meaningful connections at in-person, virtual, and hybrid events for Fortune 500 companies including Marriott, PepsiCo, Bristol-Myers Squibb, and many more. With a background in ecommerce, he has extensive experience providing customer facing solutions on a global scale. Joe was recently named to the 2020 BizBash 500 Must-Know Event Pros in the U.S. and the 2018 list of 40 under 40 by Connect Corporate.

# EVENT TECH SHOULD HELP YOUR EVENT STAND OUT

The pace of innovation in virtual environments has skyrocketed in the past 14 months, and clients must stay ahead of that curve and bring attendees something that is innovative and fresh. They want to stand out next to their competitors and bring forward something that no one has ever seen before.

**That said, the biggest trend in the market right now is creating community-driven engagement. Instead of looking at your usual 4-day conference, tech providers are finding solutions to extend the engagement of the event beyond the event duration to a year-round basis.**

Your event tech platform should therefore be flexible enough to accommodate both

innovative, memorable moments and ongoing engagement. We always tell event professionals to select a platform that can easily adapt to their goals, rather than having to adapt their event's needs to what the technology can actually accomplish. The question clients should use to lead any supplier conversation is "How can your technology adapt to my goals and fulfill my event's needs?"





## Andrew Pearson

CMO, [Socio](#)

Andrew Pearson is a seasoned technology marketing leader, investor and entrepreneur with 20 years experience and passion for events! Andrew is Socio's chief marketing officer and has served as CMO or head-of-marketing for six other software companies over his career. Andrew has an MBA from UNC Kenan-Flagler Business School with a focus on entrepreneurship and marketing. Andrew has been an event organizer, sponsor, host, exhibitor or speaker at over 1000 live and virtual events. Some of his favorites are SxSW (South by Southwest), Hubspot Inbound, and partner dancing events, where he practices his favorite hobby.

# HYBRID EVENT TECH NOW BRINGS ALL CHANNELS TO ALL AUDIENCES

Hybrid events will fundamentally transform how and when virtual event technology is used, and fuel a new wave of innovation around features and functionality that support seamless and integrated experiences for both in-person and virtual attendees, speakers, and sponsors. No longer does the browser-based virtual experience exist only for a virtual audience, nor does the mobile-based event app serve only an in-person event audience. The coming wave of in-person events that have a virtual component require web-based desktop platforms and mobile apps that are fully integrated, can both be used by all audiences, and empower everyone to interact and engage on their terms.

When it comes to engagement, the bar for virtual events is higher. No longer does a classic webinar format work to keep audiences engaged. Virtual events need some sizzle and spice, which means your virtual event tech needs features that create an immersive, interactive experience. For example:

- ✓ Games are a great way to get people hooked on exploring your event content to look for clues and codes.
- ✓ You can use Video Rooms to facilitate small group break-out sessions and roundtable discussions.
- ✓ Polls (both available pre-event, and launched during the event) are a fantastic way to gather input from your audience, let them vote on things, or provide sponsors with additional value.

Hybrid events are also increasing the use of the virtual event experience for pre- and post-event activities. Don't underestimate the power of opening up your virtual component early (for example, one week ahead of time) to let people start networking, taking polls, and exploring content. Leverage the ability to customize your icons and event branding to make the whole experience unique but consistent.

Because hybrid is bringing all event components to all audiences and outside the time constraints of the event itself, event organizers need to ask exactly how flexible and customizable the event technology is.

The experience should be seamless between the web-based virtual platform and mobile app, and between the virtual, hybrid and in-person functionality. What good is an event app if it can't also accommodate a virtual audience? How useful are sponsor tools if they can only support virtual sponsors, but not in-person exhibitors? Can you customize your icons and welcome screens? Can the ticketing and payment features support credit cards, checks, refunds and group purchases? Do the registration features support both virtual and in-person check-in?

Modern event technology is end-to-end, cross-device, and can support all event types and formats. You shouldn't have to

select one platform for your virtual conference and another for your in-person tradeshow. So don't be afraid to dig deep when evaluating platforms. Your attendees, sponsors, and speakers will thank you for making the right choice.



## Kerem Baran

Formerly: CEO and Cofounder, [Boomset](#)  
Currently: VP of Product, Onsite Events, Hopin

Kerem Baran is the CEO and cofounder of the award-winning onsite and hybrid event technology solutions provider, Boomset. Since 2010, Kerem has built a talented international team of members and partners across North America, Turkey, and throughout Europe. With Kerem's agile leadership, the Boomset solution and its best-in-class support worked towards a global mission to create exciting, efficient, and engaging events.

As of June 2021, Kerem and the Boomset team have joined forces with Hopin, the world's leading virtual and hybrid event solution, to become an all-in-one platform and continue the mission to give events the ultimate 360-degree management experience, anywhere in the world.

# HYBRID PUSHES EVENTS BEYOND BORDERS, AND SO SHOULD YOUR TECH

A new kind of in-person event is on the rise. In-person events have already started their comeback in the first quarter of 2021, but the onsite experience is not the same nor will it be the same as what we experienced in 2019 and prior. Digitalizing the experience has created greater opportunity to join events from all around the globe regardless of barriers like location, and virtual elements incorporated into in-person events will further enrich experiences by driving community and assisting with more reach and engagement.

To meet event objectives, planners will therefore need to be able to build a unified community and experience for in-person and virtual audiences on one reliable, robust, and flexible platform — **and to**

**deliver premium content, live or on-demand, without geography, time zone, tech-savviness or device barriers.**

As such, event planners need a truly comprehensive solution that enables anyone to plan, produce, and relive event experiences, whether virtual, in-person, or hybrid. They also need to know about all hybrid capabilities to be able to seamlessly carry out their events virtually and in-person, while easily navigating between both experiences from start to finish.

**To ensure the event is a success for all stakeholders, keep the communication with your provider open and explore all support options the technology has to offer.**



**Cathy Song Novelli**  
SVP, Marketing + Communications,  
[Hubilo](#)

Cathy Song Novelli is the senior vice president of marketing and communications at Hubilo, where she oversees all global marketing and communications for the brand. Cathy has spent the last two decades in marketing, advertising, and media, including past executive and leadership roles at Rakuten, Quantcast, Pandora, Yahoo, and MySpace.

## SUPPORT, TESTING, AND OPTIMIZATION: THE SECRET SAUCE FOR SUCCESS

As someone who has organized hundreds of events myself, I know the pain that many event organizers endured in the past year. They had to quickly choose a virtual event platform, get trained, and onboard their teams. But when you're about to go live and you have to organize speakers, support sponsors, and manage the hundreds of other moving parts, the last thing you should worry about is the platform.

**Therefore, the number 1 'must have' for virtual event tech in 2021 is hybrid event tech support! Support, support, support.**

Self serve is awesome, but find a partner who can also provide a team for pre, during, and post event support. The more customer success support you have

— especially as we transition to hybrid — the better. Make sure you have access to a 24/7 support team (1 person you have to reserve time with will not help you at all!).

With the support team in place, event organizers can really start to capitalize on the power of the platform and push the boundaries of hybrid digital experiences. **The ability to bridge the online and offline engagement experience will be key, so make sure you have a best-in-class suite of engagement features that deeply engage in-person as much as virtual attendees.**

Still, for many brands, hybrid will start small with mostly virtual and smaller, parallel in-person engagements like watch parties. **The key is to tip-toe into**

**hybrid. Testing. Optimizing.** Event organizers should plan to try many formats and test by region and audience segment to gauge what your longer term event mix should be. Every brand's hybrid formula will differ, so testing, learning, and optimizing will be key!

**Finally, maximize brand impact online as heavily as in-person.**

Whichever formula you use, events are the greatest manifestation of your brand. Make sure your brand comes to life across all channels in ways that engage, excite, and inspire all your attendees.



**Jelmer van Ast**  
 Founder & CEO, [Conference Compass](#)

Jelmer van Ast is the CEO & Founder of Conference Compass, a pioneer of event apps since 2009. Their apps have been used at over a thousand conferences, including most of the world's largest association conferences. With their all-in-one virtual and mobile event app platform, Conference Compass enables organisations to engage their communities around events year-round, seamlessly uniting the online and in-person experience.

## A PLATFORM FOR ALL AUDIENCES SHOULD HAVE GOOD REFERENCES

With the reopening of venues and destinations, the return to physical events will require virtual event tech to be inclusive to attendees, speakers and exhibitors joining on site. This requires any virtual event platform to transform into a hybrid event platform.

**The #1 'must have' is for the platform to include a native mobile app for iOS and Android that provides at least the same level of engagement as the platform in the browser used by the online participants.**

This mobile app needs to provide access to all content, including the live-streams and on-demand recordings. It needs to be extremely responsive and easy to use

so it will drive real-time engagement between all involved. And it needs to enable participants to meet with one another, no matter how they join the event.

**That said, a clear trend is for meetings and events to be smaller and more local.** This trend started a couple of years ago with the increasing awareness of the environmental impact of large global events, and it has accelerated due to the travel restrictions and health and safety concerns imposed by the pandemic. This development will shape the virtual event tech market as the focus shifts towards year-round community engagement. Besides serving as a digital platform for a single event, it will need to be a platform that connects attendees around several events in a year.



These will include conferences, trade-shows, workshops, webinars, etc., of which some will be fully virtual, others physical only, but they can also exist as multi-hub or any sort of hybrid.

**Once you have discussed your requirements, received a demo, and vetted an offer that ticks all boxes, the one thing each event professional should do is to request a couple of references.**

Only by checking in with these references will you learn about the first-hand, real-world experiences of your peers. Make sure to ask about the setup process.

- ✓ How much will that require of your time?
- ✓ What is actually being handled by the vendor, and how responsive will they be to your requests?
- ✓ How was the experience of the speakers, exhibitors and attendees?
- ✓ Was it a smooth ride, or more like a bumpy road?
- ✓ And how did the vendor support you when things got tough?

Be sure to ask these questions to the vendor as well, and compare their answers with the references. This will give you valuable insights into the vendor's honesty and ability to self-reflect and learn from past experiences.

# VIRTUAL EVENT TECH LANDSCAPE

## RESEARCH METHODOLOGY

This research was conducted in June 2021 and includes 102 virtual event tech providers across the world. Providers ranged from new players in the market to companies with over 10 years of experience developing event technology, and spanned every price point, making this the most comprehensive analysis of virtual event tech providers to date.

## 2021 PROGNOSIS

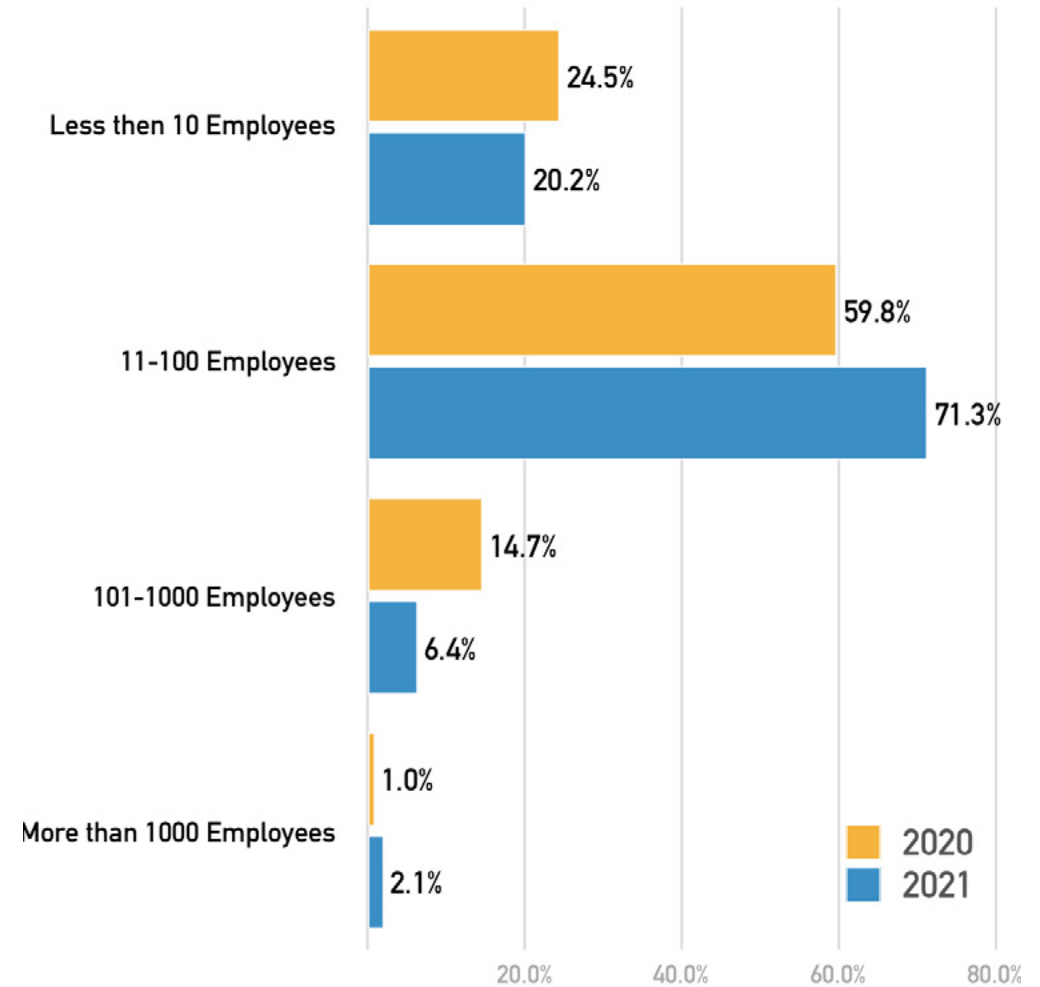
The enormous US event market is largely on its way back to relative normalcy, and Europe is not far behind. Many Asian major markets have already been regionally active for months.

New players in the virtual event tech sector are beginning to plateau, and we're coming upon the time for many of the newer platforms to sink or swim. We expect to see a trend in mergers and acquisitions over the remainder of 2021 and into 2022 as successful new players secure growth funding and begin (along with more established players) to absorb others to flesh out their feature offerings or to gain more of the market share.

## COMPANY DEMOGRAPHICS: IT'S TIME TO SINK OR SWIM

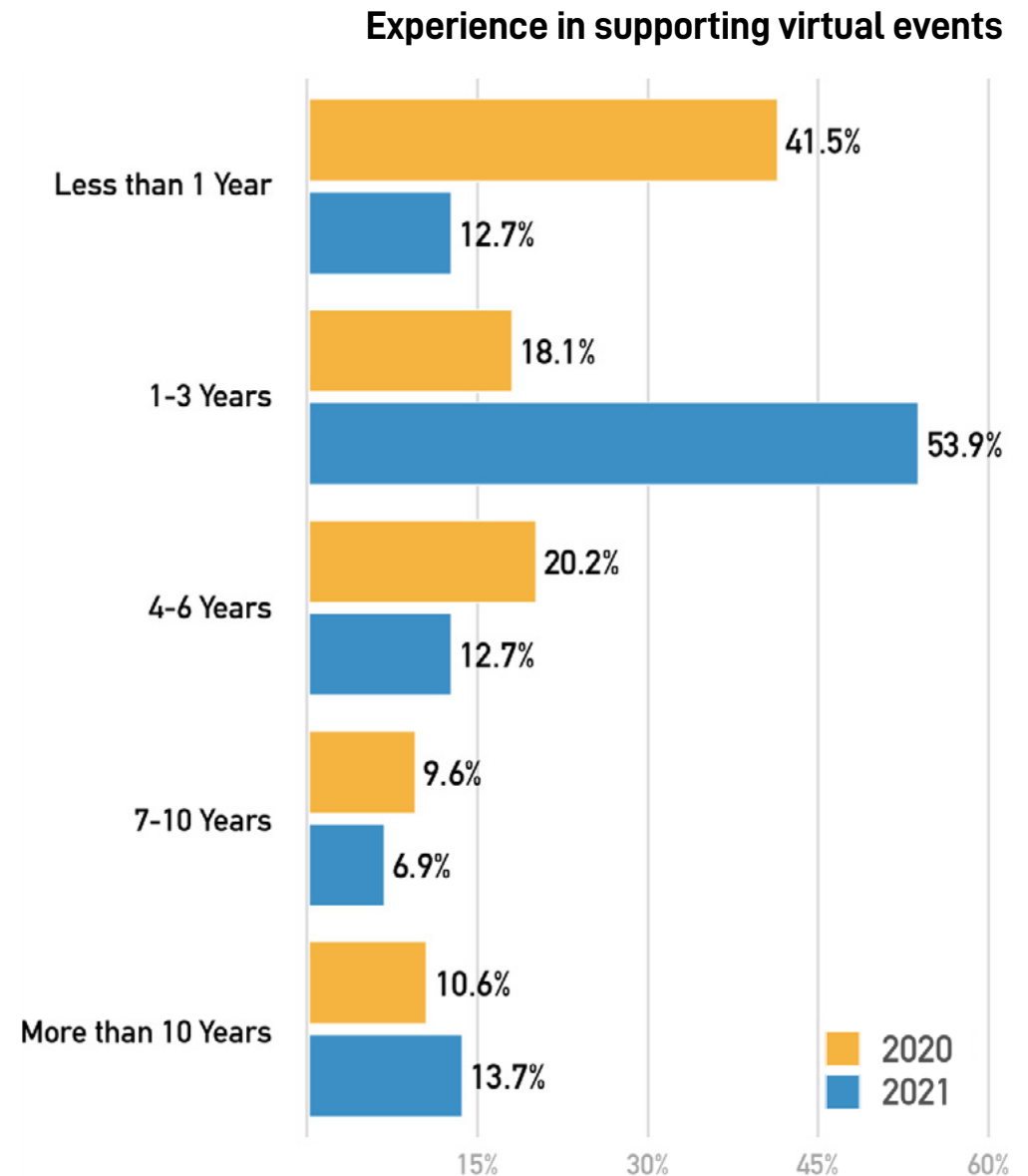
While the 4% increase in the number of event tech providers with fewer than 10 employees might indicate that at least a few companies see opportunities in the quickly-saturated virtual event tech market, the number of SMBs with fewer than 100 employees has dropped 7% from about 92% last year to just under 85% this year. A correlating increase of almost 8% in the companies who've grown to over 100 employees (16% in 2021 compared to 8.5% in 2020) points to 2021 and 2022 as the moment to sink or swim for virtual event tech platforms.

### Size of company



The slowing of new players entering the market is corroborated by the shifts in provider experience. While the industry boomed with new players last year, the number of providers with less than a year of experience this year (13%) is almost a quarter of what it was in 2020 (42%).

While companies with 4-6 years and 7-10 years have increased slightly, the experiential group to have grown the most is those with 1-3 years of experience (54% in 2021 compared to 18% in 2020). It's clear that many of last year's new players have made it past the 1-year hurdle buoyed by the cushy surge in a virtual-relegated market, but as the massive US market goes back onsite and Europe follows not far behind, we can expect consolidation.

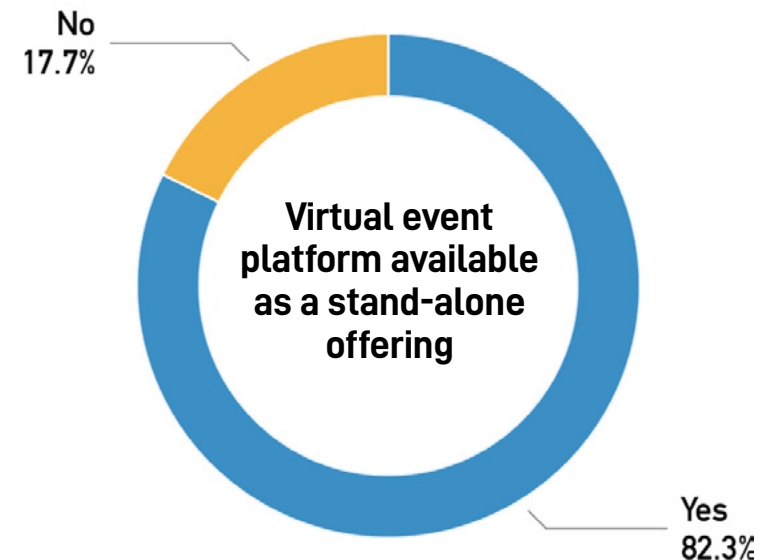
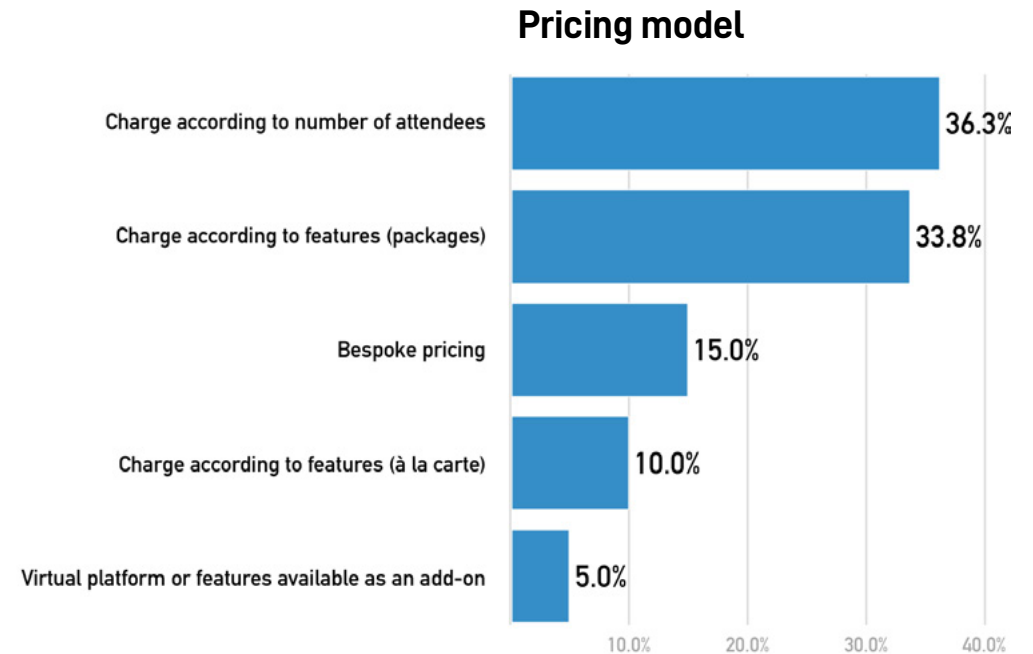


# BUDGETS AND PRICING: NEWCOMERS ARE LEVELING THE PLAYING FIELD

## PRICING

The vast majority of virtual event tech providers — 82% — offer their platforms as a primary, stand-alone product. About 18% offer it as a component of a larger commitment, likely in the context of an end-to-end offering. Only 5% sell their virtual platform or its features as an “add-on” to another service.

Roughly 44% charge according to features, either in packages or à la carte, and a little over a third of the providers charge based on the number of attendees. This may affect how well the price plan scales, which is an important factor considering the format’s top-ranked benefit is additional reach, and the role of virtual going forward will likely involve demand generation.



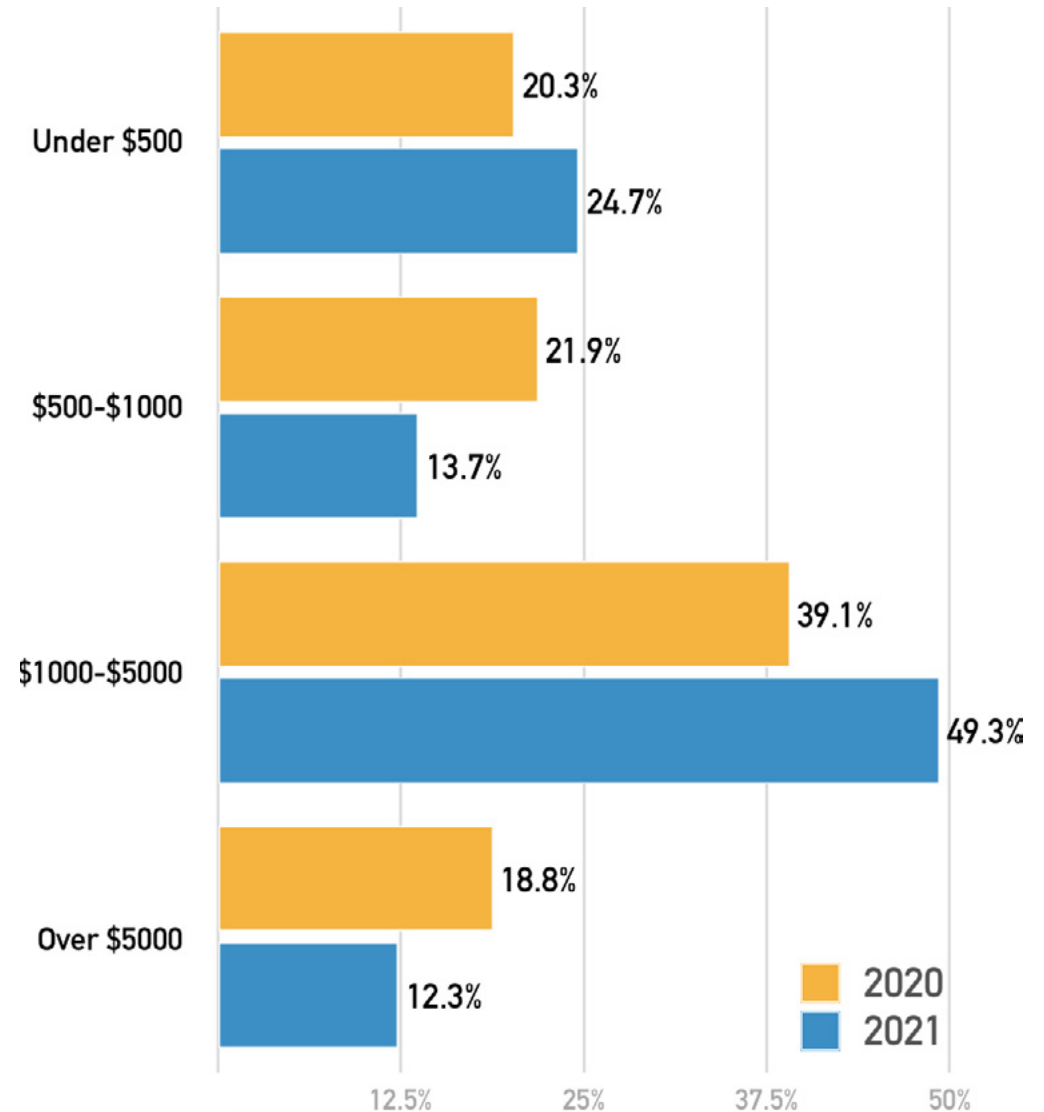
## BUDGETS

Overall, virtual event tech is getting a bit more expensive, but the sweet spot for a virtual event tech budget given a 250-person event remains in the \$1000-\$5000 range. Nearly half of all providers offer a basic package in that range (up 10% from 2020), and nearly 40% will let you have all their bells and whistles, too. (Of course, that could just be a sign that 40% don't charge per feature. About 36% of providers charge per attendee regardless of features.)

That 10% increase can likely be accounted for by the nearly 10% decrease in platforms offering a basic package for \$500-\$1000. This is likely a result of the younger 1- to 3-year-old companies finding their footing in their second year and expanding their feature offerings. This group makes up the bulk of the market and therefore can somewhat define the going rate for the services they offer. A silver lining is that they also appear to be applying pressure to more expensive basic options to fall within that range: Those charging more than \$5000 for a basic 250-person virtual event have gone down about 6.5%.

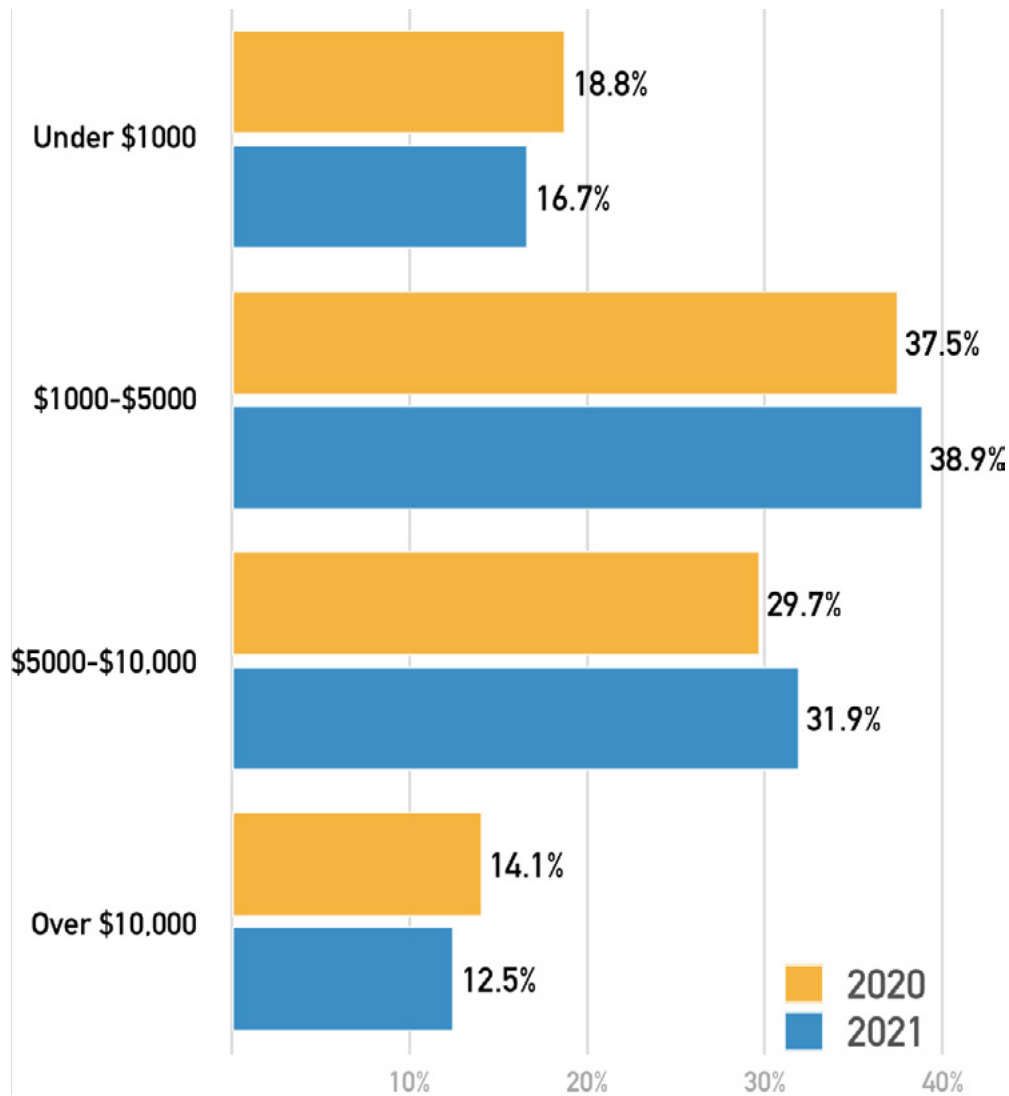
The distribution doesn't exactly scale one for one, likely because many of the companies have pricing based on features, either in packages or à la carte (44%), and others who charge per attendee may offer bulk deals. While most

Price of basic standard offering for 250 people



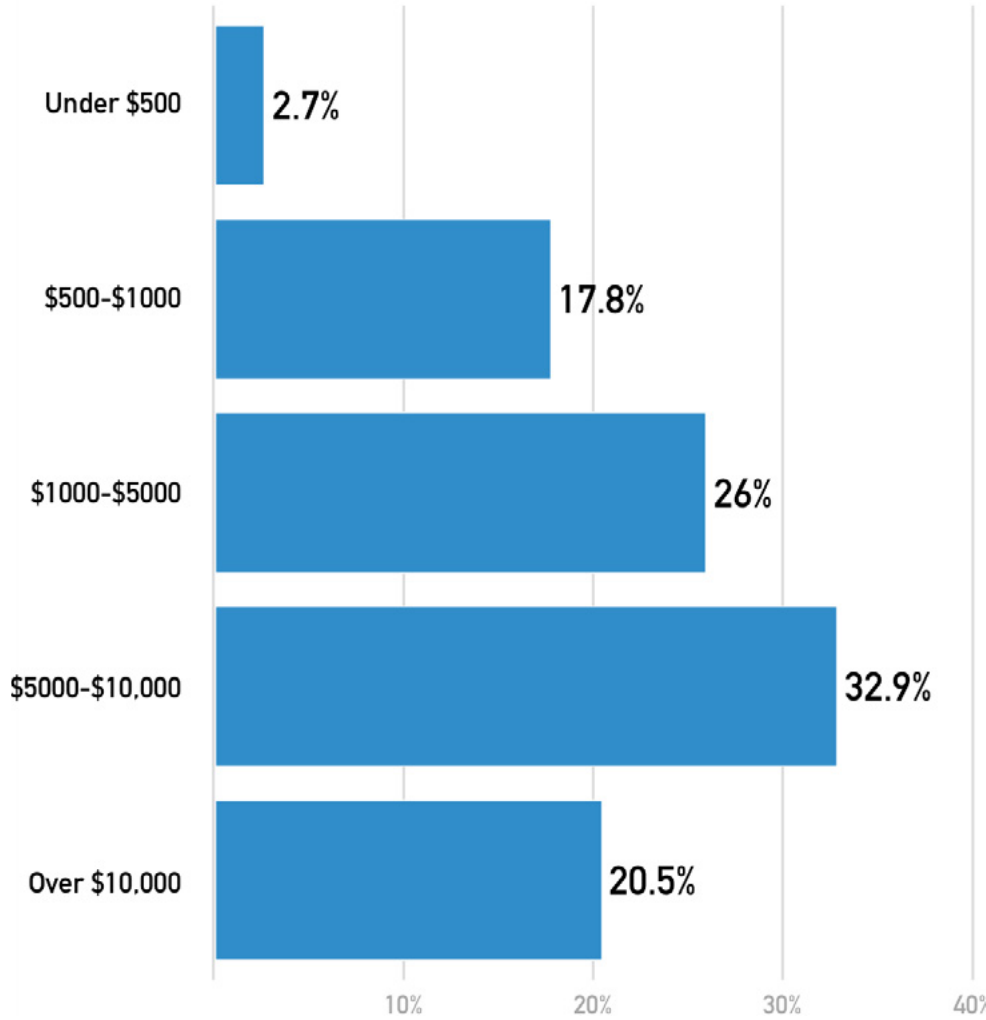


## Price of fully featured offering for 250 people

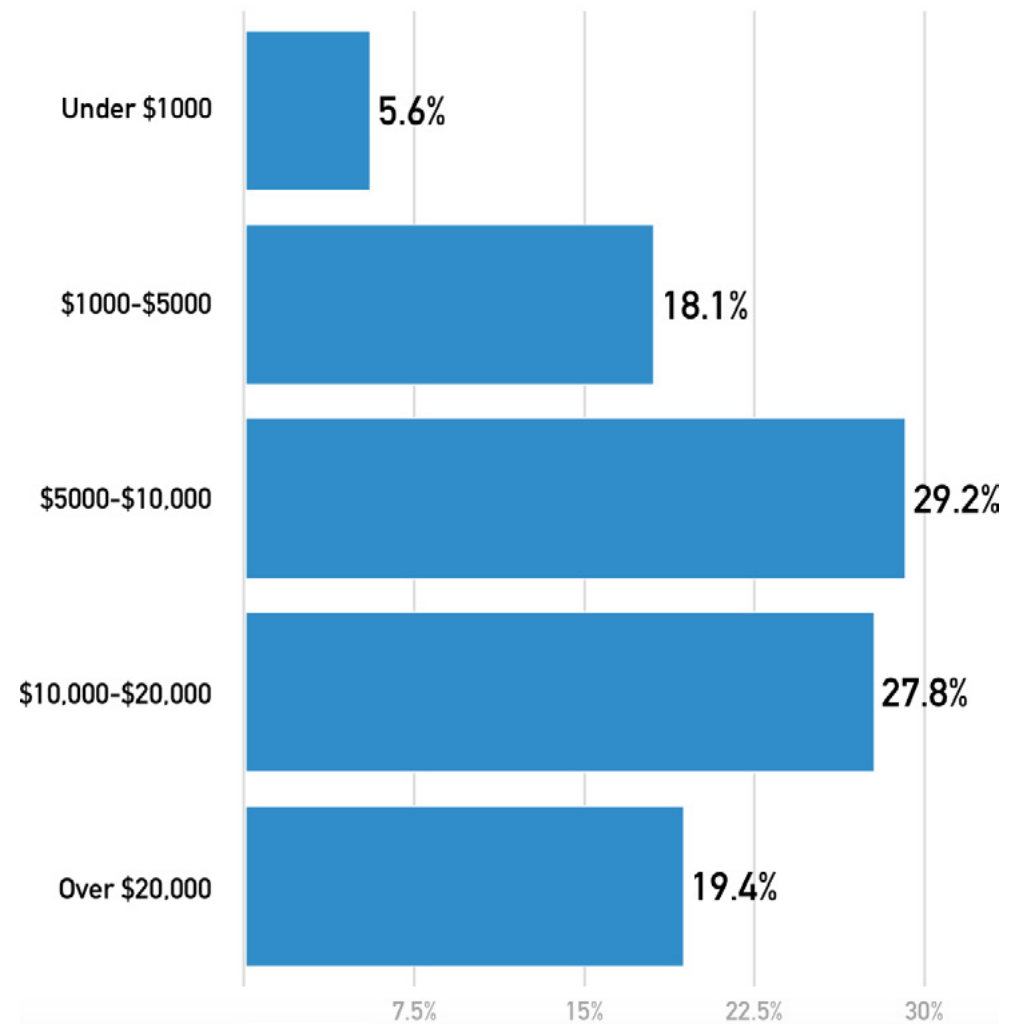


providers do charge more for larger events, nearly 47% have a basic offering for an event of 2000 people under \$5000, and only 20.5% of the providers charge over \$10,000. This percentage more than doubles when you add on all the bells and whistles (nearly as many providers charge over \$20,000 for that privilege), but about 54% of providers will still offer a maxed-out package for 2000 attendees at under \$10,000 — pretty excellent value at scale considering it comes to about \$5 per attendee, especially if the audience is qualified.

### Price of basic standard offering for 2,000 people



### Price of fully featured offering for 2,000 people



# ACCESS AND SECURITY: NO NEED TO COMPROMISE

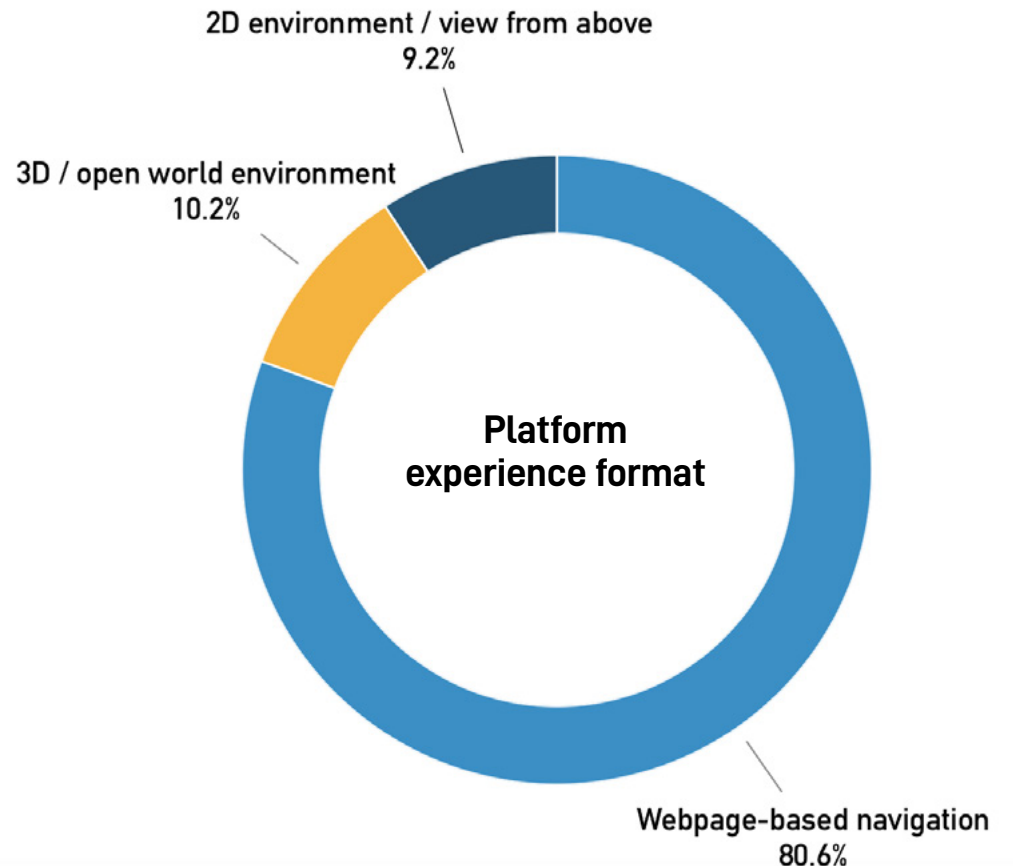
## NAVIGATION

The majority of virtual event platforms have followed a web-based broadcast format that involves a live stream with a chatbox on one side or underneath and menu options for event navigation on the other. These platforms are typically modular and have separate sections for accessing attendee, speaker, exhibitor, and sponsor lists, as well as certain engagement features like gamification leaderboards and potentially live polls.

This well-established format is ideal for content-delivery and has the benefit of being familiar thanks to popular platforms like YouTube, Twitch, and other well-established forums for consuming one-to-many broadcasts.

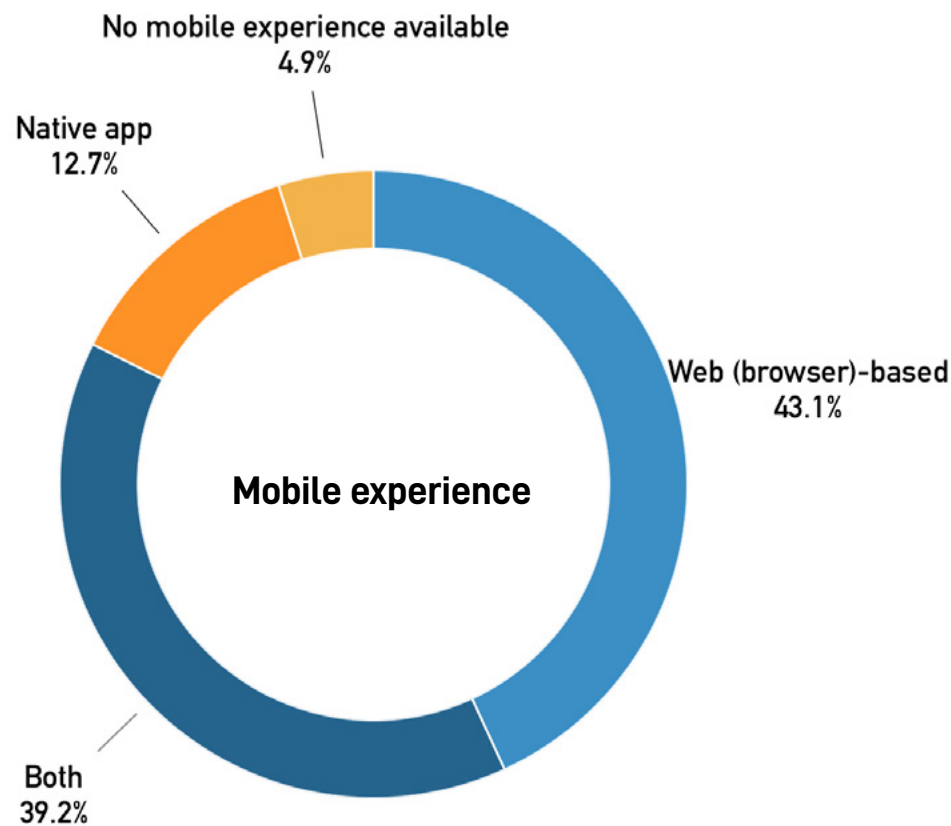
Only about 20% of platforms have an alternative navigation structure, with about an equal distribution of 2D and 3D environments that an avatar can navigate around, similar to an open-world video game. These formats are designed to mimic the experience of moving around a physical event and emphasize networking — especially “serendipitous

networking” — and generally target trade show formats that have struggled to transition to webpage-based platforms.



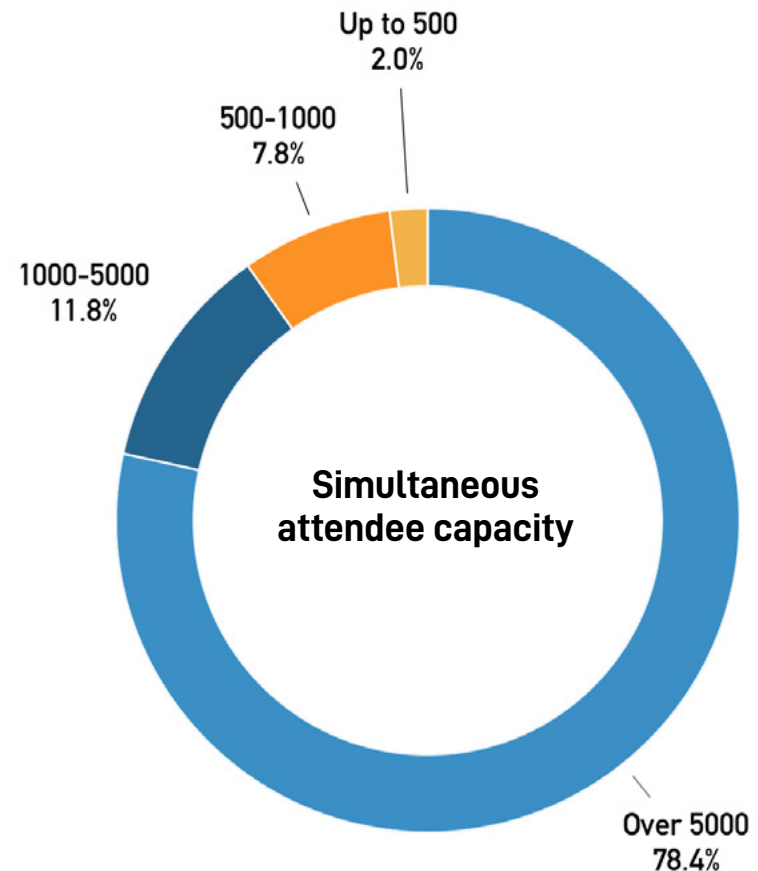
## HYBRID SCALABILITY THROUGH MOBILE OPTIONS

Almost all virtual event platforms are paired with a mobile option, whether that's a mobile-compatible version of the web-based platform (43%) or a dedicated event app (52%). This is essential for being able to scale with the return to onsite programs and hybrid event strategies, and planners who are locking into longer term contracts can treat this as a must-have without sacrificing many options.

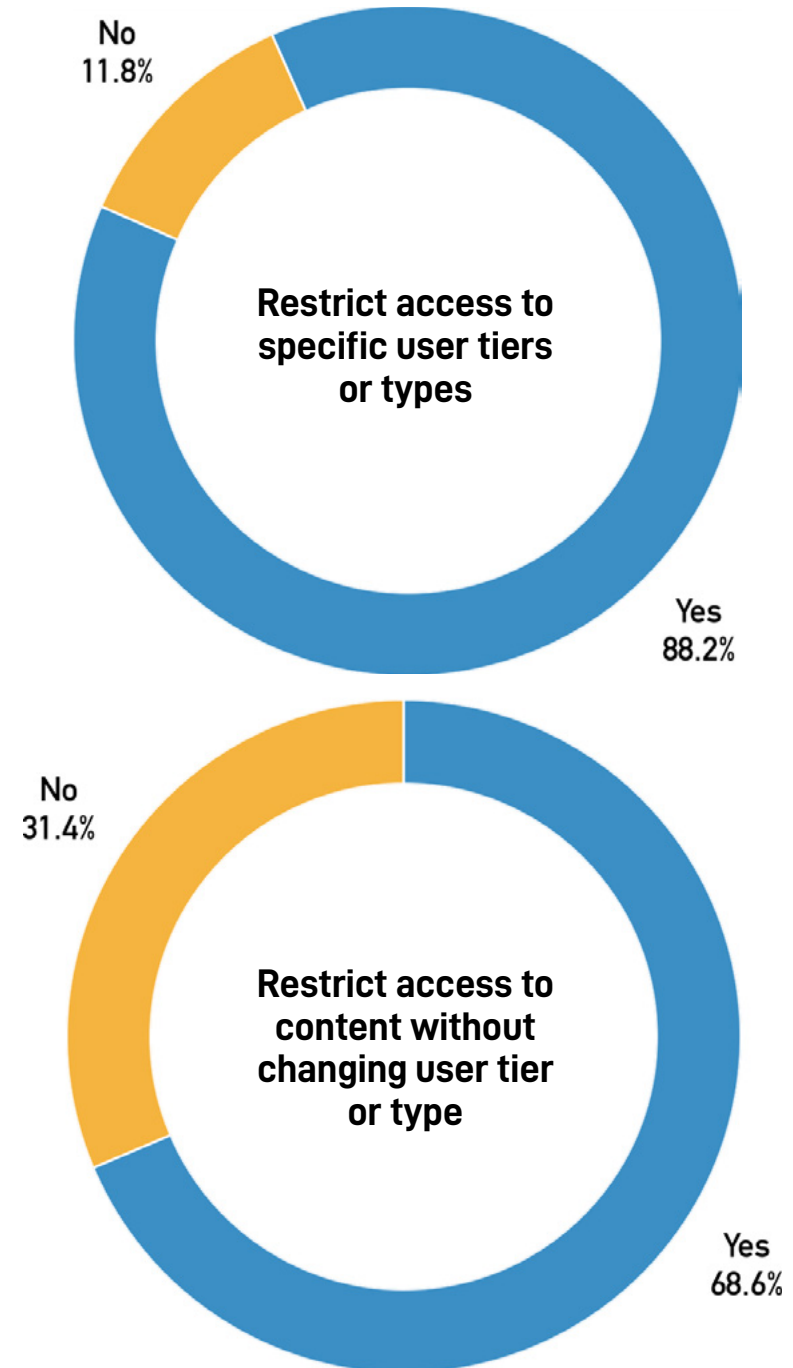
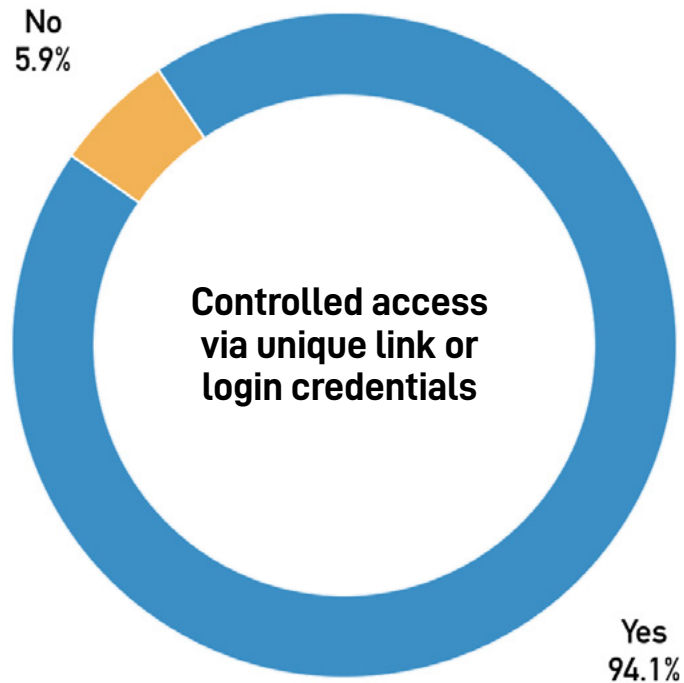


## ACCESS AND SECURITY

The vast majority of providers — nearly 80% — allow for over 5000 attendees to log into the event simultaneously. Because reach is central to the value proposition of many virtual events, those who cannot accommodate higher numbers will have to compete for limited use cases. Less than 10% cap their attendee limit at under 1000.

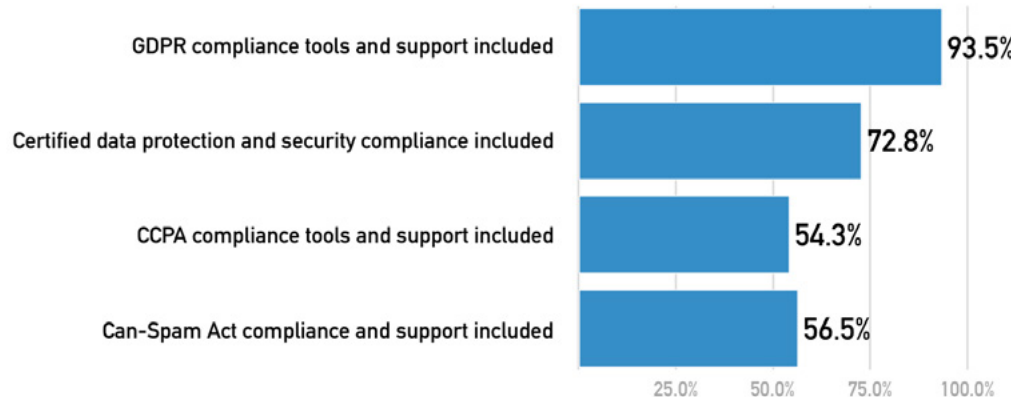


Planners can almost always control access to specific content sold at a premium (88%) and can limit access to the app in general using unique links or specific login credentials (94%). About 70% of virtual event tech providers can also put content behind a paywall that users can pay to access on the spot — an undoubtable advantage once much of this content consumption goes on demand and virtual platforms become hubs for year-round engagement.



Almost all virtual event tech providers support GDPR compliance, but only about half comply with similar data privacy and protection regulations in California and Canada.

### Data privacy compliance



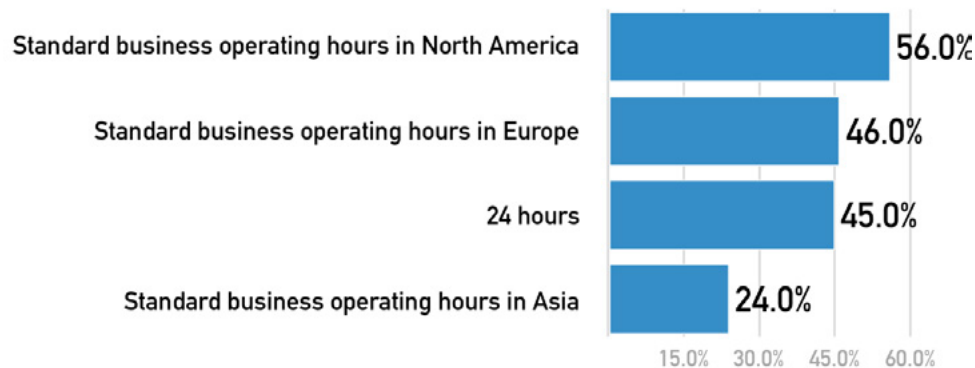


# SUPPORT: A PRIORITY FOR ALL PLATFORMS

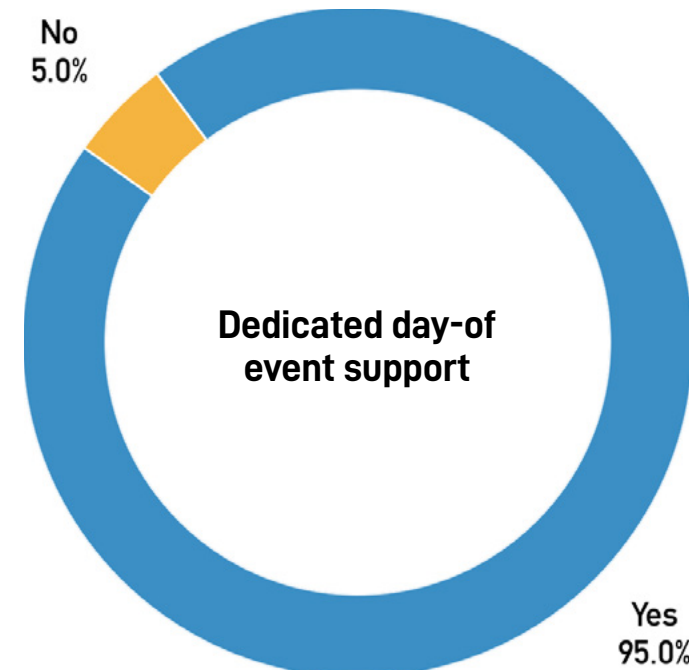
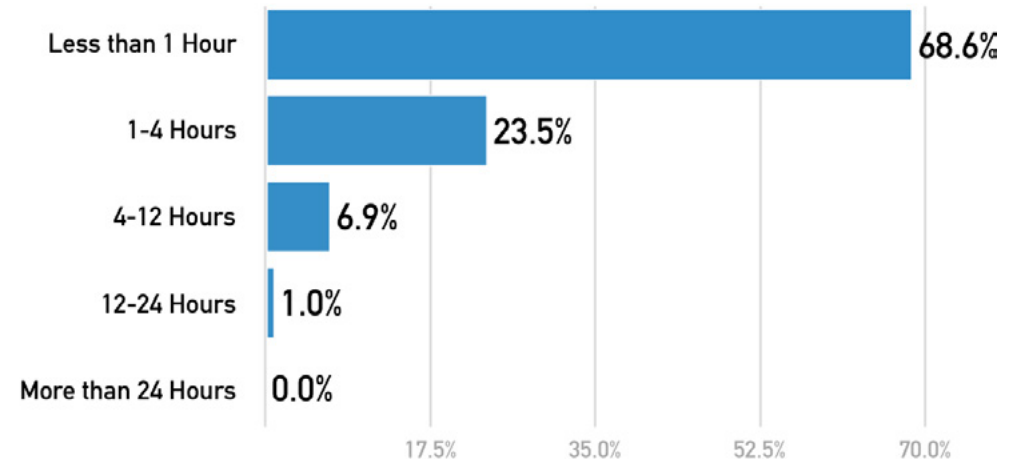
Support is essential. As the industry navigates unfamiliar formats and uncertain conditions around travel and gathering, virtual event platforms are in the optimal position to advise event professionals on how to meet goals virtually. They have the benefit of having witnessed the trials and errors of 100s of events before yours, and most will enthusiastically share their learnings with you if you ask.

The hours for support largely reflect major event markets, with 56% serving the North American standard business day, 46% serving Europe's, and 45% offering 24-hour support. Most providers accommodate the standard channels: chat (87%), email (97%), and phone (80%). Moreover, all providers also guarantee a response within 24 hours, and more than two thirds promise a response within the hour.

## Support availability

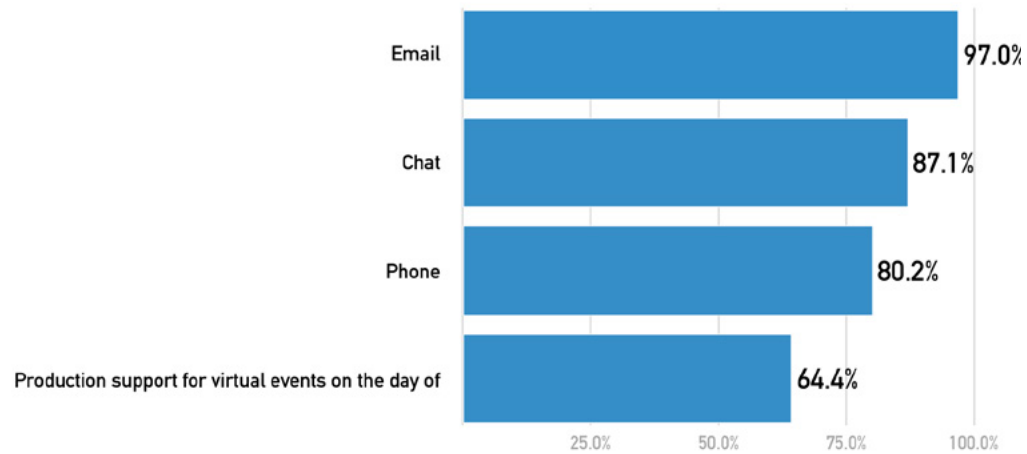


## Average support response time



Almost all providers (95%) also offer dedicated live standby support on the day of the event, but only 64% offer production support — a key differentiator in virtual events and event components to come.

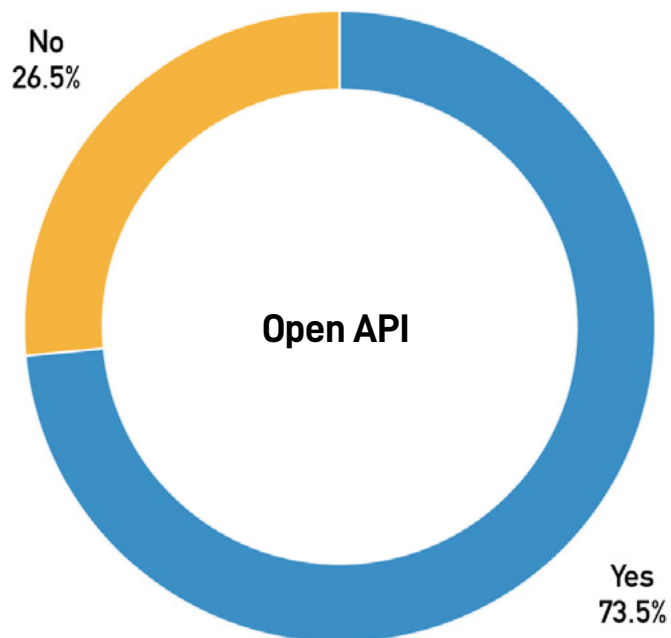
### Support channels available



# FEATURE ANALYSIS

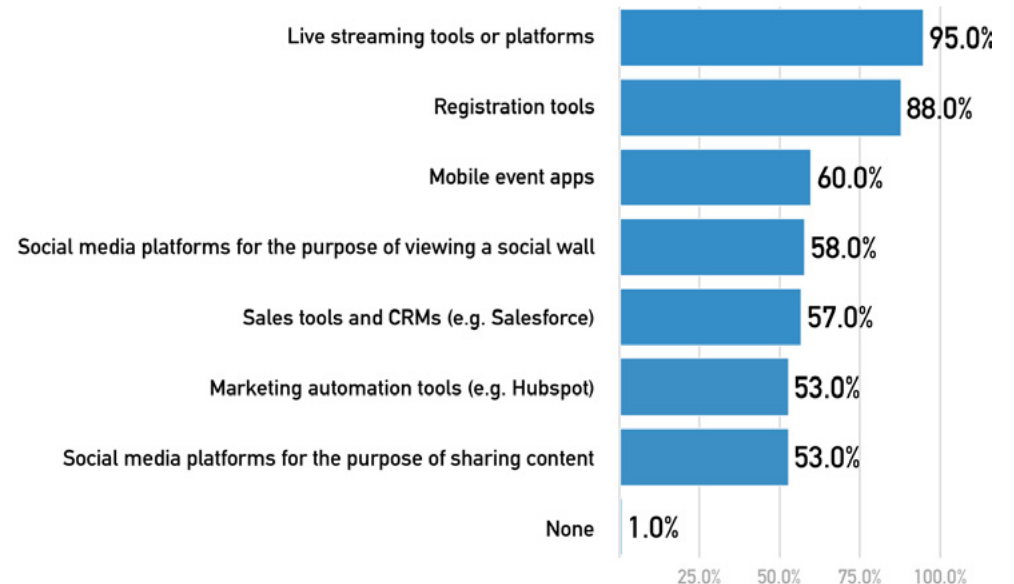
## END TO END? PROVIDERS MUST PLAY NICE WITH OTHERS

As the virtual event tech landscape is largely made up of younger, smaller organizations, it's incumbent on them to play nicely with other tools in order to compete with the larger companies gunning for 'end-to-end' status. Almost three quarters of providers offer an open API that planners can use to integrate with other registration and payment platforms.

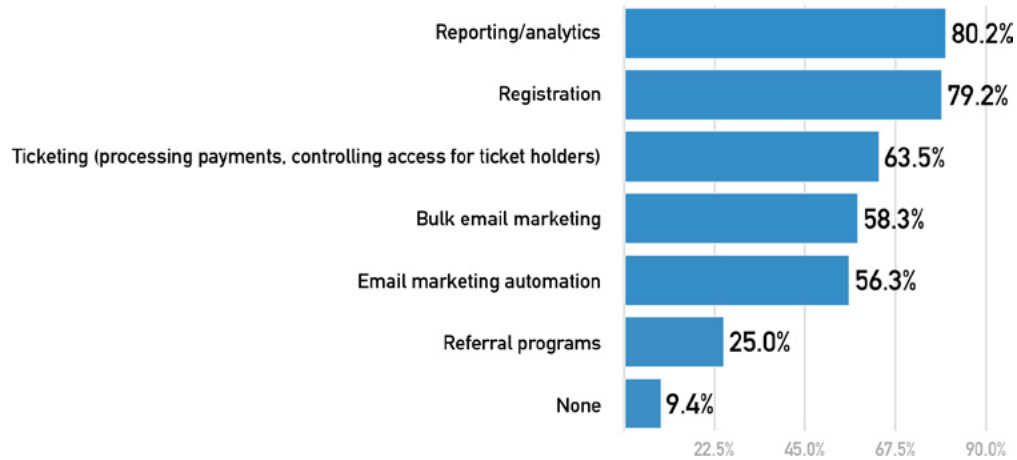


More than half of all providers offer or integrate with a range of event tech verticals, including registration tools (88% in general and 79% natively as part of the overall platform), marketing automation tools (53%, or 58% if you just limit it to bulk emails), event apps (60%) and sales CRMs like Salesforce (57%). About 80% will also provide you with analytics and reporting based on pre-event activities like registration and marketing.

### Available natively or via integration



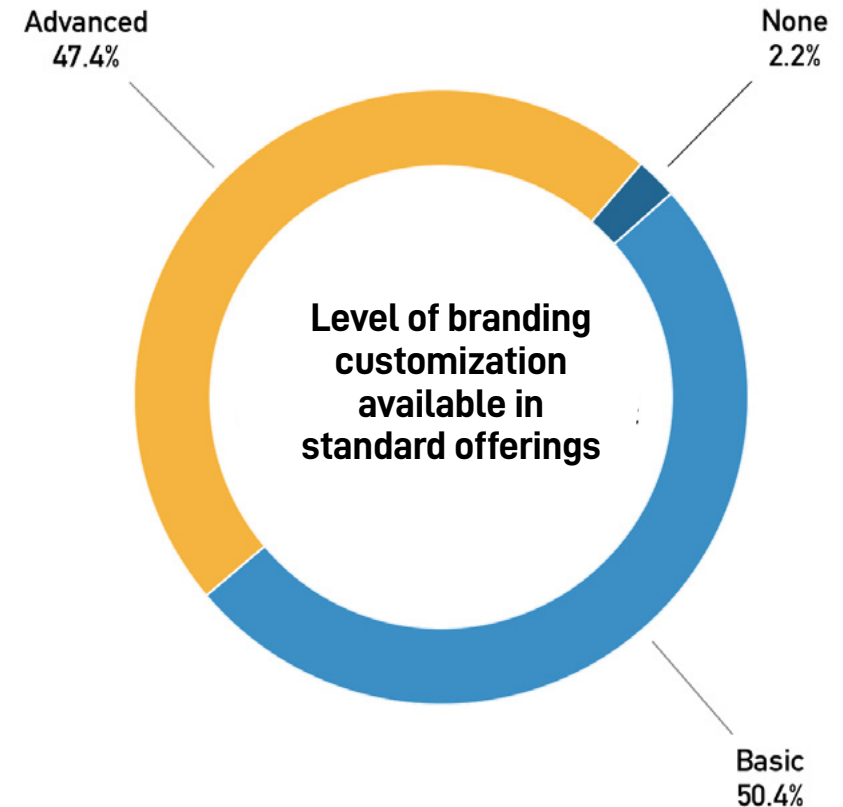
## Pre-event marketing services offered



What the charts above does tell us is that, even within virtual event platforms, the lesson has been learned: There are competitive advantages to being a one-stop-shop. Most providers are offering most of the complimentary services you'll need themselves, and if they're not, they're likely happy to integrate with the ones you already use.

## BRAND EXPOSURE AND SPONSORSHIP

More than two thirds of virtual event platforms will let you heavily customize the look and feel of the virtual event space to match your branding.



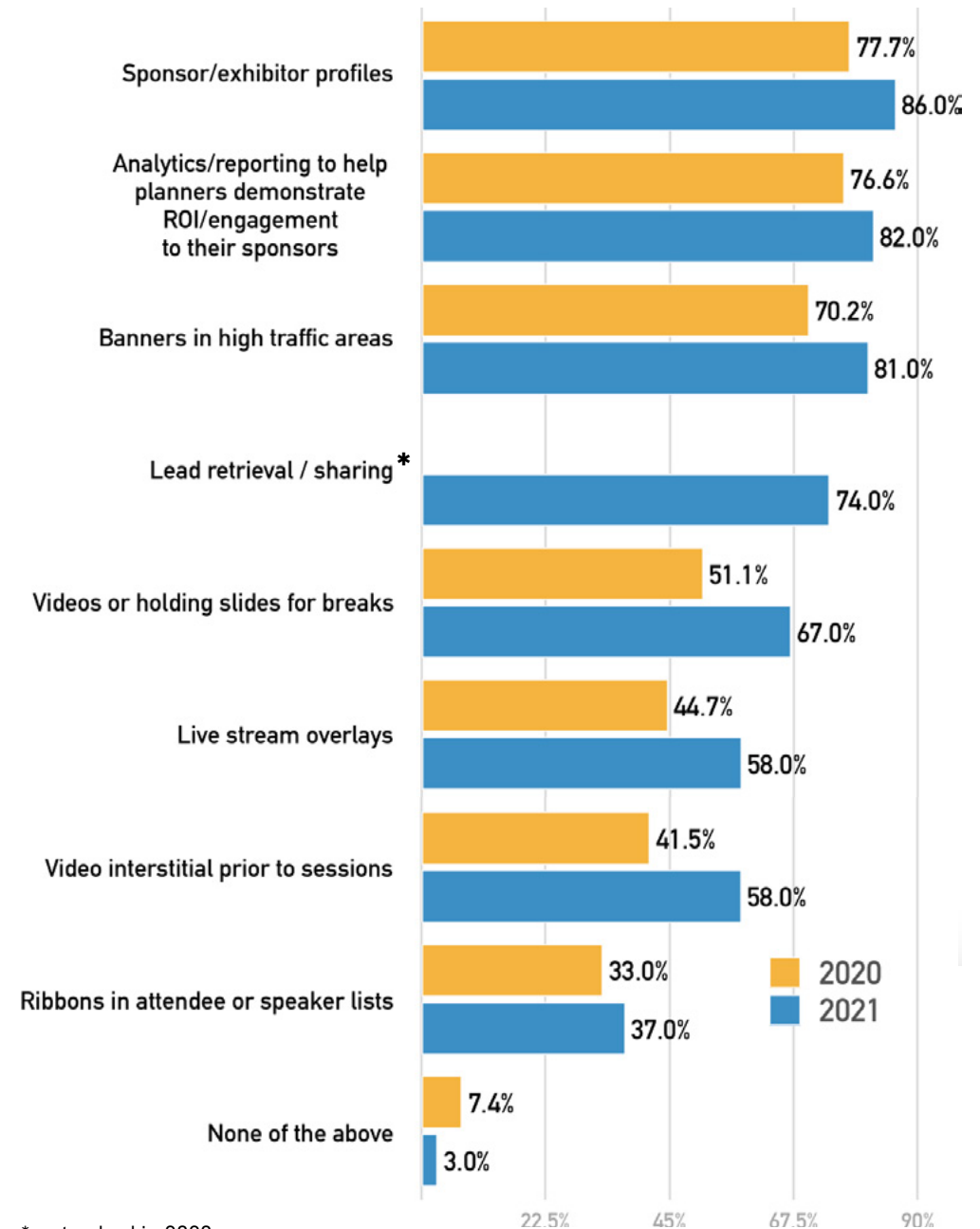
**Basic:** Color of text and background, widget images, logos

**Advanced:** Menu icons, navigation, event URL

To showcase your sponsors' brands and help sponsors and exhibitors connect with registrants, the most popular features are banners in high-traffic areas and sponsor and exhibitor profiles. Almost 75% of providers offer lead retrieval and sharing features, and 82% will package the data analytics to help you justify the ROI to sponsors and similar stakeholders. That said, nearly 20% don't offer any sort of analytics, so be sure to have that discussion at the outset to ensure you're not caught out when it comes time to demonstrate engagement value.

Live stream embellishments are finally catching on: Almost 60% of providers offering overlays and video interstitials (up from 40-44% in 2020), and a further 67% offering brandable holding slides (up from 51% in 2020).

## Sponsorship features

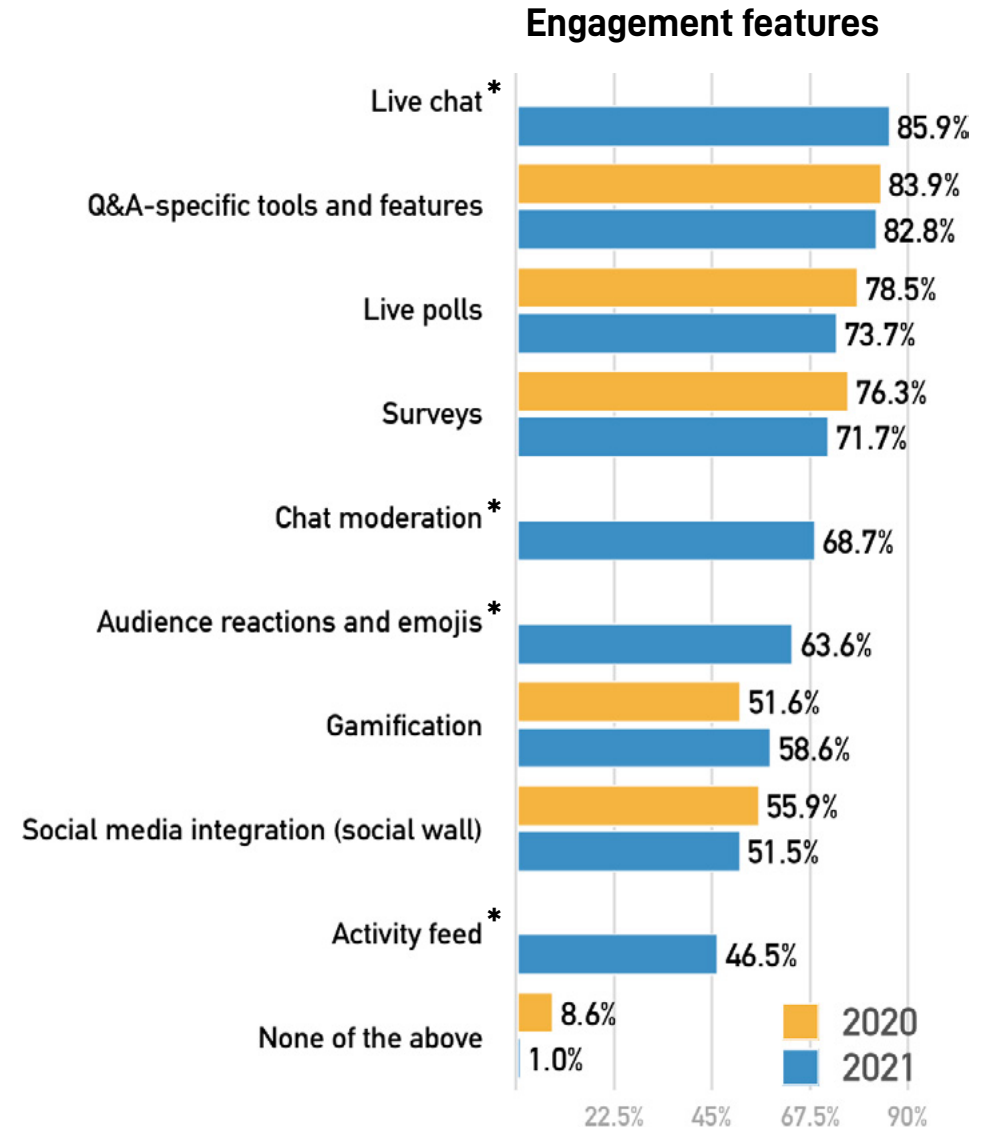


# ENGAGEMENT: HERE WE GO AGAIN

Despite being consistently cited as the biggest challenge in running virtual events, engagement is an area with limited innovation. Virtual event platforms seem largely to rely on 10-year-old event app staples like live polls, Q&A, and surveys. Live chat has also become more or less ubiquitous (86% of providers offer it), though many major platforms still don't live up to the basic chat standards established by basically all common chat apps (e.g. creating threads and responding to specific messages).

Slightly more than half of the providers are capitalizing on the engagement potential of gamification (58% compared to 52% in 2020) or social media feeds (51%), but we can expect (or at least hope) that virtual platforms will continue to innovate ways to keep at-home audiences focussed on the event. One addition to this year's survey, audience reactions and emojis, are offered by 64% of providers.

In the meantime, planners will have to be creative with their content delivery and programming, and really utilize their community-building skills to make sure they keep their audiences engaged.





# NETWORKING: VIRTUAL PLATFORMS STEPPING UP IN 2021

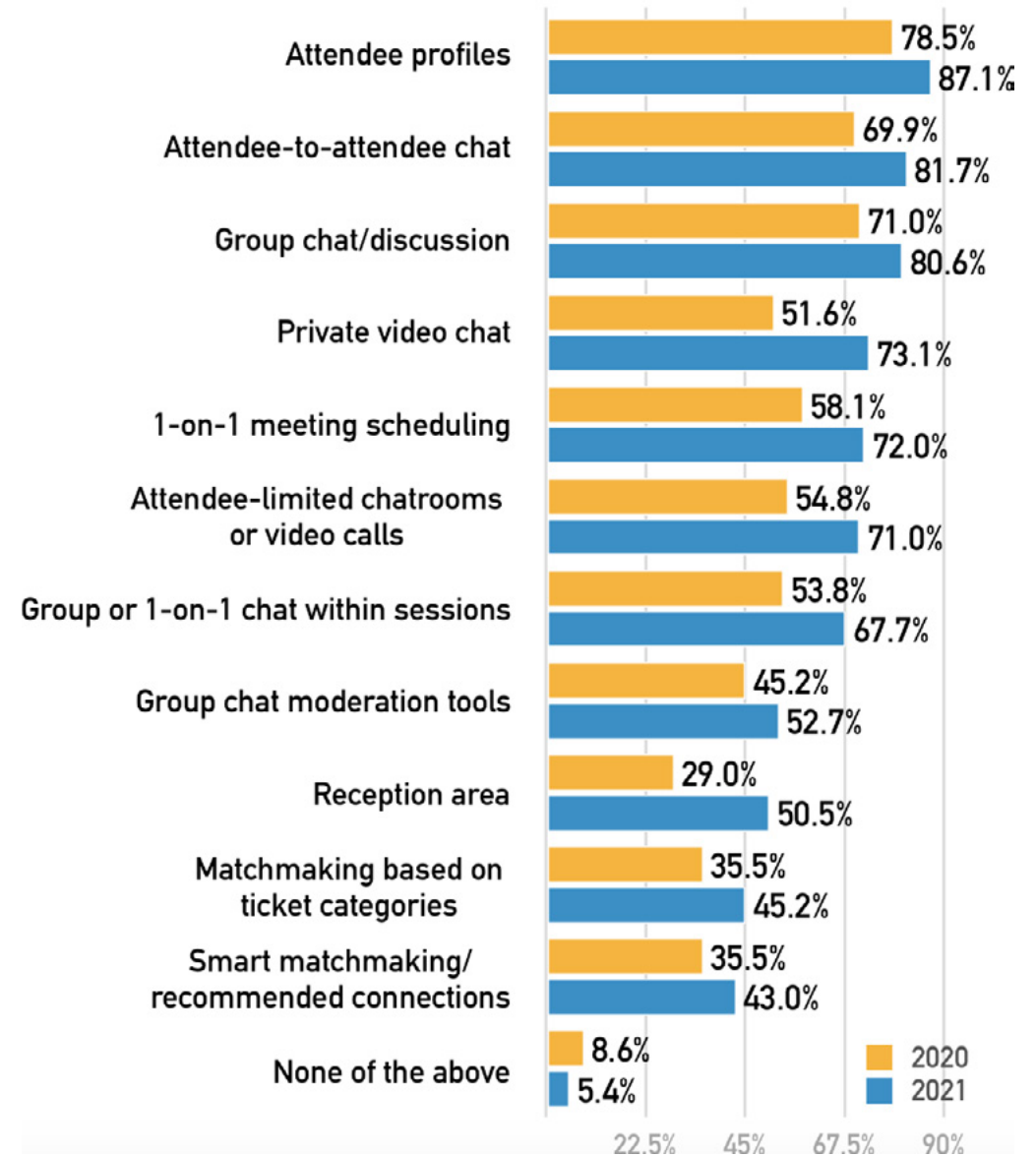
One of the key things that differentiates a virtual event from a glorified webinar is the opportunity for networking and community building. Virtual event tech platforms seem to be keeping pace with the opportunities and standards set by other kinds of event tech, like event apps.

There have been some moderate boosts in the basics: attendee profiles (87%), private chat (81%), and group chat (81%).

However, the real improvements have been made to 1-1 meeting scheduling at 72% (up from 58% in 2020), private video chat at 73% (up from 52% in 2020), and smart matchmaking at 43-45% (up from 35.5% in 2020). These three features leverage the unique advantages of a virtual event's video and data, and are key to optimizing networking in a digital space.

Another notable improvement is the availability of a reception area, which half of the providers now offer (compared to 29% in 2020).

## Networking features



# CONTENT FEATURES CENTER AROUND ON-DEMAND CONSUMPTION

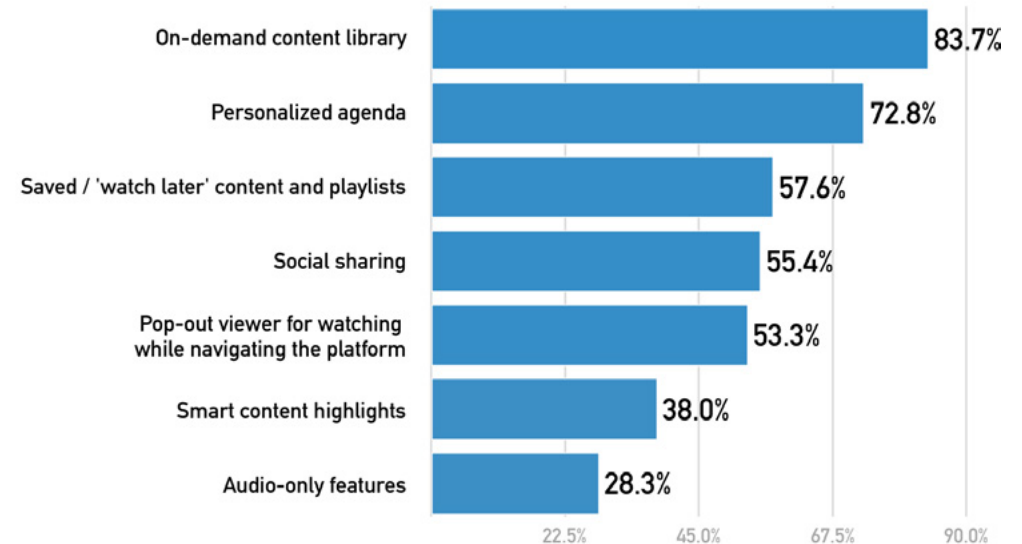
The most common format for virtual events is a web-based, broadcast-oriented experience that is modelled after many ubiquitous video content platforms. However, many platforms have yet to bring all the familiar features into their versions. Only 55% of platforms offer social sharing of virtual event content. Just over half (53%) allow for a YouTube-style pop-out viewer so attendees can continue watching a live session while they navigate around the platform.

The most popular feature by far is an on-demand content library at 84%, signalling the prevalence of on-demand consumption. People want to be able to watch the content on their own terms, when and where they want it. The #1 question we get at any EventMB virtual event is “Will the session be recorded?”

The answer is and always has been yes.

However, despite the clear understanding that content must be made available on demand and the relatively common ability to create a personalized agenda during the event (78%), only 58% of platforms allow you to save sessions or create a ‘watch later’ playlist and less than a third offer audio only. Also, only 38% currently offer smart content highlights (e.g. based on likes, chat activity, or other engagement) — a feature we expect will become a major differentiator in the months to come.

**Content features**

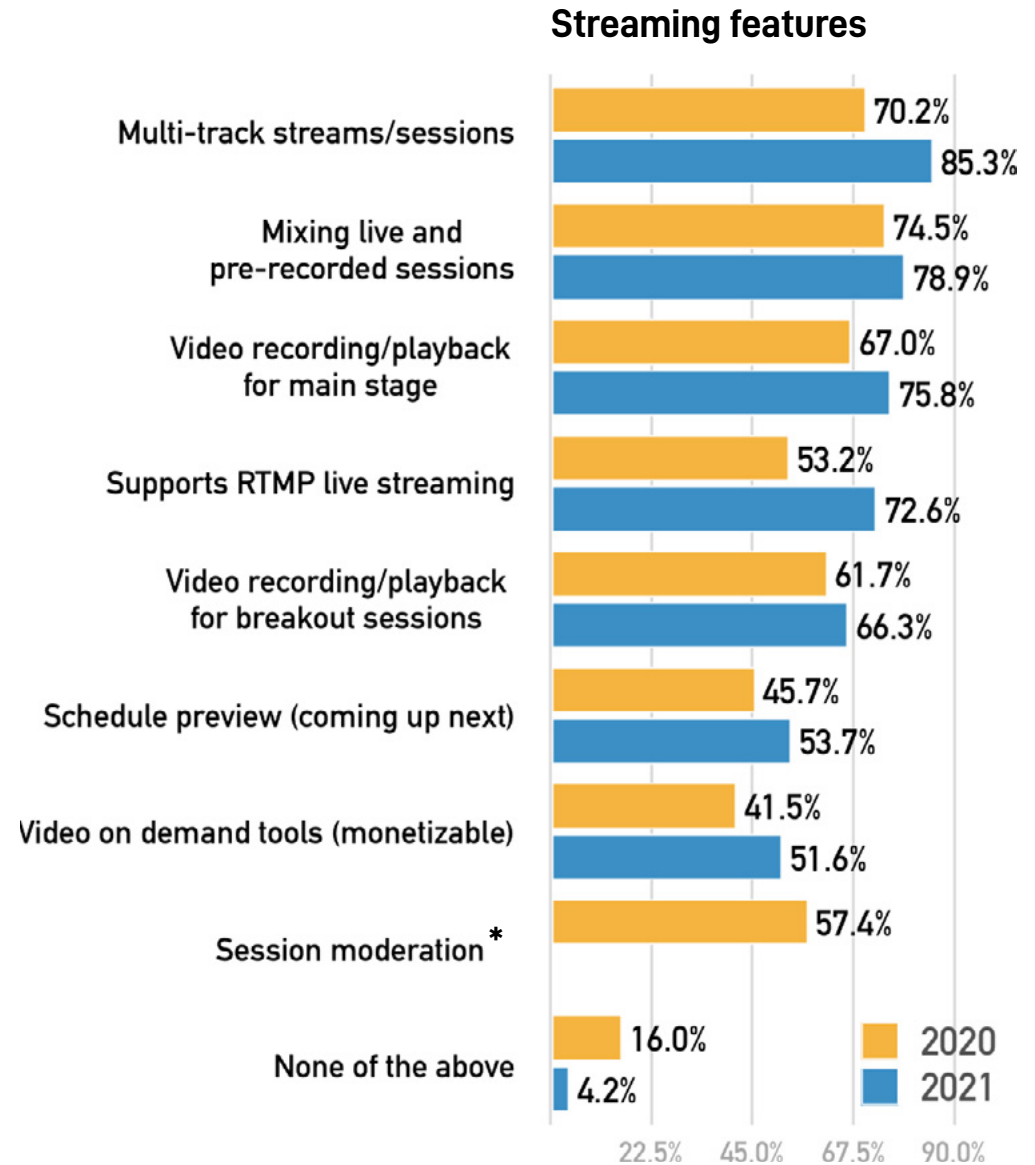


# LIVE STREAMING

Virtual events rely on live streaming to deliver some semblance of that face-to-face interaction with speakers and presenters. The bulk of the content is delivered over live stream, so it is arguably the most fundamental feature of a virtual event platform. Therefore, the features that make live streams more dynamic and monetizable have the potential to be huge competitive levers, both for virtual event platforms and for events.

The most common features are multi-track/breakout sessions (85%, up from 70% in 2020), the ability to facilitate both live and pre-recorded sessions (79%), and video recording and playback for the main stage (76%, up from 67% in 2020). Notably, 66% of providers also allow you to record breakout sessions.

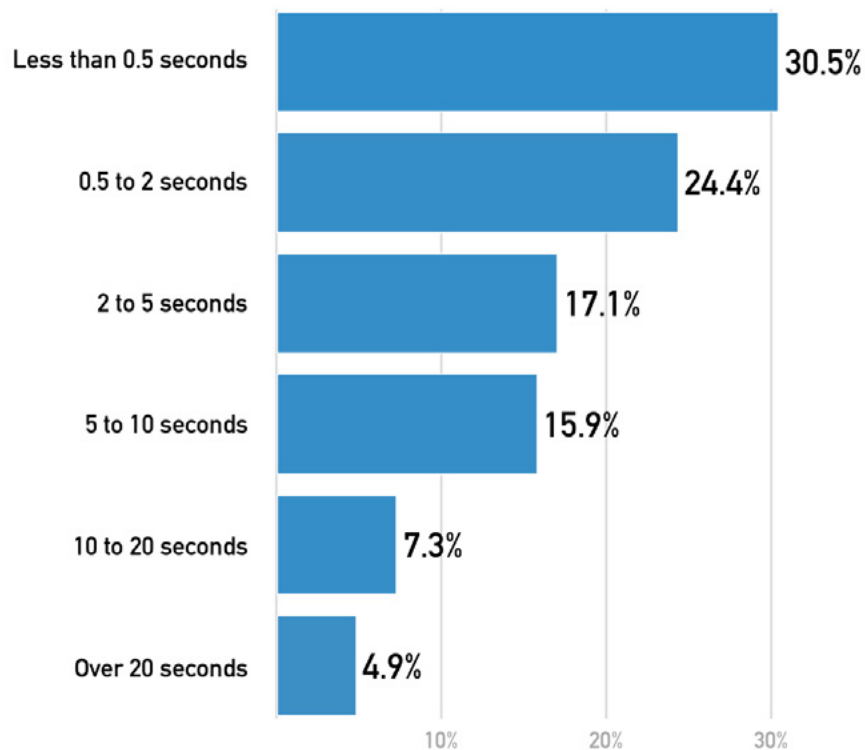
While on-demand libraries have become a staple, only half of the providers (51%) support monetizable video on demand after the session or event has taken place. I take this to mean that most providers will provide recordings of the event, but it's up to the planner to figure out how to deliver and gate it afterwards. This disconnect between where virtual event tech is and what planners need is a carry-over from 2020, but it is improving.



\* not asked in 2021 survey

Live stream latency describes the lag between the video input feed and the live stream to the audience, and can significantly impact audience engagement tools like live polling. More than half of providers promise a latency of no more than 2 seconds, and up to 5 seconds is still quite manageable. Any more than that and you'll likely need someone on the production side to specifically coordinate releasing things like live polls after a speaker or moderator mentions them, which can be a hassle.

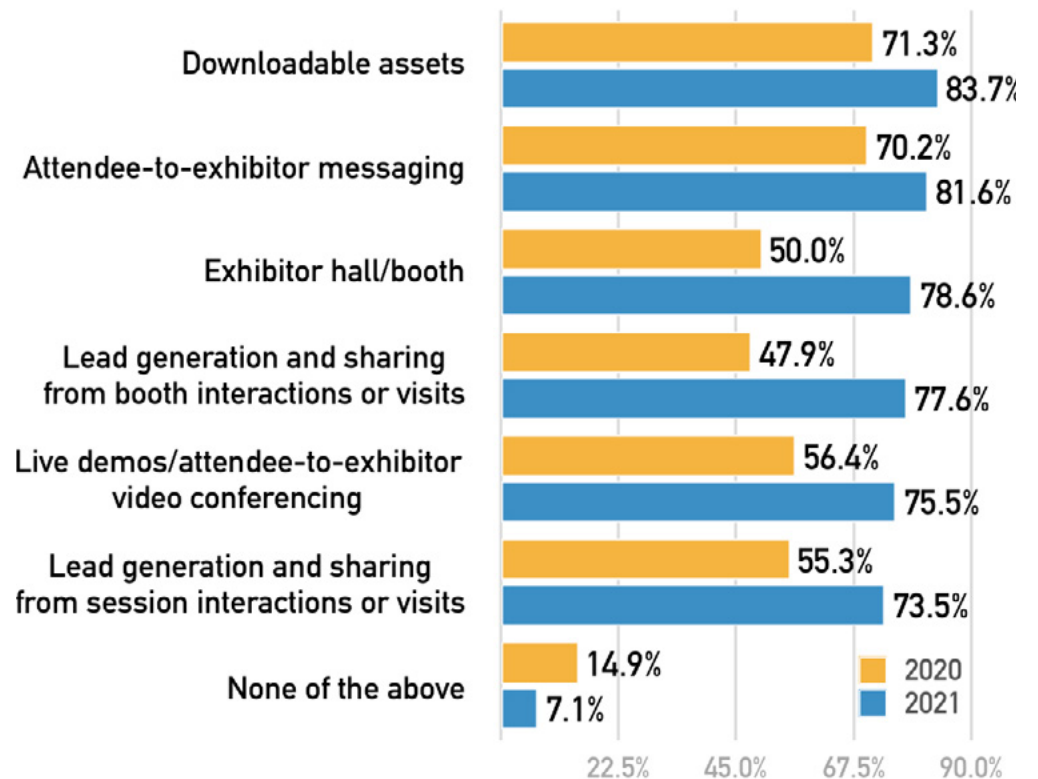
### Live stream latency



## EXHIBITIONS AND TRADE SHOWS

Translating the value of meeting face to face, seeing products first hand, shaking hands and closing deals to a virtual event can be problematic, but especially for large-scale international shows that depend on reliable travel planning, virtual will likely continue to play a role for some time.

### Trade show-oriented features

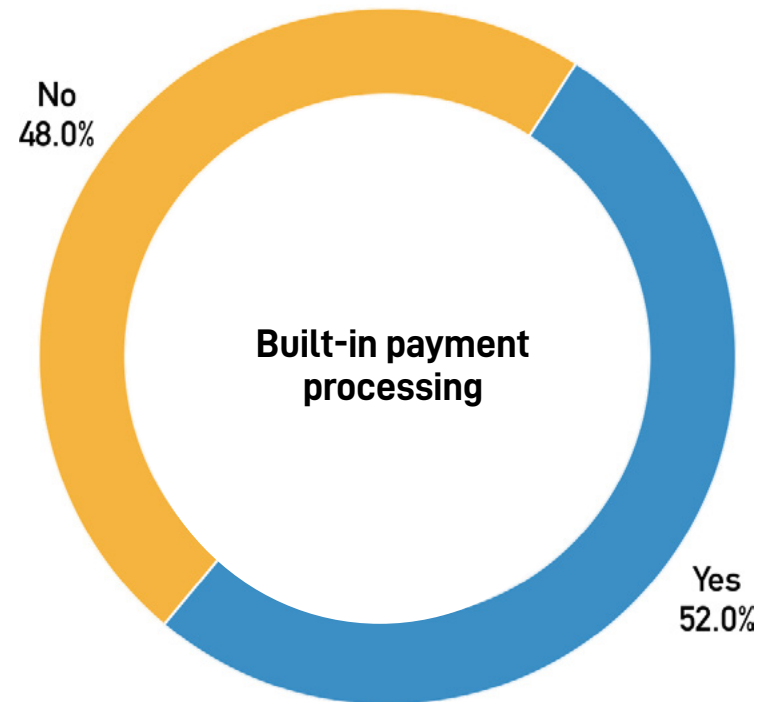


Virtual event tech platforms have taken note, and have been expanding their trade show-oriented features. Most platforms (81% in 2021 compared to 70% in 2020) offer attendee-to-exhibitor messaging, and about as many (83%) allow exhibitors to offer assets that the attendee can access and download through the platform. While important, this effectively takes the learning off of the platform and out of the event (we download assets so we can review them on our own time).

About 80% of providers offer exhibitors a space or booth in a virtual hall (up from about 50% in 2020), and lead generation from booth interactions has similarly gone up about 20% to 78% of providers offering it. Another notable improvement is in the ability for exhibitors to demo to attendees live (76% compared to 56% in 2020), and almost all offer lead generation from those interactions or from sponsored sessions.

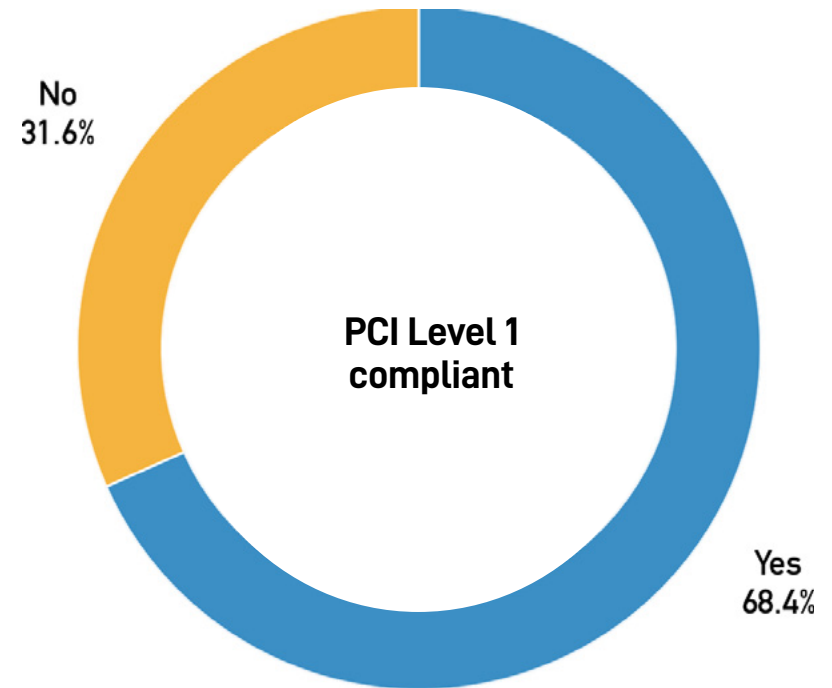
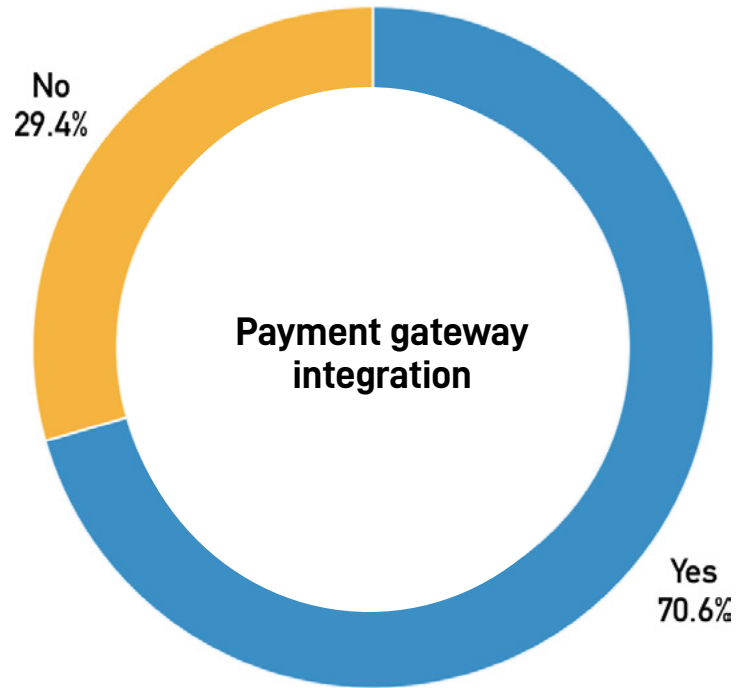
## PAYMENT PROCESSING

Payment processing is essential for a number of key functions, like ticketing and registration and general monetization of event components. However, only half the providers offer payment processing within the platform during the event itself.



For ticketing and other purposes, most platforms (71%) integrate with common payment gateways, and slightly less (68%) are PCI Level 1 compliant (which essentially describes how secure the

payments are). If your event will feature upselling opportunities or content behind a paywall, you'll want to consider these features dealbreakers.

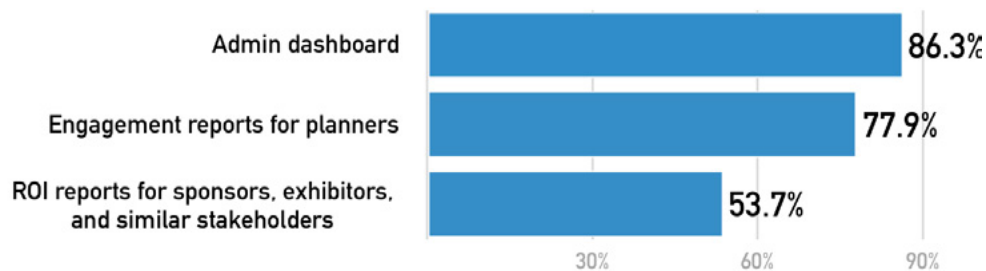


# ANALYTICS AND REPORTING

One of the primary advantages of virtual events over traditional in-person events is the richness of data. Theoretically, you should be able to track every interaction or point of engagement your participants have on the platform, making it a goldmine for determining what content resonates and which brands peak interest. This in turn can inform design decisions that should lead to more satisfaction for both future virtual events and upcoming in-person events.

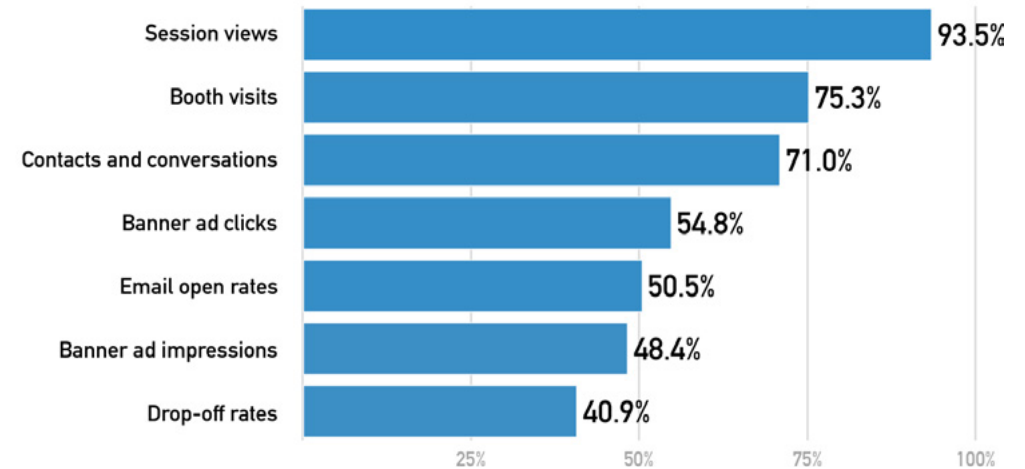
The most popular method for demonstrating data is in an admin dashboard within the platform, but most providers will also package your event data into an engagement report. Just about half will provide a report specifically to demonstrate the ROI for sponsors, exhibitors, and similar stakeholders, which tracks with the percentage of providers that track brand engagement data like banner ad impressions and clicks (48% and 55% respectively).

## Data viewing options



The most common metric tracked is session views at 93.5%, but drop-off rates are only tracked by 41% of providers. Booth visits are also normally tracked, as are networking metrics like the number of contacts and conversations that occurred on the platform. Depending on your event goals, this data can be very useful for qualifying the engagement before, during, or after the event.

## Type of data available to organizers





# FEATURE AND MARKET ANALYSIS

# COMPANY DEMOGRAPHICS AND PRIMARY AUDIENCE

ND = Not Disclosed

SPONSORED

	SIZE	EXPERIENCE IN VIRTUAL EVENTS	PRIMARY AUDIENCE		
			CORPORATIONS	ASSOCIATIONS	AGENCIES / THIRD-PARTY / INDEPENDENT
<b>Hubb's Event Management Platform</b> <a href="#">BOOK A DEMO</a>	11-100 EE	1-3 YY	ND	ND	ND
<b>Aventri</b> <a href="#">BOOK A DEMO</a>	251-1000 EE	1-3 YY	✓	✗	✗
<b>ConnexMe (by Evenium)</b> <a href="#">BOOK A DEMO</a>	11-100 EE	1-3 YY	✓	✓	✓
<b>MeetingPlay Virtual</b> <a href="#">BOOK A DEMO</a>	101-250 EE	4-6 YY	✓	✓	✓
<b>Socio</b> <a href="#">BOOK A DEMO</a>	101-250 EE	4-6 YY	✓	✓	✓
<b>Boomset by Hopin</b> <a href="#">BOOK A DEMO</a>	11-100 EE	1-3 YY	✓	✓	✓
<b>Hubilo</b> <a href="#">BOOK A DEMO</a>	251-1000 EE	4-6 YY	✓	✓	✓
<b>Conference Compass</b> <a href="#">BOOK A DEMO</a>	11-100 EE	< 1 Year	✓	✓	✓

	SIZE	EXPERIENCE IN VIRTUAL EVENTS	PRIMARY AUDIENCE		
			CORPORATIONS	ASSOCIATIONS	AGENCIES / THIRD-PARTY / INDEPENDENT
Accelevents	101-250 EE	1-3 YY	ND	ND	ND
Agorify AB	10 EE or less	1-3 YY	✓	✓	✓
Airfair	11-100 EE	< 1 Year	✗	✓	✗
Airmeet	101-250 EE	1-3 YY	✓	✓	✗
Allseated exVo	101-250 EE	7-10 YY	✓	✓	✓
AMI Presents EventsAIR	11-100 EE	1-3 YY	✗	✗	✗
Angage.live	11-100 EE	> 10 YY	✓	✓	✓
ANTILLEA VR WORLD	10 EE or less	1-3 YY	✓	✓	✓
Arena by Hire Space	11-100 EE	1-3 YY	ND	ND	ND
Attendease	11-100 EE	4-6 YY	ND	ND	ND
Attendify	11-100 EE	< 1 Year	✓	✓	✓
Authentic	10 EE or less	< 1 Year	ND	ND	ND
Azavista Engagement App	11-100 EE	1-3 YY	✓	✓	✗
Balloon	10 EE or less	1-3 YY	✓	✓	✓
Bizzyou	11-100 EE	4-6 YY	✗	✓	✓
Bramble	11-100 EE	< 1 Year	ND	ND	ND
Brella	11-100 EE	1-3 YY	✓	✗	✗
Cadence	11-100 EE	1-3 YY	✓	✗	✗
Canapii	11-100 EE	< 1 Year	✓	✓	✓
Certain Virtual & Hybrid Events	101-250 EE	1-3 YY	ND	ND	ND
Communique Conferencing	101-250 EE	> 10 YY	✓	✓	✓
ConBop	10 EE or less	7-10 YY	ND	ND	ND
Conferize	11-100 EE	7-10 YY	ND	ND	ND
Connect Space	11-100 EE	1-3 YY	✓	✓	✓
Conventus	11-100 EE	1-3 YY	✓	✓	✓
Converve Platform	11-100 EE	4-6 YY	✓	✓	✓
eAttend Global	11-100 EE	7-10 YY	✗	✓	✗
elevant.ly	11-100 EE	< 1 Year	✓	✓	✓
eMeeting	10 EE or less	> 10 YY	✓	✓	✓
EMEX	11-100 EE	1-3 YY	✓	✗	✗
Engamio	10 EE or less	< 1 Year	✓	✓	✓
ERVirtual Event Platform	10 EE or less	1-3 YY	✗	✓	✓
Event Builder by VenuIQ	11-100 EE	1-3 YY	✓	✓	✓
eventcore	11-100 EE	1-3 YY	✓	✗	✓
Eventdrive	11-100 EE	1-3 YY	✓	✗	✗
EventHub	11-100 EE	1-3 YY	ND	ND	ND
Eventible	11-100 EE	1-3 YY	ND	ND	ND
Eventicious	11-100 EE	1-3 YY	✓	✗	✓
EVENTLEAF	11-100 EE	4-6 YY	✓	✓	✓
EventMobi	101-250 EE	> 10 YY	✓	✓	✓
EventsCase	11-100 EE	1-3 YY	ND	ND	ND
Eventsential	11-100 EE	> 10 YY	✗	✓	✗
Eventsforce VCD (Virtual Content Delivery)	11-100 EE	1-3 YY	ND	ND	ND
Ex Ordo	11-100 EE	< 1 Year	✗	✓	✓
Expo-wizard	10 EE or less	1-3 YY	✓	✓	✓
ExpoPlatform	11-100 EE	1-3 YY	ND	ND	ND
Ferial-e	11-100 EE	1-3 YY	✓	✓	✗

	SIZE	EXPERIENCE IN VIRTUAL EVENTS	PRIMARY AUDIENCE		
			CORPORATIONS	ASSOCIATIONS	AGENCIES / THIRD-PARTY / INDEPENDENT
Forj	11-100 EE	1-3 YY	✗	✓	✓
Glisser	11-100 EE	4-6 YY	Packages	✓	✓
golifo	10 EE or less	< 1 Year	✓	✓	✓
Grenadine Event Software	10 EE or less	4-6 YY	ND	ND	ND
Grip	11-100 EE	1-3 YY	ND	ND	ND
GrupMeet Virtual	10 EE or less	1-3 YY	ND	ND	ND
Guidebook	11-100 EE	> 10 YY	✓	✓	✓
InEvent	101-250 EE	1-3 YY	✓	✓	✓
InSite Events™	11-100 EE	> 10 YY	ND	ND	ND
Jublia	11-100 EE	7-10 YY	✓	✓	✓
JUNO	11-100 EE	1-3 YY	✗	✓	✗
Kosmos Brasil	10 EE or less	1-3 YY	✗	✓	✓
Let's Get Digital	11-100 EE	1-3 YY	✓	✓	✓
MeetingHand	11-100 EE	1-3 YY	✓	✓	✓
MeetMatch	11-100 EE	4-6 YY	ND	ND	ND
MootUp	11-100 EE	> 10 YY	✓	✓	✓
MorEvents	11-100 EE	> 10 YY	✓	✗	✗
PheedLoop	11-100 EE	1-3 YY	✓	✓	✓
Pigeonhole Live	11-100 EE	> 10 YY	✓	✓	✓
PixiWeb	10 EE or less	1-3 YY	✓	✓	✓
PodioBox	10 EE or less	4-6 YY	✓	✓	✓
RegisterONE Event Solutions	10 EE or less	1-3 YY	✗	✓	✓
RSV Streaming Services	10 EE or less	1-3 YY	✓	✗	✗
Sched	10 EE or less	> 10 YY	✓	✓	✓
SC00CS (formerly iChair)	11-100 EE	1-3 YY	✓	✗	✓
Shindig Virtual Event Platform	11-100 EE	7-10 YY	✗	✗	✗
Shocklogic	11-100 EE	> 10 YY	✓	✓	✓
Shofto Studio	11-100 EE	7-10 YY	ND	ND	ND
SocialPoint Scavenger Hunt	10 EE or less	4-6 YY	✓	✓	✓
SocialPoint Virtual Trivia	10 EE or less	1-3 YY	✓	✗	✗
SpotMe	101-250 EE	4-6 YY	✓	✗	✓
Streampoint LIVE	11-100 EE	1-3 YY	✓	✓	✓
Streamy Tech	11-100 EE	1-3 YY	✓	✓	✓
Swapcard	101-250 EE	< 1 Year	✓	✓	✗
Swoogo	11-100 EE	1-3 YY	✓	✓	✓
Team Days Virtual	10 EE or less	1-3 YY	✓	✗	✗
Threshold 360	11-100 EE	1-3 YY	ND	ND	ND
Trivvy	10 EE or less	< 1 Year	✓	✗	✗
ubivents	101-250 EE	> 10 YY	ND	ND	ND
UgoVirtual	11-100 EE	1-3 YY	ND	ND	ND
Unify	11-100 EE	1-3 YY	ND	ND	ND
V-Tour	11-100 EE	1-3 YY	✓	✓	✓
Venu	10 EE or less	1-3 YY	ND	ND	ND
Virtual Attendee Hub	> 1000 EE	> 10 YY	ND	ND	ND
VirtualPoint Eventee	10 EE or less	< 1 Year	ND	ND	ND
VirtuOz	251-1000 EE	1-3 YY	ND	ND	ND
VTix(tm) Virtual Ticketing	10 EE or less	1-3 YY	ND	ND	ND

# PRICING MODEL

ND = Not Disclosed

SPONSORED

	PRICING MODEL	STAND-ALONE OFFERING?	PRICE: BASIC PLAN, 250 PEOPLE	PRICE: BASIC PLAN, 2000 PEOPLE	PRICE: BELLS & WHISTLES, 250 PEOPLE	PRICE: BELLS & WHISTLES, 2000 PEOPLE
<b>Hubb</b> <a href="#">BOOK A DEMO</a>	ND	ND	ND	ND	ND	ND
<b>Aventri</b> <a href="#">BOOK A DEMO</a>	Charge according to features (à la carte)	✗	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K	\$10K-\$20K
<b>ConnexMe (by Evenium)</b> <a href="#">BOOK A DEMO</a>	Charge according to number of attendees	✓	\$500-\$1K	\$1K-\$5K	< \$1K	\$1K-\$5K
<b>MeetingPlay Virtual</b> <a href="#">BOOK A DEMO</a>	Bespoke pricing	✓	> \$5K	> \$10K	> \$10K	> \$20K
<b>Socio</b> <a href="#">BOOK A DEMO</a>	Charge according to N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K	> \$20K
<b>Boomset by Hopin</b> <a href="#">BOOK A DEMO</a>	Charge according to features (packages)	✓	> \$5K	\$5K-\$10K	> \$10K	> \$20K
<b>Hubilo</b> <a href="#">BOOK A DEMO</a>	Charge according to features (packages)	✓	< \$500	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K
<b>Conference Compass</b> <a href="#">BOOK A DEMO</a>	Virtual platform or features available as an add-on	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$10K-\$20K

	PRICING MODEL	STAND-ALONE OFFERING?	PRICE: BASIC PLAN, 250 PEOPLE	PRICE: BASIC PLAN, 2000 PEOPLE	PRICE: BELLS & WHISTLES, 250 PEOPLE	PRICE: BELLS & WHISTLES, 2000 PEOPLE
Accelevents	ND	ND	ND	ND	ND	ND
Agorify AB	Packages	✓	< \$500	\$500-\$1K	\$1K-\$5K	\$1K-\$5K
Airfair	N of attendees	✓	\$1K-\$5K	> \$10K	\$5K-\$10K	\$10K-\$20K
Airmeet	N of attendees	✓	< \$500	\$500-\$1K	\$5K-\$10K	> \$20K
Allseated exVo	N of attendees	✓	> \$5K	> \$10K	\$5K-\$10K	\$10K-\$20K
AMI Presents EventsAIR	À la carte	✓	-	-	-	-
Angage.live	N of attendees	✓	< \$500	\$1K-\$5K	< \$1K	\$1K-\$5K
ANTILLEA VR WORLD	Bespoke pricing	✓	\$1K-\$5K	> \$10K	> \$10K	> \$20K
Arena by Hire Space	ND	ND	ND	ND	ND	ND
Attendease	ND	ND	ND	ND	ND	ND
Attendify	N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$10K-\$20K
Authentic	ND	ND	ND	ND	ND	ND
Azavista Engagement App	As add-on	✓	\$500-\$1K	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K
Balloon	Packages	✓	< \$500	\$500-\$1K	< \$1K	\$1K-\$5K
Bizzyou	Packages	✓	< \$500	< \$500	< \$1K	< \$1K
Bramble	ND	ND	ND	ND	ND	ND
Brella	N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$5K-\$10K
Cadence	Packages	✓	\$1K-\$5K	> \$10K	> \$10K	\$10K-\$20K
Canapii	N of attendees	✓	< \$500	\$500-\$1K	\$1K-\$5K	\$5K-\$10K
Certain Virtual & Hybrid Events	ND	ND	ND	ND	ND	ND
Communique Conferencing	Bespoke pricing	✓	> \$5K	> \$10K	\$5K-\$10K	> \$20K
ConBop	ND	ND	ND	ND	ND	ND
Conferize	Bespoke pricing	✗	\$500-\$1K	\$500-\$1K	\$1K-\$5K	\$5K-\$10K
Connect Space	Packages	✓	\$1K-\$5K	> \$10K	> \$10K	> \$20K
Conventus	N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	> \$20K
Converve Platform	N of attendees	✓	> \$5K	\$5K-\$10K	\$5K-\$10K	\$10K-\$20K
eAttend Global	Packages	✓	< \$500	\$1K-\$5K	\$5K-\$10K	\$10K-\$20K
eVent.ly	Bespoke pricing	✓	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K	\$10K-\$20K
eMeeting	Packages	✓	> \$5K	\$5K-\$10K	\$5K-\$10K	\$5K-\$10K
EMEX	Bespoke pricing	✗	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K	\$10K-\$20K
Engamio	N of attendees	✓	< \$500	\$500-\$1K	< \$1K	\$1K-\$5K
ERVirtual Event Platform	N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$5K-\$10K
Event Builder by VenuIQ	Packages	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$5K-\$10K
eventcore	À la carte	✓	> \$5K	\$5K-\$10K	> \$10K	> \$20K
Eventdrive	N of attendees	✓	\$500-\$1K	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K
EventHub	ND	ND	ND	ND	ND	ND
Eventible	ND	ND	ND	ND	ND	ND
Eventicious	Packages	✗	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K
EVENTLEAF	Packages	✓	< \$500	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K
EventMobi	N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$5K-\$10K
EventsCase	ND	ND	ND	ND	ND	ND
Eventsential	N of attendees	✓	-	-	-	-
Eventsforce VCD	ND	ND	ND	ND	ND	ND
Ex Ordo	As add-on	✗	\$1K-\$5K	> \$10K	\$5K-\$10K	\$10K-\$20K
Expo-wizard	Packages	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$5K-\$10K
ExpoPlatform	ND	ND	ND	ND	ND	ND
Ferial-e	N of attendees	✓	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K

	PRICING MODEL	STAND-ALONE OFFERING?	PRICE: BASIC PLAN, 250 PEOPLE	PRICE: BASIC PLAN, 2000 PEOPLE	PRICE: BELLS & WHISTLES, 250 PEOPLE	PRICE: BELLS & WHISTLES, 2000 PEOPLE
Forj	Bespoke pricing	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$10K-\$20K
Glisser	✗	✗	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K
golifo	Packages	✓	< \$500	\$500-\$1K	\$1K-\$5K	\$5K-\$10K
Grenadine Event Software	ND	ND	ND	ND	ND	ND
Grip	ND	ND	ND	ND	ND	ND
GrupMeet Virtual	ND	ND	ND	ND	ND	ND
Guidebook	Bespoke pricing	✗	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K
Unify	-	-	-	-	-	-
InEvent	ND	ND	ND	ND	ND	ND
InSite Events™	-	-	-	-	-	-
Jublia	N of attendees	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$5K-\$10K
JUNO	N of attendees	✓	-	-	-	-
Kosmos Brasil	À la carte	✗	> \$5K	\$5K-\$10K	> \$10K	\$10K-\$20K
Let's Get Digital	Bespoke pricing	✓	\$1K-\$5K	> \$10K	\$5K-\$10K	\$10K-\$20K
MeetingHand	ND	ND	ND	ND	ND	ND
MeetMatch	-	-	-	-	-	-
MootUp	Packages	✓	\$1K-\$5K	> \$10K	\$5K-\$10K	> \$20K
MorEvents	À la carte	✓	-	-	-	-
PheedLoop	N of attendees	✓	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K
Pigeonhole Live	Packages	✓	< \$500	\$500-\$1K	< \$1K	\$1K-\$5K
PixiWeb	Packages	✓	< \$500	\$500-\$1K	< \$1K	\$1K-\$5K
PodioBox	N of attendees	✓	\$500-\$1K	\$1K-\$5K	< \$1K	\$1K-\$5K
RegisterONE Event Solutions	Packages	✓	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K	\$10K-\$20K
RSV Streaming Services	À la carte	✓	\$500-\$1K	\$1K-\$5K	\$5K-\$10K	\$5K-\$10K
Sched	Packages	✗	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K	\$1K-\$5K
SCOCS (formerly iChair)	N of attendees	✓	< \$500	\$5K-\$10K	\$1K-\$5K	\$10K-\$20K
Shindig Virtual Event Platform	N of attendees	✓	\$500-\$1K	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K
Shocklogic	ND	ND	ND	ND	ND	ND
Shoflo Studio	Packages	✓	\$500-\$1K	\$500-\$1K	\$1K-\$5K	\$1K-\$5K
SocialPoint Scavenger Hunt	N of attendees	✓	\$500-\$1K	\$1K-\$5K	< \$1K	\$1K-\$5K
SocialPoint Virtual Trivia	N of attendees	✓	< \$500	\$500-\$1K	< \$1K	< \$1K
SpotMe	Packages	✗	\$1K-\$5K	\$1K-\$5K	\$5K-\$10K	> \$20K
Streampoint LIVE	Bespoke pricing	✓	> \$5K	> \$10K	> \$10K	> \$20K
Streamy Tech	Packages	✓	\$1K-\$5K	\$5K-\$10K	\$1K-\$5K	\$10K-\$20K
Swapcard	N of attendees	✓	\$1K-\$5K	> \$10K	\$5K-\$10K	\$10K-\$20K
Swoogo	Packages	✓	\$500-\$1K	\$500-\$1K	< \$1K	< \$1K
Team Days Virtual	ND	ND	ND	ND	ND	ND
Threshold 360	Packages	✗	-	-	-	-
Trivvy	ND	ND	ND	ND	ND	ND
ubivents	ND	ND	ND	ND	ND	ND
UgoVirtual	ND	ND	ND	ND	ND	ND
V-Tour	Bespoke pricing	✗	\$1K-\$5K	> \$10K	\$5K-\$10K	\$10K-\$20K
Venu	ND	ND	ND	ND	ND	ND
Virtual Attendee Hub	ND	ND	ND	ND	ND	ND
VirtualPoint Eventee	ND	ND	ND	ND	ND	ND
VirtuOz	ND	ND	ND	ND	ND	ND
VTix(tm) Virtual Ticketing	ND	ND	ND	ND	ND	ND

# TECHNICAL SPECIFICATIONS

ND = Not Disclosed

SPONSORED

	MOBILE EXPERIENCE?	MAX VIRTUAL VOLUME	LIMIT ACCESS: USER TYPES	LIMIT ACCESS: UNIQUE LINKS / LOGIN CREDENTIALS	LIMIT ACCESS: CONTENT PAYWALL	SPEAKER PROFILE SELF-EDIT	EXHIBITOR PROFILE SELF-EDIT	TIME ZONE SUPPORT	OPEN API FOR INTEGRATIONS
<b>Hubb</b> <a href="#">BOOK A DEMO</a>	Web-based	> 5000	✓	✓	✓	✓	✓	✗	✓
<b>Aventri</b> <a href="#">BOOK A DEMO</a>	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
<b>ConnexMe (by Evenium)</b> <a href="#">BOOK A DEMO</a>	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
<b>MeetingPlay Virtual</b> <a href="#">BOOK A DEMO</a>	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
<b>Socio</b> <a href="#">BOOK A DEMO</a>	Both	> 5000	✓	✓	✓	✗	✗	✓	✗
<b>Boomset by Hopin</b> <a href="#">BOOK A DEMO</a>	Native app	> 5000	✓	✓	✓	✓	✓	✓	✓
<b>Hubilo</b> <a href="#">BOOK A DEMO</a>	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
<b>Conference Compass</b> <a href="#">BOOK A DEMO</a>	Both	> 5000	✓	✗	✓	✗	✓	✓	✓

	MOBILE EXPERIENCE?	MAX VIRTUAL VOLUME	LIMIT ACCESS: USER TYPES	LIMIT ACCESS: UNIQUE LINKS / LOGIN CREDENTIALS	LIMIT ACCESS: CONTENT PAYWALL	SPEAKER PROFILE SELF-EDIT	EXHIBITOR PROFILE SELF-EDIT	TIME ZONE SUPPORT	OPEN API FOR INTEGRATIONS
Accelevents	Web-based	> 5000	✓	✗	✗	✓	✓	✓	✗
Agorify AB	Native app	> 5000	✓	✗	✓	✗	✗	✓	✗
Airfair	No mobile	> 5000	✓	✗	✓	✓	✓	✓	✓
Airmeet	Native app	> 5000	✓	✓	✓	✗	✓	✓	✓
Allseated exVo	Web-based	> 5000	✓	✗	✓	✓	✓	✓	✓
Ami Presents EventsAIR	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
Angage.live	Web-based	1000-5000	✓	✓	✓	✓	✓	✓	✓
ANTILLEA VR WORLD	No mobile	> 5000	✓	✓	✓	✓	✓	✓	✓
Arena by Hire Space	Web-based	> 5000	✓	✓	✓	✗	✗	✗	✓
Attendease	Both	> 5000	✓	✓	✓	✓	✗	✓	✓
Attendify	Both	1000-5000	✓	✓	✓	✓	✓	✓	✓
Authentic	Web-based	Up to 500	✓	✓	✓	✓	✓	✓	✗
Azavista Engagement App	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Balloon	Web-based	> 5000	✓	✓	✓	✓	✗	✓	✓
Bizzyou	Web-based	> 5000	✓	✗	✓	✓	✓	✓	✓
Bramble	Web-based	500-1000	✓	✗	✓	✓	✓	✓	✗
Brella	Both	> 5000	✗	✗	✓	✗	✗	✗	✗
Cadence	Native app	> 5000	✓	✓	✓	✓	✓	✓	✓
Canapii	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Certain Virtual & Hybrid Events	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Communique Conferencing	Both	> 5000	✓	✓	✗	✓	✓	✓	✓
ConBop	Both	> 5000	✓	✗	✓	✓	✓	✓	✓
Conferize	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
Connect Space	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Conventus	Web-based	> 5000	✓	✗	✓	✓	✓	✓	✓
Converve Platform	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
eAttend Global	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
eEvent.ly	Both	> 5000	✓	✓	✓	✗	✓	✓	✓
eMeeting	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✗
EMEX	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
Engamio	Web-based	> 5000	✗	✗	✓	✗	✗	✗	✗
ERVirtual Event Platform	Both	1000-5000	✓	✓	✓	✓	✓	✓	✓
Event Builder by VenuIQ	Both	> 5000	✓	✓	✓	✗	✗	✓	✓
eventcore	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✗
Eventdrive	Both	1000-5000	✓	✗	✓	✓	✗	✓	✓
EventHub	Web-based	> 5000	✓	✗	✓	✓	✓	✓	✓
Eventible	Web-based	> 5000	✓	✓	✓	✗	✓	✓	✗
Eventicious	Native app	> 5000	✓	✓	✓	✓	✗	✓	✓
EVENTLEAF	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
EventMobi	Both	1000-5000	✓	✓	✓	✓	✓	✓	✓
EventsCase	Native app	> 5000	✓	✓	✓	✗	✓	✓	✓
Eventsential	Native app	> 5000	✓	✓	✓	✓	✓	✓	✓
Eventsforce VCD	Both	> 5000	✗	✓	✓	✓	✗	✓	✓
Ex Ordo	No mobile	1000-5000	✓	✗	✓	✓	✗	✗	✗
Expo-wizard	Web-based	1000-5000	✓	✓	✓	✗	✗	✓	✗
ExpoPlatform	Native app	> 5000	✓	✓	✓	✓	✓	✓	✓
Ferial-e	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✗

	MOBILE EXPERIENCE?	MAX VIRTUAL VOLUME	LIMIT ACCESS: USER TYPES	LIMIT ACCESS: UNIQUE LINKS / LOGIN CREDENTIALS	LIMIT ACCESS: CONTENT PAYWALL	SPEAKER PROFILE SELF-EDIT	EXHIBITOR PROFILE SELF-EDIT	TIME ZONE SUPPORT	OPEN API FOR INTEGRATIONS
Forj	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✗
Glisser	Web-based	> 5000	✗	✗	✓	✗	✗	✓	✗
golifo	Web-based	> 5000	✓	✗	✗	✗	✗	✓	✓
Grenadine Event Software	Native app	> 5000	✓	✓	✓	✓	✗	✓	✓
Grip	Both	> 5000	✓	✗	✓	✓	✓	✓	✗
GrupMeet Virtual	Web-based	> 5000	✓	✗	✓	✗	✗	✓	✓
Guidebook	Native app	> 5000	✓	✓	✓	✗	✗	✓	✓
Unify	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
InEvent	Native app	> 5000	✓	✓	✓	✓	✓	✓	✓
InSite Events™	Web-based	500-1000	✓	✓	✓	✓	✓	✓	✗
Jublia	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
JUNO	Native app	> 5000	✓	✓	✓	✓	✓	✓	✓
Kosmos Brasil	Web-based	1000-5000	✓	✓	✓	✓	✓	✓	✗
Let's Get Digital	Both	> 5000	✓	✗	✓	✓	✓	✓	✓
MeetingHand	Both	500-1000	✓	✓	✗	✓	✓	✓	✗
MeetMatch	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
MootUp	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
MorEvents	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
PheedLoop	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Pigeonhole Live	Web-based	> 5000	✓	✗	✓	✓	✓	✓	✓
PixiWeb	Web-based	> 5000	✓	✗	✓	✗	✗	✓	✗
PodioBox	Web-based	> 5000	✗	✗	✓	✓	✓	✓	✓
RegisterONE Event Solutions	Web-based	1000-5000	✓	✓	✓	✓	✓	✓	✗
RSV Streaming Services	Web-based	500-1000	✓	✗	✓	✗	✗	✓	✗
Sched	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
SC00CS (formerly iChair)	Both	> 5000	✓	✗	✓	✓	✓	✓	✗
Shindig Virtual Event Platform	Native app	1000-5000	✓	✓	✓	✓	✓	✓	✓
Shocklogic	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Shofto Studio	Web-based	Up to 500	✓	✓	✓	✗	✗	✗	✗
SocialPoint Scavenger Hunt	Web-based	> 5000	✗	✗	✓	✗	✗	✓	✓
SocialPoint Virtual Trivia	Web-based	1000-5000	✗	✗	✓	✗	✗	✓	✗
SpotMe	Both	> 5000	✓	✗	✓	✓	✓	✓	✓
Streampoint LIVE	No mobile	> 5000	✓	✓	✓	✓	✓	✓	✓
Streamy Tech	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Swapcard	Both	> 5000	✓	✓	✓	✓	✓	✓	✓
Swoogo	Both	1000-5000	✓	✓	✓	✓	✗	✓	✓
Team Days Virtual	Both	500-1000	✗	✗	✗	✗	✗	✓	✗
Threshold 360	Web-based	> 5000	✗	✗	✓	✗	✗	✓	✓
Trivvy	Web-based	500-1000	✗	✓	✓	✓	✓	✓	✓
ubivents	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
UgoVirtual	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
V-Tour	Web-based	> 5000	✓	✗	✓	✓	✓	✓	✓
Venu	No mobile	500-1000	✗	✗	✓	✓	✓	✓	✗
Virtual Attendee Hub	Both	> 5000	✓	✓	✓	✗	✓	✓	✓
VirtualPoint Eventee	Both	500-1000	✗	✗	✗	✗	✗	✓	✓
VirtuOz	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	Web-based	> 5000	✓	✓	✓	✓	✓	✓	✗

## PAYMENT PROCESSING

ND = Not Disclosed

	PAYMENT PROCESSING	INTEGRATION WITH PAYMENT GATEWAYS (STRIPE, CHASE, ETC.)	PCI LEVEL 1 COMPLIANCE
Hubb	×	✓	✓
<a href="#">BOOK A DEMO</a>			
Aventri	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
ConnexMe (by Evenium)	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
MeetingPlay Virtual	×	×	×
<a href="#">BOOK A DEMO</a>			
Socio	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
Boomset by Hopin	×	✓	✓
<a href="#">BOOK A DEMO</a>			
Hubilo	✓	✓	×
<a href="#">BOOK A DEMO</a>			
Conference Compass	×	×	×
<a href="#">BOOK A DEMO</a>			

	PAYMENT PROCESSING	INTEGRATION WITH PAYMENT GATEWAYS (STRIPE, CHASE, ETC.)	PCI LEVEL 1 COMPLIANCE
Accevents	×	✓	✓
Agorify AB	✓	✓	✓
Airfair	×	✓	✓
Airmeet	✓	✓	✓
Allseated exVo	×	×	×
AMI Presents EventsAIR	✓	✓	✓
Angage.live	×	✓	✓
ANTILLEA VR WORLD	×	×	×
Arena by Hire Space	✓	✓	✓
Attendease	✓	✓	✓
Attendify	×	✓	✓
Authentic	✓	✓	✓
Azavista Engagement App	✓	✓	✓
Balloon	×	✓	✓
Bizzyou	×	×	×
Bramble	✓	✓	✓
Brella	×	×	-
Cadence	×	×	×
Canapii	✓	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓
Communique Conferencing	×	✓	×
ConBop	×	✓	-
Conferize	×	✓	✓
Connect Space	✓	✓	✓
Conventus	×	×	×
Converve Platform	✓	✓	✓
eAttend Global	✓	✓	✓
eEvent.Ly	×	×	×
eMeeting	✓	✓	✓
EMEX	✓	✓	✓
Engamio	✓	✓	✓
ERVirtual Event Platform	✓	✓	✓
Event Builder by VenuIQ	×	✓	✓
eventcore	×	✓	✓
Eventdrive	×	×	×
EventHub	✓	✓	✓
Eventible	×	×	×
Eventicious	×	×	×
EVENTLEAF	✓	✓	✓
EventMobi	✓	✓	✓
EventsCase	×	✓	✓
Eventsential	✓	✓	-
Eventsforce VCD	×	×	×
Ex Ordo	×	✓	✓
Expo-wizard	✓	✓	✓
ExpoPlatform	✓	✓	✓
Ferial-e	✓	×	✓

	PAYMENT PROCESSING	INTEGRATION WITH PAYMENT GATEWAYS (STRIPE, CHASE, ETC.)	PCI LEVEL 1 COMPLIANCE
Forj	×	×	×
Glisser	×	×	×
golifo	✓	✓	✓
Grenadine Event Software	✓	✓	✓
Grip	×	✓	✓
GrupMeet Virtual	✓	✓	✓
Guidebook	×	×	×
Unify	✓	✓	✓
InEvent	✓	✓	✓
InSite Events™	×	×	-
Jublia	×	✓	✓
JUNO	×	×	×
Kosmos Brasil	✓	✓	✓
Let's Get Digital	×	×	×
MeetingHand	✓	✓	✓
MeetMatch	✓	✓	✓
MootUp	✓	✓	✓
MorEvents	✓	✓	✓
PheedLoop	✓	✓	✓
Pigeonhole Live	×	×	✓
PixiWeb	×	✓	✓
PodioBox	×	✓	✓
RegisterONE Event Solutions	✓	✓	✓
RSV Streaming Services	×	×	×
Sched	×	×	×
SCOOCS (formerly iChair)	×	✓	×
Shindig Virtual Event Platform	✓	✓	✓
Shocklogic	✓	✓	✓
Shoflo Studio	×	×	×
SocialPoint Scavenger Hunt	×	×	×
SocialPoint Virtual Trivia	×	×	×
SpotMe	×	✓	×
Streampoint LIVE	✓	✓	✓
Streamy Tech	✓	✓	✓
Swapcard	×	×	×
Swoogo	✓	✓	✓
Team Days Virtual	✓	✓	✓
Threshold 360	×	×	×
Trivvy	✓	✓	✓
ubivents	✓	✓	✓
UgoVirtual	✓	✓	✓
V-Tour	✓	✓	✓
Venu	×	×	✓
Virtual Attendee Hub	✓	✓	✓
VirtualPoint Eventee	✓	✓	×
VirtuOz	×	×	×
VTix(tm) Virtual Ticketing	✓	✓	×

SPONSORED

# DATA SECURITY AND PRIVACY SPECS

ND = Not Disclosed

SPONSORED

	CCPA COMPLIANCE	CAN-SPAM ACT COMPLIANCE	GDPR COMPLIANCE	CERTIFIED DATA PROTECTION AND SECURITY COMPLIANCE
<b>Hubb</b> <a href="#">BOOK A DEMO</a>	✓	✓	✓	✓
<b>Aventri</b> <a href="#">BOOK A DEMO</a>	✓	✗	✓	✓
<b>ConnexMe (by Evenium)</b> <a href="#">BOOK A DEMO</a>	✓	✓	✓	✓
<b>MeetingPlay Virtual</b> <a href="#">BOOK A DEMO</a>	✓	✓	✓	✓
<b>Socio</b> <a href="#">BOOK A DEMO</a>	✗	✓	✓	✗
<b>Boomset by Hopin</b> <a href="#">BOOK A DEMO</a>	✗	✗	✓	✓
<b>Hubilo</b> <a href="#">BOOK A DEMO</a>	✗	✗	✓	✗
<b>Conference Compass</b> <a href="#">BOOK A DEMO</a>	✗	✗	✓	✓

	CCPA COMPLIANCE	CAN-SPAM ACT COMPLIANCE	GDPR COMPLIANCE	CERTIFIED DATA PROTECTION AND SECURITY COMPLIANCE
Accelevents	✗	✓	✗	✗
Agorify AB	✓	✓	✓	✓
Airfair	✓	✓	✓	✓
Airmeet	✓	✓	✓	✓
Allseated exVo	✓	✓	✓	✓
AMI Presents EventsAIR	✓	✓	✓	✓
Angage.live	✗	✗	✓	✓
ANTILLEA VR WORLD	✗	✗	✓	✓
Arena by Hire Space	✗	✗	✓	✗
Attendease	✓	✓	✓	✓
Attendify	✓	✓	✓	✓
Authentic	✗	✗	✗	✗
Azavista Engagement App	✗	✗	✓	✓
Balloon	✓	✓	✗	✓
Bizzyou	✓	✓	✓	✓
Bramble	✗	✗	✗	✗
Brella	✗	✗	✓	✗
Cadence	✓	✓	✓	✓
Canapii	✗	✗	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓
Communique Conferencing	✓	✓	✓	✓
ConBop	✗	✗	✓	✗
Conferize	✓	✓	✓	✓
Connect Space	✓	✓	✓	✓
Conventus	✗	✓	✗	✗
Converve Platform	✓	✓	✓	✓
eAttend Global	✗	✗	✗	✓
eEvent.ly	✗	✗	✓	✗
eMeeting	✗	✗	✗	✗
EMEX	✗	✗	✓	✗
Engamio	✗	✗	✗	✗
ERVirtual Event Platform	✗	✓	✓	✓
Event Builder by VenuIQ	✗	✗	✓	✓
eventcore	✓	✗	✓	✓
Eventdrive	✗	✓	✓	✗
EventHub	✓	✓	✓	✓
Eventible	✓	✓	✓	✓
Eventicious	✗	✗	✓	✓
EVENTLEAF	✗	✓	✓	✓
EventMobi	✓	✓	✓	✓
EventsCase	✗	✗	✓	✓
Eventsential	✗	✗	✓	✗
Eventsforce VCD	✗	✗	✓	✓
Ex Ordo	✗	✗	✓	✓
Expo-wizard	✗	✓	✓	✗
ExpoPlatform	✓	✗	✓	✓
Ferial-e	✓	✗	✗	✓

	CCPA COMPLIANCE	CAN-SPAM ACT COMPLIANCE	GDPR COMPLIANCE	CERTIFIED DATA PROTECTION AND SECURITY COMPLIANCE
Forj	✓	✓	✓	✓
Glisser	✓	✓	✓	✓
golifo	✗	✓	✓	✗
Grenadine Event Software	✗	✗	✓	✗
Grip	✗	✗	✓	✗
GrupMeet Virtual	✓	✓	✓	✓
Guidebook	✓	✓	✓	✓
Unify	✓	✓	✓	✓
InEvent	✓	✓	✓	✓
InSite Events™	✓	✓	✓	✓
Jublia	✗	✗	✓	✓
JUNO	✓	✓	✓	✓
Kosmos Brasil	✓	✗	✓	✓
Let's Get Digital	✓	✓	✓	✓
MeetingHand	✗	✓	✓	✗
MeetMatch	✗	✗	✗	✗
MootUp	✓	✓	✓	✓
MorEvents	✓	✓	✓	✓
PheedLoop	✓	✓	✓	✓
Pigeonhole Live	✓	✓	✓	✓
PixiWeb	✗	✗	✗	✓
PodioBox	✗	✗	✓	✗
RegisterONE Event Solutions	✓	✓	✓	✓
RSV Streaming Services	✗	✗	✗	✗
Sched	✓	✗	✓	✓
SCDOCS (formerly iChair)	✗	✗	✓	✗
Shindig Virtual Event Platform	✓	✓	✓	✓
Shocklogic	✓	✗	✓	✓
Shofto Studio	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✓	✗	✓	✓
SocialPoint Virtual Trivia	✗	✓	✓	✓
SpotMe	✓	✓	✓	✓
Streampoint LIVE	✓	✓	✓	✗
Streamy Tech	✗	✗	✓	✗
Swapcard	✗	✗	✗	✗
Swoogo	✓	✗	✓	✓
Team Days Virtual	✗	✗	✗	✗
Threshold 360	✗	✗	✓	✗
Trivvy	✗	✗	✗	✗
ubivents	✗	✗	✓	✓
UgoVirtual	✓	✓	✓	✓
V-Tour	✓	✓	✓	✓
Venu	✗	✓	✗	✗
Virtual Attendee Hub	✓	✓	✓	✓
VirtualPoint Eventee	✗	✗	✓	✗
VirtuOz	✗	✗	✓	✗
VTix(tm) Virtual Ticketing	✗	✗	✗	✗

# CUSTOMER SUPPORT

ND = Not Disclosed

SPONSORED

	NUMBER OF ADMIN ACCOUNTS	SUPPORT HS				SUPPORT CHANNELS				AVERAGE RESPONSE TIME	SUPPORT LANGUAGES
		STANDARD NORTH AMERICAN	STANDARD EUROPEAN	STANDARD ASIAN	24 HS	DEDICATED DAY-OF PRODUCTION SUPPORT	CHAT	EMAIL	PHONE		
<b>Hubb</b>	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
<b>BOOK A DEMO</b>											
<b>Aventri</b>	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	< 3
<b>BOOK A DEMO</b>											
<b>ConnexMe (by Evenium)</b>	> 5	✓	✓	✗	✗	✓	✓	✓	✓	< 1 H	> 7
<b>BOOK A DEMO</b>											
<b>MeetingPlay Virtual</b>	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
<b>BOOK A DEMO</b>											
<b>Socio</b>	> 5	✗	✗	✗	✓	✓	✓	✓	✗	< 1 H	< 3
<b>BOOK A DEMO</b>											
<b>Boomset by Hopin</b>	> 5	✓	✓	✗	✗	✓	✓	✓	✗	1-4 Hs	< 3
<b>BOOK A DEMO</b>											
<b>Hubilo</b>	> 5	✓	✓	✓	✓	✓	✓	✓	✗	< 1 H	< 3
<b>BOOK A DEMO</b>											
<b>Conference Compass</b>	> 5	✓	✓	✗	✗	✓	✓	✓	✓	< 1 H	5-7
<b>BOOK A DEMO</b>											

	NUMBER OF ADMIN ACCOUNTS	SUPPORT HS				SUPPORT CHANNELS				AVERAGE RESPONSE TIME	SUPPORT LANGUAGES
		STANDARD NORTH AMERICAN	STANDARD EUROPEAN	STANDARD ASIAN	24 HS	DEDICATED DAY-OF PRODUCTION SUPPORT	CHAT	EMAIL	PHONE		
Accevents	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Agorify AB	> 5	✗	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Airfair	3-5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	3-5
Airmeet	< 3	✗	✗	✗	✓	✓	✓	✓	✓	1-4 Hs	3-5
Allseated exVo	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
AMI Presents EventsAIR	> 5	✓	✗	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Angage.live	> 5	✓	✓	✓	✗	✓	✓	✓	✓	1-4 Hs	< 3
ANTILLEA VR WORLD	> 5	✗	✗	✗	✓	✓	✓	✓	✓	12-24 Hs	< 3
Arena by Hire Space	> 5	✗	✓	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Attendease	> 5	✓	✗	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Attendify	> 5	✓	✓	✓	✗	✓	✓	✓	✓	< 1 H	3-5
Authentic	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Azavista Engagement App	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	5-7
Balloon	> 5	✓	✓	✓	✗	✓	✓	✓	✓	< 1 H	< 3
Bizzyou	> 5	✓	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Bramble	> 5	✓	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Brella	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Cadence	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	3-5
Canapii	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	5-7
Certain	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Communique Conferencing	> 5	✓	✓	✓	✗	✓	✓	✓	✓	1-4 Hs	< 3
ConBop	3-5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Conferize	> 5	✓	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	3-5
Connect Space	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Conventus	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	< 3
Converve Platform	> 5	✓	✓	✗	✓	✓	✓	✓	✓	< 1 H	3-5
eAttend Global	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
eEvent.ly	> 5	✗	✓	✗	✗	✓	✓	✓	✓	< 1 H	< 3
eMeeting	> 5	✗	✓	✗	✗	✓	✓	✓	✓	< 1 H	3-5
EMEX	< 3	✗	✓	✗	✗	✓	✓	✓	✓	4-12 Hs	< 3
Engamio	< 3	✓	✗	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
ERVirtual Event Platform	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Event Builder by VenuIQ	> 5	✓	✓	✗	✓	✓	✓	✓	✓	1-4 Hs	< 3
eventcore	> 5	✓	✗	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Eventdrive	> 5	✗	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
EventHub	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Eventible	< 3	✗	✗	✗	✓	✓	✓	✓	✓	4-12 Hs	< 3
Eventicious	> 5	✓	✓	✗	✓	✓	✓	✓	✓	1-4 Hs	< 3
EVENTLEAF	> 5	✓	✗	✗	✗	✓	✓	✓	✓	1-4 Hs	> 7
EventMobi	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	3-5
EventsCase	> 5	✓	✓	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Eventsential	> 5	✓	✗	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Eventsforce VCD	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Ex Ordo	> 5	✗	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	< 3
Expo-wizard	> 5	✗	✓	✗	✗	✓	✓	✓	✓	< 1 H	< 3
ExpoPlatform	> 5	✗	✗	✗	✓	✓	✓	✓	✓	1-4 Hs	> 7
Ferial-e	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3

	NUMBER OF ADMIN ACCOUNTS	SUPPORT HS				SUPPORT CHANNELS				AVERAGE RESPONSE TIME	SUPPORT LANGUAGES
		STANDARD NORTH AMERICAN	STANDARD EUROPEAN	STANDARD ASIAN	24 HS	DEDICATED DAY-OF PRODUCTION SUPPORT	CHAT	EMAIL	PHONE		
Forj	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	< 3
Glisser	< 3	✓	✓	✗	✗	✓	✓	✓	✓	< 1 H	< 3
golifo	> 5	✗	✗	✓	✗	✓	✓	✓	✓	1-4 Hs	< 3
Grenadine Event Software	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Grip	> 5	✓	✓	✓	✗	✓	✓	✓	✓	1-4 Hs	< 3
GrupMeet Virtual	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Guidebook	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	< 3
Unify	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	> 7
InEvent	> 5	✗	✗	✗	✓	✗	✓	✓	✓	< 1 H	3-5
InSite Events™	> 5	✓	✓	✓	✗	✓	✓	✓	✓	< 1 H	3-5
Jublia	> 5	✗	✗	✗	✓	✓	✓	✓	✓	4-12 Hs	> 7
JUNO	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	< 3
Kosmos Brasil	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Let's Get Digital	> 5	✗	✓	✗	✗	✓	✓	✓	✓	4-12 Hs	5-7
MeetingHand	> 5	✓	✓	✗	✗	✓	✓	✓	✓	1-4 Hs	3-5
MeetMatch	-	✗	✗	✗	✗	-	✗	✗	✗	< 1 H	-
MootUp	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	> 7
MorEvents	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
PheedLoop	> 5	✓	✗	✗	✓	✓	✓	✓	✓	1-4 Hs	> 7
Pigeonhole Live	> 5	✓	✓	✓	✗	✓	✓	✓	✓	4-12 Hs	> 7
PixiWeb	< 3	✗	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
PodioBox	> 5	✗	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
RegisterONE Event Sol.	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
RSV Streaming Services	< 3	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Sched	> 5	✓	✓	✗	✗	✓	✓	✓	✓	< 1 H	-
SCOOCS (formerly iChair)	> 5	✗	✓	✗	✓	✓	✓	✓	✓	< 1 H	3-5
Shindig Virtual Event	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Shocklogic	> 5	✗	✗	✗	✓	✓	✓	✓	✓	1-4 Hs	> 7
Shofto Studio	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
SocialPoint Scavenger Hunt	3-5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
SocialPoint Virtual Trivia	< 3	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
SpotMe	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	> 7
Streampoint LIVE	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Streamy Tech	3-5	✗	✗	✓	✗	✓	✓	✓	✓	< 1 H	3-5
Swapcard	> 5	✓	✓	✓	✓	✓	✓	✓	✓	4-12 Hs	3-5
Swoogo	> 5	✓	✓	✓	✗	✓	✓	✓	✓	< 1 H	< 3
Team Days Virtual	-	✗	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Threshold 360	< 3	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	3-5
Trivvy	> 5	✗	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
ubivents	< 3	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	3-5
UgoVirtual	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	> 7
V-Tour	3-5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	< 3
Venu	< 3	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3
Virtual Attendee Hub	> 5	✓	✓	✓	✓	✓	✓	✓	✓	< 1 H	< 3
VirtualPoint Eventee	< 3	✓	✗	✗	✗	✓	✓	✓	✓	4-12 Hs	3-5
VirtuOz	> 5	✗	✗	✗	✓	✓	✓	✓	✓	< 1 H	> 7
VTix(tm) Virtual Ticketing	> 5	✓	✗	✗	✗	✓	✓	✓	✓	< 1 H	< 3



# FEATURES AND INTEGRATIONS

ND = Not Disclosed

SPONSORED

	REGISTRATION TOOLS	MARKETING AUTOMATION TOOLS (E.G. HUBSPOT)	LIVE STREAMING TOOLS	SOCIAL MEDIA PLATFORMS (SHARING CONTENT)	SOCIAL MEDIA PLATFORMS (SOCIAL WALL)	MOBILE EVENT APPS	SALES TOOLS / CRMS
<b>Hubb</b>	✓	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>Aventri</b>	✓	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>ConnexMe (by Evenium)</b>	✓	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>MeetingPlay Virtual</b>	✓	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>Socio</b>	✓	✗	✓	✗	✓	✗	✗
<b>BOOK A DEMO</b>							
<b>Boomset by Hopin</b>	✓	✗	✓	✓	✗	✓	✗
<b>BOOK A DEMO</b>							
<b>Hubilo</b>	✓	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>Conference Compass</b>	✓	✗	✓	✗	✓	✓	✗
<b>BOOK A DEMO</b>							

	REGISTRATION TOOLS	MARKETING AUTOMATION TOOLS (E.G. HUBSPOT)	LIVE STREAMING TOOLS	SOCIAL MEDIA PLATFORMS (SHARING CONTENT)	SOCIAL MEDIA PLATFORMS (SOCIAL WALL)	MOBILE EVENT APPS	SALES TOOLS / CRMS
Accelevents	✓	✗	✓	✗	✓	✓	✗
Agorify AB	✗	✗	✗	✗	✗	✗	✗
Airfair	✓	✗	✓	✗	✗	✗	✗
Airmeet	✓	✓	✓	✗	✗	✗	✓
Allseated exVo	✓	✗	✓	✗	✗	✗	✓
AMI Presents EventsAIR	✓	✓	✓	✓	✓	✓	✓
Angage.live	✓	✗	✓	✗	✗	✗	✓
ANTILLEA VR WORLD	✓	✗	✓	✗	✗	✗	✗
Arena by Hire Space	✓	✓	✓	✓	✗	✗	✓
Attendease	✓	✓	✓	✗	✗	✗	✓
Attendify	✓	✓	✓	✓	✓	✓	✓
Authentic	✓	✗	✓	✗	✓	✗	✗
Azavista Engagement App	✓	✓	✓	✓	✓	✓	✓
Balloon	✓	✗	✓	✗	✗	✗	✗
Bizzyou	✓	✓	✓	✓	✓	✓	✓
Bramble	✗	✗	✓	✗	✗	✗	✗
Brella	✗	✗	✓	✗	✗	✗	✓
Cadence	✓	✓	✓	✓	✓	✓	✓
Canapii	✓	✓	✓	✓	✓	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓	✓
Communique Conferencing	✓	✓	✓	✓	✓	✓	✓
ConBop	✓	✗	✓	✓	✓	✓	✓
Conferize	✓	✓	✓	✗	✗	✗	✓
Connect Space	✓	✓	✓	✗	✗	✓	✓
Conventus	✗	✗	✗	✗	✗	✓	✗
Converve Platform	✓	✓	✓	✓	✓	✗	✓
eAttend Global	✓	✓	✓	✓	✓	✓	✓
eEvent.ly	✓	✗	✓	✗	✓	✓	✗
eMeeting	✓	✗	✓	✓	✓	✓	✗
EMEX	✓	✗	✓	✗	✗	✓	✗
Engamio	✗	✗	✓	✗	✗	✗	✗
ERVirtual Event Platform	✓	✗	✓	✗	✗	✓	✗
Event Builder by VenuIQ	✓	✗	✓	✓	✓	✓	✓
eventcore	✓	✓	✓	✓	✓	✓	✓
Eventdrive	✓	✓	✓	✗	✓	✓	✓
EventHub	✓	✗	✓	✓	✓	✗	✗
Eventible	✗	✓	✗	✓	✗	✗	✓
Eventicious	✓	✗	✓	✗	✗	✗	✗
EVENTLEAF	✓	✓	✓	✓	✓	✓	✓
EventMobi	✓	✓	✓	✓	✓	✓	✓
EventsCase	✓	✓	✓	✓	✓	✗	✗
Eventsential	✓	✓	✓	✓	✓	✓	✓
Eventsforce VCD	✓	✗	✓	✗	✓	✓	✗
Ex Ordo	✓	✗	✓	✗	✗	✓	✗
Expo-wizard	✓	✗	✓	✗	✗	✗	✗
ExpoPlatform	✓	✓	✓	✓	✓	✓	✓
Ferial-e	✓	✗	✓	✗	✗	✗	✗

	REGISTRATION TOOLS	MARKETING AUTOMATION TOOLS (E.G. HUBSPOT)	LIVE STREAMING TOOLS	SOCIAL MEDIA PLATFORMS (SHARING CONTENT)	SOCIAL MEDIA PLATFORMS (SOCIAL WALL)	MOBILE EVENT APPS	SALES TOOLS / CRMS
Forj	✓	✓	✓	✗	✓	✗	✓
Glisser	✗	✓	✓	✗	✓	✗	✓
golifo	✓	✗	✗	✓	✗	✗	✗
Grenadine Event Software	✓	✗	✓	✓	✓	✓	✓
Grip	✓	✓	✓	✗	✗	✗	✓
GrupMeet Virtual	✓	✗	✓	✗	✗	✗	✗
Guidebook	✓	✓	✓	✗	✗	✓	✓
Unify	✓	✓	✓	✓	✓	✓	✓
InEvent	✓	✓	✓	✗	✓	✓	✓
InSite Events™	✓	✗	✓	✗	✗	✗	✗
Jublia	✓	✓	✓	✓	✓	✓	✓
JUNO	✓	✓	✓	✓	✓	✓	✓
Kosmos Brasil	✓	✗	✓	✗	✗	✗	✗
Let's Get Digital	✓	✗	✓	✓	✗	✗	✗
MeetingHand	✓	✗	✓	✓	✗	✓	✗
MeetMatch	✗	✗	✗	✗	✗	✗	✗
MootUp	✓	✓	✓	✓	✓	✓	✓
MorEvents	✓	✓	✓	✓	✓	✓	✓
PheedLoop	✓	✓	✓	✓	✓	✓	✓
Pigeonhole Live	✓	✓	✓	✗	✗	✓	✓
PixiWeb	✗	✗	✓	✗	✓	✗	✓
PodioBox	✓	✗	✓	✓	✗	✗	✗
RegisterONE Event Solutions	✓	✓	✓	✗	✓	✓	✓
RSV Streaming Services	✓	✗	✓	✓	✓	✗	✗
Sched	✓	✗	✓	✓	✓	✓	✗
SC00CS (formerly iChair)	✓	✓	✓	✗	✓	✓	✓
Shindig Virtual Event Platform	✓	✓	✓	✓	✓	✗	✓
Shocklogic	✓	✓	✓	✓	✓	✓	✓
Shoflo Studio	✗	✗	✓	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✗	✗	✓	✗	✗	✓	✗
SocialPoint Virtual Trivia	✓	✗	✓	✗	✗	✓	✗
SpotMe	✓	✓	✓	✓	✓	✓	✓
Streampoint LIVE	✓	✓	✓	✓	✓	✓	✓
Streamy Tech	✓	✗	✓	✗	✓	✗	✗
Swapcard	✓	✗	✓	✗	✗	✓	✓
Swoogo	✓	✓	✓	✓	✓	✓	✓
Team Days Virtual	✗	✗	✗	✗	✗	✗	✗
Threshold 360	✗	✗	✗	✓	✗	✓	✓
Trivvy	✓	✗	✓	✗	✗	✗	✗
ubivents	✓	✓	✓	✓	✓	✗	✓
UgoVirtual	✓	✓	✓	✓	✓	✓	✓
V-Tour	✓	✗	✓	✓	✓	✗	✗
Venu	✗	✗	✓	✗	✗	✗	✗
Virtual Attendee Hub	✓	✓	✓	✗	✗	✓	✓
VirtualPoint Eventee	✓	✓	✓	✓	✓	✓	✗
Virtu0z	✓	✗	✓	✗	✓	✓	✗
VTix(tm) Virtual Ticketing	✓	✓	✓	✓	✗	✗	✗

# REGISTRATION AND MARKETING

ND = Not Disclosed

SPONSORED

	BULK EMAIL MARKETING	EMAIL MARKETING AUTOMATION	REFERRAL PROGRAMS	REPORTING/ANALYTICS	REGISTRATION	TICKETING
<b>Hubb</b>						
<b>BOOK A DEMO</b>	x	x	x	✓	✓	x
<b>Aventri</b>						
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓
<b>ConnexMe (by Evenium)</b>						
<b>BOOK A DEMO</b>	✓	✓	x	✓	✓	✓
<b>MeetingPlay Virtual</b>						
<b>BOOK A DEMO</b>	x	x	x	x	✓	x
<b>Socio</b>						
<b>BOOK A DEMO</b>	✓	x	x	✓	✓	✓
<b>Boomset by Hopin</b>						
<b>BOOK A DEMO</b>	✓	x	✓	✓	✓	✓
<b>Hubilo</b>						
<b>BOOK A DEMO</b>	✓	✓	x	✓	✓	✓
<b>Conference Compass</b>						
<b>BOOK A DEMO</b>	✓	x	x	✓	x	x

	BULK EMAIL MARKETING	EMAIL MARKETING AUTOMATION	REFERRAL PROGRAMS	REPORTING/ANALYTICS	REGISTRATION	TICKETING
Accelevents	✓	✓	x	✓	✓	✓
Agorify AB	x	x	✓	x	✓	✓
Airfair	x	x	x	x	x	x
Airmeet	x	✓	x	✓	✓	✓
Allseated exVo	x	x	x	x	x	x
AMI Presents EventsAIR	✓	x	x	✓	✓	✓
Angage.live	x	x	x	x	x	x
ANTILLEA VR WORLD	✓	x	x	✓	✓	✓
Arena by Hire Space	x	x	✓	✓	✓	✓
Attendease	✓	✓	x	✓	✓	✓
Attendify	x	x	✓	✓	✓	✓
Authentic	x	x	x	✓	✓	✓
Azavista Engagement App	✓	✓	x	✓	✓	✓
Balloon	x	x	x	x	✓	✓
Bizzyou	x	x	x	x	x	x
Bramble	x	x	x	x	x	✓
Brella	x	x	x	✓	x	x
Cadence	✓	✓	✓	✓	✓	x
Canapii	x	x	✓	✓	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓
Communique Conferencing	x	✓	x	✓	✓	✓
ConBop	x	x	x	x	x	x
Conferize	✓	✓	✓	✓	✓	✓
Connect Space	✓	✓	✓	✓	✓	✓
Conventus	✓	✓	✓	✓	✓	✓
Converve Platform	✓	✓	x	✓	✓	✓
eAttend Global	✓	✓	x	✓	✓	✓
eEvent.ly	x	x	x	x	x	x
eMeeting	✓	✓	x	x	✓	✓
EMEX	✓	✓	x	x	✓	✓
Engamio	✓	x	x	x	x	x
ERVirtual Event Platform	x	✓	x	✓	✓	✓
Event Builder by VenuIQ	x	✓	x	✓	✓	✓
eventcore	✓	x	✓	✓	✓	✓
Eventdrive	✓	✓	x	✓	✓	x
EventHub	x	x	x	✓	✓	✓
Eventible	✓	✓	✓	x	✓	x
Eventicious	x	x	x	x	x	x
EVENTLEAF	✓	✓	✓	✓	✓	✓
EventMobi	✓	✓	x	✓	✓	✓
EventsCase	✓	✓	x	x	✓	✓
Eventsential	✓	✓	x	✓	✓	✓
Eventsforce VCD	✓	x	x	✓	✓	✓
Ex Ordo	✓	x	x	✓	✓	✓
Expo-wizard	x	✓	x	x	x	x
ExpoPlatform	✓	✓	x	✓	✓	✓
Ferial-e	✓	x	x	✓	✓	x

	BULK EMAIL MARKETING	EMAIL MARKETING AUTOMATION	REFERRAL PROGRAMS	REPORTING/ANALYTICS	REGISTRATION	TICKETING
Forj	x	x	x	x	x	x
Glisser	x	x	x	x	x	x
golifo	x	x	✓	✓	x	x
Grenadine Event Software	✓	✓	x	✓	✓	✓
Grip	✓	✓	x	✓	x	x
GroupMeet Virtual	x	✓	x	✓	✓	✓
Guidebook	✓	✓	x	✓	x	x
Unify	✓	✓	✓	✓	✓	✓
InEvent	✓	✓	x	✓	✓	✓
InSite Events™	✓	✓	✓	✓	x	x
Jublia	✓	✓	x	✓	x	x
JUNO	✓	✓	x	✓	✓	x
Kosmos Brasil	x	x	x	✓	✓	✓
Let's Get Digital	✓	x	x	✓	✓	✓
MeetingHand	x	x	x	✓	✓	✓
MeetMatch	x	x	x	x	x	x
MootUp	x	✓	x	✓	✓	x
MorEvents	✓	✓	✓	✓	✓	✓
PheedLoop	✓	✓	✓	✓	✓	✓
Pigeonhole Live	x	x	x	x	x	x
PixiWeb	x	x	x	x	x	x
PodioBox	x	x	x	x	✓	✓
RegisterONE Event Solutions	✓	✓	x	✓	✓	✓
RSV Streaming Services	x	✓	x	✓	✓	x
Sched	✓	✓	x	✓	✓	x
SCOCS (formerly iChair)	x	x	x	✓	✓	x
Shindig Virtual Event Platform	x	✓	x	✓	✓	✓
Shocklogic	✓	✓	✓	✓	✓	✓
Shoflo Studio	x	x	x	x	x	x
SocialPoint Scavenger Hunt	x	x	x	x	x	x
SocialPoint Virtual Trivia	x	x	x	x	x	x
SpotMe	✓	✓	x	✓	✓	x
Streampoint LIVE	✓	✓	✓	✓	✓	✓
Streamy Tech	✓	✓	x	✓	✓	x
Swapcard	✓	✓	x	✓	✓	✓
Swoogo	x	✓	x	✓	✓	✓
Team Days Virtual	x	x	x	x	x	x
Threshold 360	x	x	x	✓	x	x
Trivvy	x	x	x	✓	✓	✓
ubivents	✓	✓	✓	✓	✓	✓
UgoVirtual	✓	✓	x	✓	✓	✓
V-Tour	x	x	x	✓	✓	x
Venu	x	x	x	x	x	x
Virtual Attendee Hub	✓	✓	x	✓	✓	✓
VirtualPoint Eventee	✓	✓	✓	✓	✓	✓
VirtuOz	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✓	x	x	✓	✓	✓

# SPONSORSHIP

ND = Not Disclosed

SPONSORED

	LEAD RETRIEVAL / SHARING	LIVE STREAM OVERLAYS	SPONSORED BANNERS	RIBBONS IN ATTENDEE / SPEAKER LISTS	SPONSOR/EXHIBITOR PROFILES	VIDEO INTERSTITIALS	VIDEOS / HOLDING SLIDES FOR BREAKS	SPONSOR ANALYTICS/REPORTING
<b>Hubb</b>								
<b>BOOK A DEMO</b>	✓	✗	✓	✗	✓	✗	✗	✓
<b>Aventri</b>								
<b>BOOK A DEMO</b>	✓	✓	✓	✗	✓	✓	✓	✓
<b>ConnexMe (by Evenium)</b>								
<b>BOOK A DEMO</b>	✓	✓	✓	✗	✓	✓	✓	✓
<b>MeetingPlay Virtual</b>								
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓	✓
<b>Socio</b>								
<b>BOOK A DEMO</b>	✓	✓	✓	✗	✓	✓	✓	✓
<b>Boomset by Hopin</b>								
<b>BOOK A DEMO</b>	✓	✓	✗	✗	✓	✗	✓	✓
<b>Hubilo</b>								
<b>BOOK A DEMO</b>	✓	✓	✓	✗	✓	✗	✗	✓
<b>Conference Compass</b>								
<b>BOOK A DEMO</b>	✗	✗	✓	✗	✓	✗	✓	✓

	LEAD RETRIEVAL / SHARING	LIVE STREAM OVERLAYS	SPONSORED BANNERS	RIBBONS IN ATTENDEE / SPEAKER LISTS	SPONSOR/EXHIBITOR PROFILES	VIDEO INTERSTITIALS	VIDEOS / HOLDING SLIDES FOR BREAKS	SPONSOR ANALYTICS/REPORTING
Accelevents	✓	✗	✓	✗	✓	✗	✗	✓
Agorify AB	✓	✓	✓	✗	✓	✗	✓	✓
Airfair	✓	✗	✓	✗	✓	✓	✓	✓
Airmeet	✗	✗	✓	✗	✓	✗	✗	✗
Allseated exVo	✓	✓	✓	✓	✓	✓	✓	✓
AMI Presents EventsAIR	✓	✓	✓	✓	✓	✓	✓	✓
Angage.live	✗	✗	✓	✗	✗	✗	✗	✗
ANTILLEA VR WORLD	✗	✓	✓	✗	✓	✗	✓	✗
Arena by Hire Space	✓	✗	✓	✗	✓	✗	✓	✓
Attendease	✗	✗	✓	✗	✗	✗	✗	✗
Attendify	✓	✓	✓	✗	✓	✓	✓	✓
Authentic	✗	✗	✓	✗	✓	✓	✓	✓
Azavista Engagement App	✓	✗	✓	✗	✓	✓	✓	✓
Balloon	✓	✗	✓	✗	✓	✗	✓	✓
Bizzyou	✗	✗	✓	✗	✓	✗	✗	✗
Bramble	✓	✓	✓	✓	✓	✓	✓	✓
Brella	✓	✗	✓	✗	✓	✗	✗	✓
Cadence	✓	✓	✓	✓	✓	✓	✓	✓
Canapii	✗	✓	✓	✓	✓	✓	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓	✓	✓
Communique Conferencing	✓	✓	✓	✗	✓	✓	✓	✓
ConBop	✓	✓	✓	✓	✓	✓	✓	✓
Conferize	✗	✗	✗	✓	✓	✗	✗	✗
Connect Space	✓	✗	✓	✗	✓	✓	✓	✓
Conventus	✓	✓	✓	✗	✓	✓	✓	✓
Converve Platform	✓	✗	✓	✓	✓	✓	✗	✓
eAttend Global	✓	✓	✓	✓	✓	✓	✓	✓
eEvent.ly	✓	✓	✗	✗	✓	✓	✓	✓
eMeeting	✓	✓	✓	✓	✓	✓	✓	✓
EMEX	✓	✓	✓	✗	✓	✓	✓	✓
Engamio	✓	✓	✗	✗	✓	✗	✓	✓
ERVirtual Event Platform	✓	✗	✗	✗	✓	✗	✗	✓
Event Builder by VenuIQ	✓	✓	✓	✗	✓	✓	✓	✓
eventcore	✓	✗	✓	✓	✓	✗	✗	✓
Eventdrive	✗	✗	✗	✗	✓	✓	✗	✗
EventHub	✓	✗	✓	✓	✓	✓	✓	✓
Eventible	✓	✗	✓	✗	✗	✗	✗	✗
Eventicious	✓	✓	✓	✓	✓	✓	✓	✓
EVENTLEAF	✓	✗	✓	✗	✗	✗	✗	✗
EventMobi	✓	✓	✓	✓	✓	✓	✓	✓
EventsCase	✓	✓	✓	✗	✓	✓	✓	✓
Eventsential	✓	✓	✓	✓	✓	✓	✓	✓
Eventsforce VCD	✓	✗	✓	✓	✓	✗	✗	✓
Ex Ordo	✗	✗	✗	✗	✗	✗	✗	✓
Expo-wizard	✓	✓	✗	✓	✓	✓	✓	✓
ExpoPlatform	✓	✓	✓	✓	✓	✓	✓	✓
Ferial-e	✓	✓	✓	✓	✓	✗	✗	✓

	LEAD RETRIEVAL / SHARING	LIVE STREAM OVERLAYS	SPONSORED BANNERS	RIBBONS IN ATTENDEE / SPEAKER LISTS	SPONSOR/EXHIBITOR PROFILES	VIDEO INTERSTITIALS	VIDEOS / HOLDING SLIDES FOR BREAKS	SPONSOR ANALYTICS/REPORTING
Forj	✓	✗	✓	✗	✓	✓	✓	✓
Glisser	✓	✓	✓	✗	✓	✓	✓	✓
golifo	✗	✗	✗	✗	✗	✗	✗	✗
Grenadine Event Software	✗	✓	✗	✗	✗	✗	✗	✗
Grip	✓	✗	✓	✓	✓	✗	✓	✓
GrupMeet Virtual	✗	✓	✓	✗	✗	✗	✓	✓
Guidebook	✓	✗	✗	✓	✓	✗	✗	✓
Unify	✓	✓	✓	✓	✓	✓	✓	✓
InEvent	✓	✗	✓	✓	✓	✓	✓	✓
InSite Events™	✓	✗	✓	✓	✓	✓	✓	✓
Jublia	✓	✗	✓	✓	✓	✓	✓	✓
JUNO	✓	✓	✓	✓	✓	✓	✓	✓
Kosmos Brasil	✗	✓	✓	✗	✓	✓	✓	✓
Let's Get Digital	✓	✓	✓	✗	✓	✓	✓	✓
MeetingHand	✓	✓	✓	✗	✓	✗	✗	✓
MeetMatch	✗	✗	✗	✗	✗	✗	✗	✗
MootUp	✓	✓	✓	✓	✓	✓	✓	✓
MorEvents	✓	✓	✓	✓	✓	✗	✓	✓
PheedLoop	✓	✓	✓	✓	✓	✓	✓	✓
Pigeonhole Live	✓	✓	✗	✗	✗	✗	✗	✓
PixiWeb	✗	✓	✗	✗	✗	✗	✗	✗
PodioBox	✗	✗	✗	✗	✓	✓	✓	✓
RegisterONE Event Solutions	✓	✗	✓	✓	✓	✓	✗	✗
RSV Streaming Services	✗	✓	✗	✗	✗	✗	✗	✗
Sched	✗	✗	✓	✗	✗	✗	✗	✗
SCOOCS (formerly iChair)	✗	✓	✓	✗	✓	✓	✓	✓
Shindig Virtual Event Platform	✓	✗	✓	✗	✓	✓	✓	✓
Shocklogic	✓	✓	✓	✓	✓	✓	✓	✓
Shoflo Studio	✗	✗	✗	✗	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✓	✗	✗	✗	✗	✗	✗	✓
SocialPoint Virtual Trivia	✓	✗	✗	✗	✗	✗	✗	✓
SpotMe	✓	✓	✓	✓	✓	✓	✓	✓
Streampoint LIVE	✓	✓	✓	✓	✓	✓	✓	✓
Streamy Tech	✗	✗	✗	✗	✗	✗	✗	✓
Swapcard	✓	✓	✓	✗	✓	✓	✓	✓
Swoogo	✗	✗	✓	✓	✓	✓	✗	✓
Team Days Virtual	✗	✗	✗	✗	✗	✗	✗	✗
Threshold 360	✗	✗	✗	✗	✗	✗	✗	✗
Trivvy	✗	✓	✓	✓	✓	✓	✓	✗
ubivents	✓	✓	✓	✓	✓	✓	✓	✓
UgoVirtual	✓	✓	✓	✗	✓	✓	✓	✓
V-Tour	✓	✓	✓	✗	✓	✓	✓	✓
Venu	✓	✗	✓	✗	✓	✗	✓	✓
Virtual Attendee Hub	✓	✓	✓	✗	✓	✓	✓	✓
VirtualPoint Eventee	✓	✓	✓	✗	✓	✓	✓	✓
Virtu0z	✓	✓	✓	✗	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✗	✗	✓	✗	✓	✗	✗	✗

# BRAND CUSTOMIZABILITY

ND = Not Disclosed

SPONSORED

	NONE	BASIC (TEXT/BACKGROUND COLORS, LOGOS)	ADVANCED (MENU ICONS, NAVIGATION, EVENT URL)	VIRTUAL EVENT SPACE FORMAT
<b>Hubb</b> <a href="#">BOOK A DEMO</a>	✗	✓	✗	2D environment / view from above
<b>Aventri</b> <a href="#">BOOK A DEMO</a>	✗	✓	✓	Webpage-based navigation
<b>ConnexMe (by Evenium)</b> <a href="#">BOOK A DEMO</a>	✗	✓	✓	Webpage-based navigation
<b>MeetingPlay Virtual</b> <a href="#">BOOK A DEMO</a>	✗	✗	✓	3D / open world environment
<b>Socio</b> <a href="#">BOOK A DEMO</a>	✗	✓	✓	Webpage-based navigation
<b>Boomset by Hopin</b> <a href="#">BOOK A DEMO</a>	✗	✓	✓	Webpage-based navigation
<b>Hubilo</b> <a href="#">BOOK A DEMO</a>	✗	✗	✓	Webpage-based navigation
<b>Conference Compass</b> <a href="#">BOOK A DEMO</a>	✗	✗	✓	2D environment / view from above

	NONE	BASIC (TEXT/BACKGROUND COLORS, LOGOS)	ADVANCED (MENU ICONS, NAVIGATION, EVENT URL)	VIRTUAL EVENT SPACE FORMAT
Accevents	✗	✓	✓	Webpage-based navigation
Agorify AB	✗	✓	✗	Webpage-based navigation
Airfair	✗	✓	✗	Webpage-based navigation
Airmeet	✗	✓	✗	Webpage-based navigation
Allseated exVo	✗	✗	✓	3D / open world environment
AMI Presents EventsAIR	✗	✓	✓	Webpage-based navigation
Angage.live	✗	✓	✗	Webpage-based navigation
ANTILLEA VR WORLD	✗	✓	✗	3D / open world environment
Arena by Hire Space	✗	✗	✓	Webpage-based navigation
Attendease	✗	✗	✓	Webpage-based navigation
Attendify	✗	✗	✓	Webpage-based navigation
Authentic	✗	✓	✓	Webpage-based navigation
Azavista Engagement App	✗	✓	✗	Webpage-based navigation
Balloon	✗	✓	✓	Webpage-based navigation
Bizzyou	✗	✓	✓	Webpage-based navigation
Bramble	✗	✗	✓	2D environment / view from above
Brella	✗	✓	✓	Webpage-based navigation
Cadence	✗	✗	✓	Webpage-based navigation
Canapii	✗	✗	✓	Webpage-based navigation
Certain Virtual & Hybrid Events	✗	✗	✓	Webpage-based navigation
Communique Conferencing	✗	✓	✗	3D / open world environment
ConBop	✗	✗	✓	Webpage-based navigation
Conferize	✗	✓	✓	Webpage-based navigation
Connect Space	✓	✓	✓	Webpage-based navigation
Conventus	✗	✓	✓	Webpage-based navigation
Converve Platform	✗	✓	✓	Webpage-based navigation
eAttend Global	✗	✗	✓	2D environment / view from above
eEvent.ly	✗	✓	✗	3D / open world environment
eMeeting	✗	✗	✓	2D environment / view from above
EMEX	✗	✗	✓	Webpage-based navigation
Engamio	✗	✓	✓	Webpage-based navigation
ERVirtual Event Platform	✗	✓	✓	Webpage-based navigation
Event Builder by VenuIQ	✗	✓	✓	Webpage-based navigation
eventcore	✗	✓	✓	Webpage-based navigation
Eventdrive	✗	✓	✓	Webpage-based navigation
EventHub	✗	✓	✗	Webpage-based navigation
Eventible	✗	✓	✗	Webpage-based navigation
Eventicious	✗	✗	✓	Webpage-based navigation
EVENTLEAF	✗	✗	✓	Webpage-based navigation
EventMobi	✗	✓	✓	Webpage-based navigation
EventsCase	✗	✗	✓	Webpage-based navigation
Eventsential	✗	✓	✓	Webpage-based navigation
Eventsforce VCD	✗	✗	✓	Webpage-based navigation
Ex Ordo	✗	✓	✗	Webpage-based navigation
Expo-wizard	✗	✓	✗	Webpage-based navigation
ExpoPlatform	✗	✗	✓	Webpage-based navigation
Ferial-e	✗	✓	✗	2D environment / view from above

	NONE	BASIC (TEXT/BACKGROUND COLORS, LOGOS)	ADVANCED (MENU ICONS, NAVIGATION, EVENT URL)	VIRTUAL EVENT SPACE FORMAT
Forj	✗	✓	✗	Webpage-based navigation
Glisser	✗	✗	✓	Webpage-based navigation
golifo	✗	✓	✗	Webpage-based navigation
Grenadine Event Software	✗	✗	✓	Webpage-based navigation
Grip	✗	✓	✓	Webpage-based navigation
GrupMeet Virtual	✗	✓	✗	Webpage-based navigation
Guidebook	✗	✓	✓	Webpage-based navigation
Unify	✗	✗	✓	Webpage-based navigation
InEvent	✗	✗	✓	Webpage-based navigation
InSite Events™	✗	✓	✗	Webpage-based navigation
Jublia	✗	✓	✓	Webpage-based navigation
JUNO	✗	✗	✓	Webpage-based navigation
Kosmos Brasil	✗	✓	✗	3D / open world environment
Let's Get Digital	✗	✓	✓	Webpage-based navigation
MeetingHand	✗	✓	✗	Webpage-based navigation
MeetMatch	✗	✗	✗	-
MootUp	✗	✓	✓	3D / open world environment
MorEvents	✗	✗	✗	-
PheedLoop	✗	✓	✓	Webpage-based navigation
Pigeonhole Live	✗	✓	✗	Webpage-based navigation
PixiWeb	✗	✓	✗	Webpage-based navigation
PodioBox	✗	✓	✗	Webpage-based navigation
RegisterONE Event Solutions	✗	✓	✗	Webpage-based navigation
RSV Streaming Services	✗	✓	✗	Webpage-based navigation
Sched	✗	✗	✓	Webpage-based navigation
SCOOCS (formerly iChair)	✗	✗	✓	Webpage-based navigation
Shindig Virtual Event Platform	✗	✓	✓	-
Shocklogic	✗	✓	✗	Webpage-based navigation
Shoflo Studio	✓	✗	✗	Webpage-based navigation
SocialPoint Scavenger Hunt	✗	✓	✓	Webpage-based navigation
SocialPoint Virtual Trivia	✗	✓	✓	Webpage-based navigation
SpotMe	✗	✓	✓	Webpage-based navigation
Streampoint LIVE	✗	✓	✗	Webpage-based navigation
Streamy Tech	✗	✓	✗	3D / open world environment
Swapcard	✗	✓	✗	Webpage-based navigation
Swoogo	✗	✓	✓	Webpage-based navigation
Team Days Virtual	✗	✓	✗	-
Threshold 360	✓	✗	✗	Webpage-based navigation
Trivy	✗	✗	✓	Webpage-based navigation
ubivents	✗	✓	✗	2D environment / view from above
UgoVirtual	✗	✓	✓	2D environment / view from above
V-Tour	✗	✗	✓	3D / open world environment
Venu	✗	✓	✗	3D / open world environment
Virtual Attendee Hub	✗	✓	✓	Webpage-based navigation
VirtualPoint Eventee	✗	✓	✓	Webpage-based navigation
VirtuOz	✗	✓	✓	2D environment / view from above
VTix(tm) Virtual Ticketing	✗	✓	✗	Webpage-based navigation

# CONTENT

ND = Not Disclosed

SPONSORED

	ON-DEMAND CONTENT LIBRARY	SOCIAL SHARING	WATCH LATER PLAYLISTS	PERSONALIZED AGENDA	STICKY POP-OUT MAINSTAGE VIEWER	AUDIO-ONLY FEATURES	SMART CONTENT HIGHLIGHTS
<b>Hubb</b>							
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✗	✗	✓
<b>Aventri</b>							
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓
<b>ConnexMe (by Evenium)</b>							
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓
<b>MeetingPlay Virtual</b>							
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓
<b>Socio</b>							
<b>BOOK A DEMO</b>	✓	✗	✗	✓	✓	✗	✗
<b>Boomset by Hopin</b>							
<b>BOOK A DEMO</b>	✓	✗	✗	✓	✓	✗	✗
<b>Hubilo</b>							
<b>BOOK A DEMO</b>	✓	✗	✓	✓	✓	✗	✗
<b>Conference Compass</b>							
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✗

	ON-DEMAND CONTENT LIBRARY	SOCIAL SHARING	WATCH LATER PLAYLISTS	PERSONALIZED AGENDA	STICKY POP-OUT MAINSTAGE VIEWER	AUDIO-ONLY FEATURES	SMART CONTENT HIGHLIGHTS
Accelevants	✓	✗	✗	✓	✓	✗	✗
Agorify AB	✓	✗	✗	✗	✗	✗	✗
Airfair	✓	✗	✓	✓	✓	✗	✓
Airmeet	✓	✗	✗	✓	✗	✓	✗
Allseated exVo	✓	✗	✗	✗	✗	✗	✗
AMI Presents EventsAIR	✓	✓	✗	✓	✓	✓	✓
Angage.live	✗	✗	✗	✗	✓	✗	✓
ANTILLEA VR WORLD	✗	✓	✗	✗	✗	✗	✓
Arena by Hire Space	✓	✗	✓	✗	✗	✓	✗
Attendease	✓	✗	✗	✓	✗	✗	✗
Attendify	✓	✓	✓	✓	✓	✓	✓
Authentic	✓	✗	✗	✗	✗	✗	✗
Azavista Engagement App	✓	✓	✗	✓	✗	✓	✗
Balloon	✗	✗	✗	✗	✓	✗	✗
Bizzyou	✗	✗	✗	✓	✗	✗	✓
Bramble	✓	✓	✓	✗	✓	✓	✗
Brella	✗	✗	✓	✓	✓	✗	✗
Cadence	✓	✓	✓	✓	✓	✓	✓
Canapii	✓	✗	✓	✓	✗	✗	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓	✓
Communique Conferencing	✓	✓	✓	✓	✗	✗	✓
ConBop	✓	✓	✗	✓	✗	✗	✗
Conferize	✓	✗	✓	✓	✓	✗	✓
Connect Space	✓	✓	✓	✗	✓	✗	✓
Conventus	✓	✓	✓	✓	✓	✗	✓
Converve Platform	✓	✓	✓	✓	✓	✗	✗
eAttend Global	✓	✗	✓	✓	✗	✗	✗
eEvent.ly	✓	✗	✓	✓	✗	✗	✗
eMeeting	✓	✓	✓	✗	✓	✗	✗
EMEX	✓	✗	✗	✓	✗	✗	✗
Engamio	✗	✗	✗	✗	✗	✗	✗
ERVirtual Event Platform	✓	✗	✓	✓	✓	✗	✗
Event Builder by VenuIQ	✓	✓	✓	✓	✓	✗	✓
eventcore	✓	✓	✗	✓	✗	✗	✗
Eventdrive	✗	✗	✗	✓	✗	✗	✗
EventHub	✓	✓	✗	✗	✗	✗	✗
Eventible	✓	✗	✗	✗	✗	✗	✗
Eventicious	✓	✗	✗	✓	✓	✓	✗
EVENTLEAF	✓	✓	✗	✓	✗	✗	✗
EventMobi	✓	✓	✓	✓	✓	✗	✗
EventsCase	✓	✓	✗	✓	✗	✗	✓
Eventsential	✓	✓	✓	✓	✓	✓	✓
Eventsforce VCD	✓	✗	✓	✓	✓	✗	✓
Ex Ordo	✓	✗	✗	✗	✓	✗	✗
Expo-wizard	✗	✗	✓	✗	✗	✗	✗
ExpoPlatform	✓	✓	✓	✓	✓	✗	✓
Ferial-e	✓	✓	✗	✓	✓	✗	✗

	ON-DEMAND CONTENT LIBRARY	SOCIAL SHARING	WATCH LATER PLAYLISTS	PERSONALIZED AGENDA	STICKY POP-OUT MAINSTAGE VIEWER	AUDIO-ONLY FEATURES	SMART CONTENT HIGHLIGHTS
Forj	✓	✗	✓	✗	✗	✓	✗
Glisser	✓	✗	✓	✗	✗	✗	✗
golifo	✗	✓	✗	✗	✗	✗	✗
Grenadine Event Software	✗	✗	✗	✓	✗	✗	✗
Grip	✓	✗	✓	✓	✓	✗	✓
GrupMeet Virtual	✓	✗	✗	✗	✗	✗	✗
Guidebook	✓	✓	✓	✓	✓	✗	✗
Unify	✓	✓	✓	✓	✓	✓	✓
InEvent	✓	✗	✗	✓	✗	✗	✗
InSite Events™	✓	✗	✓	✓	✓	✗	✗
Jublia	✓	✗	✓	✓	✗	✗	✓
JUNO	✓	✓	✓	✓	✓	✓	✓
Kosmos Brasil	✓	✓	✗	✓	✓	✗	✓
Let's Get Digital	✓	✗	✓	✓	✗	✗	✓
MeetingHand	✗	✓	✓	✓	✓	✗	✗
MeetMatch	✗	✗	✗	✗	✗	✗	✗
MootUp	✓	✓	✓	✗	✓	✓	✓
MorEvents	✗	✗	✗	✗	✗	✗	✗
PheedLoop	✓	✓	✗	✓	✓	✓	✓
Pigeonhole Live	✗	✗	✗	✗	✗	✗	✗
PixiWeb	✗	✗	✗	✗	✗	✗	✗
PodioBox	✓	✓	✓	✗	✓	✓	✗
RegisterONE Event Solutions	✓	✓	✗	✓	✗	✗	✗
RSV Streaming Services	✗	✓	✓	✓	✗	✗	✗
Sched	✗	✓	✓	✓	✗	✗	✗
SCOOCS (formerly iChair)	✓	✗	✓	✓	✗	✗	✗
Shindig Virtual Event Platform	✗	✓	✗	✗	✗	✓	✗
Shocklogic	✓	✓	✓	✓	✗	✓	✓
Shoflo Studio	✗	✓	✓	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✗	✗	✗	✗	✗	✗	✗
SocialPoint Virtual Trivia	✗	✗	✗	✗	✗	✗	✗
SpotMe	✓	✓	✓	✓	✓	✗	✓
Streampoint LIVE	✓	✓	✓	✓	✗	✗	✗
Streamy Tech	✗	✓	✗	✗	✗	✗	✗
Swapcard	✓	✗	✓	✓	✓	✓	✓
Swoogo	✓	✓	✓	✓	✓	✗	✗
Team Days Virtual	✗	✗	✗	✗	✗	✗	✗
Threshold 360	✓	✓	✓	✗	✗	✗	✗
Trivvy	✓	✓	✓	✓	✗	✗	✗
ubivents	✓	✓	✓	✓	✓	✓	✗
UgoVirtual	✓	✓	✓	✓	✓	✗	✓
V-Tour	✓	✓	✗	✗	✗	✗	✗
Venu	✗	✗	✗	✓	✓	✗	✗
Virtual Attendee Hub	✓	✗	✗	✓	✗	✗	✓
VirtualPoint Eventee	✓	✓	✓	✗	✓	✓	✓
VirtuOz	✓	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✗	✗	✗	✗	✗	✗	✗

# ENGAGEMENT

ND = Not Disclosed

SPONSORED

	GAMIFICATION	LIVE POLLS	Q&A TOOLS AND FEATURES	LIVE CHAT	SURVEYS	SOCIAL MEDIA INTEGRATION (SOCIAL WALL)	AUDIENCE REACTIONS AND EMOJIS	ACTIVITY FEED	CHAT MODERATION
<b>Hubb</b>									
<a href="#">BOOK A DEMO</a>	✓	✗	✓	✓	✓	✓	✓	✓	✗
<b>Aventri</b>									
<a href="#">BOOK A DEMO</a>	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>ConnexMe (by Evenium)</b>									
<a href="#">BOOK A DEMO</a>	✗	✓	✓	✓	✓	✓	✓	✓	✓
<b>MeetingPlay Virtual</b>									
<a href="#">BOOK A DEMO</a>	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>Socio</b>									
<a href="#">BOOK A DEMO</a>	✓	✓	✓	✓	✓	✗	✓	✓	✓
<b>Boomset by Hopin</b>									
<a href="#">BOOK A DEMO</a>	✓	✓	✓	✓	✗	✗	✓	✗	✓
<b>Hubilo</b>									
<a href="#">BOOK A DEMO</a>	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>Conference Compass</b>									
<a href="#">BOOK A DEMO</a>	✓	✓	✓	✓	✓	✓	✓	✓	✓

	GAMIFICATION	LIVE POLLS	Q&A TOOLS AND FEATURES	LIVE CHAT	SURVEYS	SOCIAL MEDIA INTEGRATION (SOCIAL WALL)	AUDIENCE REACTIONS AND EMOJIS	ACTIVITY FEED	CHAT MODERATION
Accelevents	✓	✓	✓	✓	✗	✓	✓	✓	✓
Agorify AB	✗	✗	✓	✓	✗	✗	✗	✗	✓
Airfair	✗	✗	✓	✓	✗	✗	✗	✗	✗
Airmeet	✗	✓	✓	✓	✗	✗	✓	✓	✓
Allseated exVo	✓	✗	✓	✓	✗	✗	✓	✓	✓
AMI Presents EventsAIR	✓	✓	✓	✓	✓	✗	✓	✗	✓
Angage.live	✓	✓	✓	✗	✓	✗	✓	✓	✓
ANTILLEA VR WORLD	✗	✗	✗	✓	✓	✗	✗	✗	✓
Arena by Hire Space	✗	✓	✓	✓	✗	✗	✓	✗	✓
Attendease	✗	✗	✓	✓	✓	✗	✗	✗	✗
Attendify	✓	✓	✓	✓	✓	✓	✓	✓	✓
Authentic	✗	✗	✗	✓	✗	✗	✗	✓	✓
Azavista Engagement App	✗	✓	✓	✓	✓	✓	✓	✓	✗
Balloon	✓	✓	✓	✓	✓	✗	✗	✗	✓
Bizzyou	✗	✗	✗	✗	✗	✗	✗	✗	✗
Bramble	✓	✗	✓	✓	✗	✗	✗	✗	✗
Brella	✗	✓	✓	✓	✓	✗	✓	✗	✓
Cadence	✓	✓	✓	✓	✓	✓	✓	✓	✓
Canapii	✓	✓	✓	✓	✓	✓	✓	✓	✗
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓	✗	✓	✓
Communique Conferencing	✓	✓	✓	✓	✓	✓	✓	✓	✓
ConBop	✓	✓	✓	✓	✓	✓	✓	✓	✗
Conferize	✓	✓	✓	✗	✓	✗	✗	✓	✓
Connect Space	✗	✓	✓	✓	✓	✓	✓	✓	✓
Conventus	✓	✓	✓	✓	✓	✗	✗	✗	✓
Converve Platform	✗	✓	✓	✓	✓	✓	✗	✗	✓
eAttend Global	✓	✓	✓	✓	✓	✓	✓	✗	✓
elevelt.ly	✓	✓	✓	✓	✗	✓	✗	✗	✗
eMeeting	✓	✓	✓	✓	✓	✓	✗	✗	✗
EMEX	✓	✓	✓	✓	✗	✗	✓	✗	✗
Engamio	✓	✗	✗	✗	✗	✗	✗	✗	✗
ERVirtual Event Platform	✓	✓	✓	✓	✓	✗	✗	✗	✗
Event Builder by VenuIQ	✗	✓	✓	✓	✓	✓	✓	✓	✓
eventcore	✗	✓	✓	✓	✓	✗	✗	✗	✓
Eventdrive	✗	✓	✓	✓	✓	✓	✓	✓	✓
EventHub	✓	✗	✗	✓	✗	✗	✗	✓	✓
Eventible	✗	✗	✗	✗	✓	✗	✗	✗	✗
Eventicious	✓	✓	✓	✓	✓	✗	✗	✓	✓
EVENTLEAF	✗	✓	✓	✗	✓	✓	✗	✗	✗
EventMobi	✓	✓	✓	✓	✓	✓	✓	✓	✓
EventsCase	✓	✓	✓	✓	✓	✓	✗	✗	✗
Eventsential	✓	✓	✓	✓	✓	✓	✓	✓	✗
Eventsforce VCD	✗	✓	✓	✗	✓	✓	✗	✓	✓
Ex Ordo	✗	✓	✓	✓	✗	✗	✓	✗	✓
Expo-wizard	✗	✓	✓	✓	✓	✗	✗	✗	✓
ExpoPlatform	✗	✓	✓	✓	✓	✓	✓	✓	✓
Ferial-e	✗	✓	✓	✓	✓	✗	✗	✗	✓

	GAMIFICATION	LIVE POLLS	Q&A TOOLS AND FEATURES	LIVE CHAT	SURVEYS	SOCIAL MEDIA INTEGRATION (SOCIAL WALL)	AUDIENCE REACTIONS AND EMOJIS	ACTIVITY FEED	CHAT MODERATION
Forj	✓	✓	✓	✓	✓	✓	✓	✗	✓
Glisser	✓	✓	✓	✓	✓	✓	✓	✓	✓
golifo	✗	✗	✗	✗	✗	✗	✗	✗	✓
Grenadine Event Software	✗	✗	✓	✓	✓	✗	✗	✗	✓
Grip	✗	✓	✓	✓	✗	✗	✓	✗	✓
GrupMeet Virtual	✗	✓	✓	✓	✓	✗	✓	✓	✓
Guidebook	✓	✓	✗	✓	✗	✗	✗	✗	✗
Unify	✓	✓	✓	✓	✓	✓	✗	✗	✓
InEvent	✗	✓	✓	✓	✓	✓	✓	✓	✓
InSite Events™	✓	✓	✓	✓	✓	✗	✗	✗	✓
Jublia	✓	✓	✓	✓	✓	✗	✗	✗	✗
JUNO	✓	✓	✓	✓	✓	✓	✓	✓	✓
Kosmos Brasil	✓	✗	✗	✓	✓	✗	✗	✗	✓
Let's Get Digital	✗	✓	✓	✓	✓	✗	✓	✓	✓
MeetingHand	✗	✓	✓	✓	✗	✗	✗	✗	✗
MeetMatch	✗	✗	✗	✗	✗	✗	✗	✗	✗
MootUp	✓	✓	✓	✓	✓	✓	✓	✓	✓
MorEvents	✓	✓	✓	✓	✓	✓	✓	✓	✗
PheedLoop	✓	✓	✓	✓	✓	✓	✓	✓	✓
Pigeonhole Live	✓	✓	✓	✓	✓	✓	✓	✗	✓
PixiWeb	✗	✗	✗	✗	✗	✗	✗	✗	✗
PodioBox	✗	✓	✓	✓	✓	✓	✗	✗	✗
RegisterONE Event Solutions	✓	✗	✓	✓	✓	✓	✗	✓	✓
RSV Streaming Services	✗	✓	✓	✓	✓	✗	✗	✗	✓
Sched	✗	✗	✗	✗	✓	✓	✗	✗	✗
SCOOCs (formerly iChair)	✓	✓	✓	✓	✗	✓	✓	✓	✓
Shindig Virtual Event Platform	✗	✓	✓	✓	✓	✓	✗	✗	✗
ShockLogic	✓	✓	✓	✓	✓	✓	✓	✓	✓
Shofto Studio	✗	✗	✓	✓	✗	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✓	✗	✗	✗	✗	✗	✗	✗	✗
SocialPoint Virtual Trivia	✓	✗	✗	✗	✗	✗	✗	✗	✗
SpotMe	✓	✓	✓	✓	✓	✓	✓	✓	✓
Streampoint LIVE	✓	✗	✓	✓	✓	✓	✗	✗	✓
Streamy Tech	✓	✓	✓	✓	✓	✓	✓	✓	✓
Swapcard	✗	✓	✓	✓	✓	✗	✗	✗	✓
Swoogo	✗	✗	✗	✓	✗	✗	✗	✗	✓
Team Days Virtual	✗	✗	✗	✗	✗	✗	✗	✗	✗
Threshold 360	✗	✗	✗	✗	✗	✗	✗	✗	✗
Trivvy	✗	✗	✗	✓	✗	✗	✗	✗	✗
ubivents	✓	✓	✓	✓	✓	✓	✓	✓	✓
UgoVirtual	✓	✓	✓	✓	✓	✓	✗	✗	✓
V-Tour	✓	✓	✓	✓	✓	✓	✓	✗	✓
Venu	✓	✗	✗	✗	✗	✗	✗	✗	✗
Virtual Attendee Hub	✓	✓	✓	✓	✓	✗	✓	✗	✓
VirtualPoint Eventee	✓	✓	✓	✓	✓	✓	✓	✓	✓
VirtuOz	✓	✓	✓	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✗	✗	✗	✗	✓	✗	✗	✗	✗

# NETWORKING

ND = Not Disclosed

SPONSORED

	ATTENDEE PROFILES	MATCHMAKING: SMART RECOMMENDATIONS	MATCHMAKING: TICKET CATEGORIES	PRIVATE ATTENDEE CHAT	GROUP CHAT	GROUP CHAT MODERATION	1-ON-1 MEETING SCHEDULING	PRIVATE VIDEO CHAT	GROUP OR 1-ON-1 SESSION CHAT	RECEPTION AREA	ATTENDEE-LIMITED NETWORKING SPACES
<b>Hubb</b>											
<b>BOOK A DEMO</b>	✓	✗	✗	✓	✓	✗	✓	✗	✓	✗	✓
<b>Aventri</b>											
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>ConnexMe (by Evenium)</b>											
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>MeetingPlay Virtual</b>											
<b>BOOK A DEMO</b>	✓	✗	✗	✓	✓	✓	✓	✗	✓	✗	✗
<b>Socio</b>											
<b>BOOK A DEMO</b>	✓	✗	✗	✓	✓	✗	✓	✗	✗	✗	✓
<b>Boomset by Hopin</b>											
<b>BOOK A DEMO</b>	✓	✗	✓	✓	✗	✗	✓	✓	✓	✓	✓
<b>Hubilo</b>											
<b>BOOK A DEMO</b>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>Conference Compass</b>											
<b>BOOK A DEMO</b>	✓	✗	✗	✓	✓	✗	✓	✓	✓	✓	✓

	ATTENDEE PROFILES	MATCHMAKING: SMART RECOMMENDATIONS	MATCHMAKING: TICKET CATEGORIES	PRIVATE ATTENDEE CHAT	GROUP CHAT	GROUP CHAT MODERATION	1-ON-1 MEETING SCHEDULING	PRIVATE VIDEO CHAT	GROUP OR 1-ON-1 SESSION CHAT	RECEPTION AREA	ATTENDEE-LIMITED NETWORKING SPACES
Accelevents	✓	✓	✓	✓	✓	✗	✓	✓	✗	✓	✓
Agorify AB	✓	✗	✗	✓	✓	✗	✓	✓	✗	✗	✓
Airfair	✓	✓	✓	✓	✓	✗	✓	✓	✗	✗	✓
Airmeet	✓	✓	✗	✓	✓	✓	✓	✗	✗	✗	✓
Allseated exVo	✓	✗	✗	✓	✓	✓	✗	✓	✓	✓	✓
AMI Presents EventsAIR	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓
Angage.live	✓	✗	✗	✓	✓	✓	✗	✗	✗	✗	✗
ANTILLEA VR WORLD	✗	✗	✗	✓	✓	✗	✗	✗	✗	✓	✗
Arena by Hire Space	✗	✗	✗	✗	✓	✓	✗	✗	✓	✓	✗
Attendease	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Attendify	✓	✓	✗	✓	✓	✓	✗	✓	✓	✓	✓
Authentic	✓	✗	✓	✓	✓	✗	✗	✓	✗	✓	✓
Azavista Engagement App	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓
Balloon	✓	✓	✓	✓	✓	✗	✗	✓	✓	✓	✓
Bizzyou	✓	✓	✓	✓	✗	✗	✓	✓	✓	✗	✓
Bramble	✓	✗	✗	✓	✓	✗	✗	✓	✓	✓	✓
Brella	✓	✓	✓	✓	✓	✗	✓	✓	✗	✗	✓
Cadence	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Canapii	✓	✗	✓	✓	✓	✗	✓	✓	✓	✗	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Communique Conferencing	✓	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓
ConBop	✓	✗	✗	✓	✓	✗	✗	✗	✗	✗	✗
Conferize	✓	✗	✓	✗	✗	✓	✓	✗	✗	✗	✓
Connect Space	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Conventus	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Converve Platform	✓	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓
eAttend Global	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✗
eEvent.ly	✓	✗	✗	✓	✓	✗	✓	✓	✓	✓	✓
eMeeting	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓
EMEX	✓	✗	✓	✗	✗	✗	✓	✓	✗	✗	✗
Engamio	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
ERVirtual Event Platform	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓
Event Builder by VenuIQ	✓	✓	✓	✓	✓	✓	✓	✓	✓	✗	✓
eventcore	✓	✓	✓	✗	✓	✗	✓	✓	✓	✓	✓
Eventdrive	✓	✗	✗	✓	✗	✗	✓	✗	✗	✗	✓
EventHub	✗	✗	✗	✗	✓	✓	✓	✓	✓	✗	✓
Eventible	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Eventicious	✓	✗	✗	✓	✓	✓	✓	✗	✗	✗	✓
EVENTLEAF	✓	✗	✓	✓	✗	✗	✗	✗	✗	✗	✗
EventMobi	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
EventsCase	✓	✗	✓	✓	✓	✓	✓	✓	✗	✓	✓
Eventsential	✓	✓	✓	✓	✓	✓	✗	✗	✗	✓	✓
Eventsforce VCD	✓	✓	✓	✓	✗	✓	✓	✗	✗	✗	✓
Ex Ordo	✓	✗	✗	✓	✓	✓	✗	✗	✗	✗	✗
Expo-wizard	✓	✗	✓	✓	✗	✗	✓	✓	✓	✗	✓
ExpoPlatform	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Ferial-e	✓	✓	✗	✓	✗	✗	✓	✓	✓	✗	✓

	ATTENDEE PROFILES	MATCHMAKING: SMART RECOMMENDATIONS	MATCHMAKING: TICKET CATEGORIES	PRIVATE ATTENDEE CHAT	GROUP CHAT	GROUP CHAT MODERATION	1-ON-1 MEETING SCHEDULING	PRIVATE VIDEO CHAT	GROUP OR 1-ON-1 SESSION CHAT	RECEPTION AREA	ATTENDEE-LIMITED NETWORKING SPACES
Forj	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Glisser	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
golifo	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Grenadine Event Software	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Grip	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
GrupMeet Virtual	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Guidebook	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Unify	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
InEvent	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓
InSite Events™	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Jublia	✓	✓	✓	✓	✓	✗	✓	✓	✓	✓	✓
JUNO	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Kosmos Brasil	✓	✗	✗	✓	✓	✓	✗	✗	✗	✗	✗
Let's Get Digital	✓	✓	✓	✓	✓	✗	✓	✓	✓	✓	✓
MeetingHand	✓	✗	✗	✓	✓	✓	✗	✗	✗	✗	✓
MeetMatch	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
MootUp	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
MorEvents	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
PheedLoop	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Pigeonhole Live	✗	✗	✗	✗	✓	✓	✗	✗	✗	✗	✓
PixiWeb	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
PodioBox	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
RegisterONE Event Solutions	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
RSV Streaming Services	✗	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
Sched	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
SC00CS (formerly iChair)	✓	✓	✗	✓	✓	✓	✓	✓	✓	✗	✓
Shindig Virtual Event Platform	✗	✗	✗	✓	✓	✗	✗	✓	✓	✓	✓
Shocklogic	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Shoflo Studio	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
SocialPoint Virtual Trivia	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
SpotMe	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Streampoint LIVE	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
Streamy Tech	✓	✗	✓	✓	✓	✗	✓	✓	✓	✓	✓
Swapcard	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Swoogo	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
Team Days Virtual	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Threshold 360	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Trivvy	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
ubivents	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓	✓
UgoVirtual	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
V-Tour	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓	✓
Venu	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗
Virtual Attendee Hub	✓	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓
VirtualPoint Eventee	✓	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓
Virtu0z	✓	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗



# LIVE STREAMING

ND = Not Disclosed

SPONSORED

	RTMP LIVE STREAMING	MULTI-TRACK STREAMS/SESSIONS	VIDEO RECORDING & PLAYBACK: MAIN STAGE	VIDEO RECORDING & PLAYBACK: BREAKOUTS	PREVIEW ("COMING UP NEXT")	MONETIZABLE ON DEMAND TOOLS	MIXING LIVE AND PRE-RECORDED VIDEO	MAXIMUM LIVE STREAM LATENCY
<b>Hubb</b>	✓	✓	✓	✓	✗	✓	✓	< 0.5 s
<a href="#">BOOK A DEMO</a>								
<b>Aventri</b>	✓	✓	✓	✓	✓	✓	✓	< 0.5 s
<a href="#">BOOK A DEMO</a>								
<b>ConnexMe (by Evenium)</b>	✓	✓	✓	✓	✓	✓	✓	< 0.5 s
<a href="#">BOOK A DEMO</a>								
<b>MeetingPlay Virtual</b>	✓	✓	✓	✓	✓	✓	✓	10 to 20 s
<a href="#">BOOK A DEMO</a>								
<b>Socio</b>	✓	✓	✓	✓	✗	✓	✓	> 20 s
<a href="#">BOOK A DEMO</a>								
<b>Boomset by Hopin</b>	✓	✓	✓	✗	✓	✗	✓	0.5 to 2 s
<a href="#">BOOK A DEMO</a>								
<b>Hubilo</b>	✓	✓	✓	✓	✓	✗	✗	> 20 s
<a href="#">BOOK A DEMO</a>								
<b>Conference Compass</b>	✗	✓	✓	✓	✓	✓	✓	< 0.5 s
<a href="#">BOOK A DEMO</a>								

	RTMP LIVE STREAMING	MULTI-TRACK STREAMS/SESSIONS	VIDEO RECORDING & PLAYBACK: MAIN STAGE	VIDEO RECORDING & PLAYBACK: BREAKOUTS	PREVIEW ("COMING UP NEXT")	MONETIZABLE ON DEMAND TOOLS	MIXING LIVE AND PRE-RECORDED VIDEO	MAXIMUM LIVE STREAM LATENCY
Accelevents	✓	✓	✓	✓	✓	✗	✓	> 20 s
Agorify AB	✓	✓	✓	✗	✓	✓	✓	5 to 10 s
Airfair	✓	✓	✓	✓	✓	✓	✗	2 to 5 s
Airmeet	✓	✓	✓	✗	✗	✗	✗	2 to 5 s
Allseated exVo	✓	✓	✓	✓	✓	✓	✓	-
AMi Presents EventsAIR	✓	✓	✓	✓	✓	✓	✓	2 to 5 s
Angage.live	✓	✗	✓	✗	✗	✗	✗	< 0.5 s
ANTILLEA VR WORLD	✓	✗	✗	✗	✗	✗	✗	2 to 5 s
Arena by Hire Space	✓	✓	✓	✓	✓	✓	✓	0.5 to 2 s
Attendease	✗	✓	✗	✗	✗	✗	✗	0.5 to 2 s
Attendify	✓	✓	✓	✓	✗	✓	✓	-
Authentic	✗	✓	✓	✓	✓	✗	✗	2 to 5 s
Azavista Engagement App	✓	✓	✗	✗	✗	✗	✓	< 0.5 s
Balloon	✓	✓	✓	✓	✓	✗	✓	5 to 10 s
Bizzyou	✗	✓	✗	✗	✗	✗	✗	< 0.5 s
Bramble	✗	✓	✓	✓	✗	✗	✓	< 0.5 s
Brella	✗	✓	✗	✗	✗	✗	✗	-
Cadence	✓	✓	✓	✓	✓	✓	✓	0.5 to 2 s
Canapii	✓	✓	✓	✓	✗	✓	✓	0.5 to 2 s
Certain Virtual & Hybrid Events	✗	✗	✗	✗	✗	✗	✗	< 0.5 s
Communique Conferencing	✓	✓	✓	✓	✓	✓	✓	0.5 to 2 s
ConBop	✗	✓	✗	✗	✓	✓	✓	-
Conferize	✗	✓	✓	✓	✓	✓	✓	0.5 to 2 s
Connect Space	✓	✓	✓	✓	✓	✓	✓	10 to 20 s
Conventus	✓	✓	✓	✓	✗	✓	✓	2 to 5 s
Converve Platform	✓	✓	✓	✓	✓	✓	✓	0.5 to 2 s
eAttend Global	✓	✓	✓	✓	✓	✓	✓	0.5 to 2 s
elevel.ly	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
eMeeting	✓	✓	✓	✓	✓	✗	✓	5 to 10 s
EMEX	✓	✓	✓	✓	✗	✗	✓	> 20 s
Engamio	✗	✗	✗	✗	✗	✗	✗	-
ERVirtual Event Platform	✓	✓	✗	✗	✗	✗	✓	-
Event Builder by VenuIQ	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
eventcore	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
Eventdrive	✓	✓	✓	✓	✓	✗	✓	< 0.5 s
EventHub	✗	✓	✓	✓	✗	✓	✓	0.5 to 2 s
Eventible	✗	✗	✗	✗	✗	✗	✗	< 0.5 s
Eventicious	✓	✓	✓	✓	✗	✗	✓	2 to 5 s
EVENTLEAF	✗	✓	✓	✓	✗	✗	✓	< 0.5 s
EventMobi	✓	✓	✓	✓	✓	✓	✓	2 to 5 s
EventsCase	✓	✓	✓	✓	✗	✗	✗	< 0.5 s
Eventsential	✓	✓	✓	✓	✓	✓	✓	-
Eventsforce VCD	✓	✓	✗	✗	✗	✗	✓	2 to 5 s
Ex Ordo	✓	✗	✓	✗	✗	✓	✓	0.5 to 2 s
Expo-wizard	✗	✓	✓	✓	✓	✓	✓	-
ExpoPlatform	✓	✓	✓	✓	✗	✓	✓	0.5 to 2 s
Ferial-e	✓	✓	✗	✗	✗	✗	✗	0.5 to 2 s

	RTMP LIVE STREAMING	MULTI-TRACK STREAMS/SESSIONS	VIDEO RECORDING & PLAYBACK: MAIN STAGE	VIDEO RECORDING & PLAYBACK: BREAKOUTS	PREVIEW ("COMING UP NEXT")	MONETIZABLE ON DEMAND TOOLS	MIXING LIVE AND PRE-RECORDED VIDEO	MAXIMUM LIVE STREAM LATENCY
Forj	✓	✓	✓	✓	✗	✓	✓	< 0.5 s
Glisser	✓	✓	✓	✓	✗	✓	✓	5 to 10 s
golifo	✗	✗	✗	✗	✗	✗	✗	-
Grenadine Event Software	✓	✓	✓	✓	✗	✗	✗	< 0.5 s
Grip	✓	✗	✓	✗	✓	✗	✓	0.5 to 2 s
GrupMeet Virtual	✗	✗	✓	✗	✗	✗	✓	0.5 to 2 s
Guidebook	✓	✓	✗	✗	✗	✓	✓	-
Unify	✓	✓	✓	✓	✓	✓	✓	< 0.5 s
InEvent	✓	✓	✓	✓	✓	✗	✓	10 to 20 s
InSite Events™	✗	✓	✓	✗	✓	✓	✓	-
Jublia	✓	✓	✗	✗	✓	✓	✓	< 0.5 s
JUNO	✓	✓	✓	✓	✓	✓	✓	< 0.5 s
Kosmos Brasil	✓	✓	✓	✓	✗	✗	✓	2 to 5 s
Let's Get Digital	✓	✓	✗	✓	✓	✓	✓	5 to 10 s
MeetingHand	✗	✓	✓	✓	✗	✗	✓	0.5 to 2 s
MeetMatch	✗	✗	✗	✗	✗	✗	✗	-
MootUp	✓	✓	✓	✓	✓	✓	✓	< 0.5 s
MorEvents	✗	✗	✗	✗	✗	✗	✗	-
PheedLoop	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
Pigeonhole Live	✗	✗	✗	✗	✗	✗	✗	< 0.5 s
PixiWeb	✗	✗	✗	✗	✗	✗	✗	< 0.5 s
PodioBox	✓	✓	✓	✓	✗	✓	✓	< 0.5 s
RegisterONE Event Solutions	✓	✓	✓	✓	✗	✓	✓	0.5 to 2 s
RSV Streaming Services	✓	✗	✓	✗	✗	✗	✗	10 to 20 s
Sched	✗	✗	✗	✗	✗	✗	✓	-
SCOOCS (formerly iChair)	✗	✓	✓	✗	✓	✗	✓	< 0.5 s
Shindig Virtual Event Platform	✓	✓	✓	✓	✓	✗	✓	< 0.5 s
Shocklogic	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
Shoflo Studio	✓	✓	✓	✓	✗	✓	✓	5 to 10 s
SocialPoint Scavenger Hunt	✗	✗	✗	✗	✗	✗	✗	-
SocialPoint Virtual Trivia	✓	✗	✗	✗	✗	✗	✗	-
SpotMe	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
Streampoint LIVE	✓	✓	✓	✓	✓	✓	✓	5 to 10 s
Streamy Tech	✗	✗	✗	✗	✗	✗	✗	2 to 5 s
Swapcard	✗	✓	✗	✗	✓	✓	✓	< 0.5 s
Swoogo	✓	✓	✗	✗	✗	✗	✗	2 to 5 s
Team Days Virtual	✗	✗	✗	✗	✗	✗	✗	-
Threshold 360	✗	✓	✗	✗	✗	✗	✗	-
Trivvy	✓	✗	✗	✗	✗	✗	✗	0.5 to 2 s
ubivents	✓	✓	✓	✓	✓	✓	✓	0.5 to 2 s
UgoVirtual	✓	✓	✓	✓	✓	✓	✓	10 to 20 s
V-Tour	✓	✓	✓	✓	✓	✗	✓	2 to 5 s
Venu	✗	✓	✓	✓	✓	✗	✓	-
Virtual Attendee Hub	✓	✓	✓	✓	✓	✗	✓	2 to 5 s
VirtualPoint Eventee	✓	✓	✓	✓	✗	✗	✓	0.5 to 2 s
VirtuOz	✓	✓	✓	✓	✓	✓	✓	10 to 20 s
VTix(tm) Virtual Ticketing	✗	✗	✗	✗	✗	✓	✗	-

# TRADE SHOW

ND = Not Disclosed

SPONSORED

	EXHIBITOR HALL/BOOTH	ATTENDEE-TO-EXHIBITOR MESSAGING	LIVE DEMOS/VIDEO CONFERENCING	DOWNLOADABLE ASSETS	LEAD GENERATION: BOOTH INTERACTIONS AND VISITS	LEAD GENERATION: SESSION INTERACTIONS OR VISITS
<b>Hubb</b>	✓	✓	✗	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>Aventri</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>ConnexMe (by Evenium)</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>MeetingPlay Virtual</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>Socio</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>Boomset by Hopin</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>Hubilo</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						
<b>Conference Compass</b>	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>						

	EXHIBITOR HALL/BOOTH	ATTENDEE-TO-EXHIBITOR MESSAGING	LIVE DEMOS/VIDEO CONFERENCING	DOWNLOADABLE ASSETS	LEAD GENERATION: BOOTH INTERACTIONS AND VISITS	LEAD GENERATION: SESSION INTERACTIONS OR VISITS
Accelevents	✓	✓	✓	✓	✓	✗
Agorify AB	✓	✓	✓	✓	✓	✓
Airfair	✓	✓	✓	✓	✓	✓
Airmeet	✓	✓	✓	✓	✓	✓
Allseated exVo	✓	✓	✓	✓	✓	✓
AMI Presents EventsAIR	✓	✓	✓	✓	✓	✗
Angage.live	✗	✗	✗	✗	✗	✗
ANTILLEA VR WORLD	✓	✓	✗	✗	✗	✗
Arena by Hire Space	✗	✗	✗	✗	✗	✗
Attendease	✗	✓	✗	✓	✗	✗
Attendify	✓	✓	✓	✓	✓	✓
Authentic	✓	✓	✗	✓	✗	✗
Azavista Engagement App	✗	✓	✓	✓	✓	✓
Balloon	✓	✓	✓	✓	✓	✓
Bizzyou	✓	✓	✓	✗	✓	✓
Bramble	✓	✓	✓	✓	✓	✓
Brella	✓	✓	✓	✓	✓	✓
Cadence	✓	✓	✓	✓	✓	✓
Canapii	✓	✓	✓	✓	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓
Communique Conferencing	✓	✓	✓	✓	✓	✓
ConBop	✓	✓	✓	✓	✓	✓
Conferize	✗	✓	✓	✓	✓	✓
Connect Space	✓	✓	✓	✓	✓	✓
Conventus	✓	✓	✓	✓	✓	✓
Converve Platform	✗	✓	✓	✓	✓	✓
eAttend Global	✓	✓	✓	✓	✓	✓
eEvent.Ly	✓	✓	✓	✓	✓	✓
eMeeting	✓	✓	✓	✓	✓	✓
EMEX	✓	✗	✗	✓	✓	✗
Engamio	✗	✗	✗	✗	✓	✗
ERVirtual Event Platform	✓	✓	✓	✓	✓	✓
Event Builder by VenuIQ	✓	✓	✓	✓	✓	✓
eventcore	✓	✓	✓	✓	✗	✗
Eventdrive	✗	✓	✓	✓	✗	✓
EventHub	✓	✓	✓	✓	✓	✓
Eventible	✗	✗	✗	✗	✗	✗
Eventicious	✓	✓	✗	✓	✓	✗
EVENTLEAF	✗	✓	✓	✓	✓	✓
EventMobi	✓	✓	✓	✓	✓	✓
EventsCase	✓	✓	✓	✓	✓	✓
Eventsential	✓	✓	✓	✓	✓	✓
Eventsforce VCD	✓	✓	✓	✓	✓	✗
Ex Ordo	✗	✗	✗	✗	✗	✗
Expo-wizard	✓	✓	✗	✓	✓	✓
ExpoPlatform	✓	✓	✓	✓	✓	✓
Ferial-e	✓	✓	✗	✓	✓	✓

	EXHIBITOR HALL/BOOTH	ATTENDEE-TO-EXHIBITOR MESSAGING	LIVE DEMOS/VIDEO CONFERENCING	DOWNLOADABLE ASSETS	LEAD GENERATION: BOOTH INTERACTIONS AND VISITS	LEAD GENERATION: SESSION INTERACTIONS OR VISITS
Forj	✓	✓	✓	✓	✓	✓
Glisser	✓	✗	✗	✓	✓	✓
golifo	✗	✗	✗	✗	✗	✗
Grenadine Event Software	✓	✓	✗	✓	✗	✗
Grip	✓	✓	✓	✗	✓	✓
GroupMeet Virtual	✓	✓	✗	✓	✗	✗
Guidebook	✗	✗	✗	✓	✓	✓
Unify	✓	✓	✓	✓	✓	✓
InEvent	✓	✓	✓	✓	✓	✓
InSite Events™	✓	✓	✓	✓	✓	✓
Jublia	✓	✓	✓	✓	✓	✓
JUNO	✓	✓	✓	✓	✓	✓
Kosmos Brasil	✓	✓	✓	✓	✓	✓
Let's Get Digital	✓	✓	✓	✓	✓	✓
MeetingHand	✓	✓	✓	✗	✗	✓
MeetMatch	✗	✗	✗	✗	✗	✗
MootUp	✓	✓	✓	✓	✓	✓
MorEvents	✓	✓	✓	✗	✓	✓
PheedLoop	✓	✓	✓	✓	✓	✓
Pigeonhole Live	✗	✗	✗	✓	✗	✓
PixiWeb	✗	✗	✗	✓	✗	✗
PodioBox	✗	✗	✓	✓	✗	✓
RegisterONE Event Solutions	✓	✓	✓	✓	✓	✓
RSV Streaming Services	✗	✗	✗	✗	✗	✗
Sched	✓	✗	✓	✗	✗	✗
SCOCS (formerly iChair)	✓	✓	✓	✓	✓	✓
Shindig Virtual Event Platform	✓	✓	✓	✓	✓	✗
Shocklogic	✓	✓	✓	✓	✓	✓
Shoflo Studio	✗	✗	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✓	✗	✗	✗	✓	✓
SocialPoint Virtual Trivia	✗	✗	✗	✗	✗	✗
SpotMe	✓	✓	✓	✓	✓	✓
Streampoint LIVE	✓	✓	✓	✓	✓	✓
Streamy Tech	✓	✓	✓	✓	✓	✓
Swapcard	✓	✓	✓	✓	✓	✓
Swoogo	✗	✓	✓	✓	✗	✗
Team Days Virtual	✗	✗	✗	✗	✗	✗
Threshold 360	✗	✗	✓	✓	✗	✗
Trivvy	✗	✗	✗	✗	✗	✗
ubivents	✓	✓	✓	✓	✓	✓
UgoVirtual	✓	✓	✓	✓	✓	✓
V-Tour	✓	✓	✓	✓	✓	✓
Venu	✓	✓	✓	✗	✓	✓
Virtual Attendee Hub	✓	✓	✓	✓	✓	✗
VirtualPoint Eventee	✓	✓	✓	✓	✓	✓
VirtuOz	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✗	✗	✗	✓	✗	✗

# EVENT DATA AND ANALYTICS

ND = Not Disclosed

SPONSORED

	BOOTH VISITS	SESSION VIEWS	DROP-OFF RATES	CONTACTS AND CONVERSATIONS	BANNER IMPRESSIONS	BANNER CLICKS	EMAIL OPEN RATES
<b>Hubb</b>	✓	✓	✗	✓	✗	✗	✓
<b>BOOK A DEMO</b>							
<b>Aventri</b>	✓	✓	✓	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>ConnexMe (by Evenium)</b>	✗	✓	✓	✓	✗	✗	✓
<b>BOOK A DEMO</b>							
<b>MeetingPlay Virtual</b>	✓	✓	✓	✓	✓	✓	✗
<b>BOOK A DEMO</b>							
<b>Socio</b>	✓	✓	✗	✓	✓	✓	✓
<b>BOOK A DEMO</b>							
<b>Boomset by Hopin</b>	✓	✓	✗	✗	✗	✗	✓
<b>BOOK A DEMO</b>							
<b>Hubilo</b>	✓	✓	✓	✓	✓	✓	✗
<b>BOOK A DEMO</b>							
<b>Conference Compass</b>	✓	✓	✗	✗	✓	✓	✓
<b>BOOK A DEMO</b>							

	BOOTH VISITS	SESSION VIEWS	DROP-OFF RATES	CONTACTS AND CONVERSATIONS	BANNER IMPRESSIONS	BANNER CLICKS	EMAIL OPEN RATES
Accelevents	✓	✓	✗	✓	✗	✗	✗
Agorify AB	✗	✓	✗	✓	✗	✗	✗
Airfair	✓	✓	✗	✓	✓	✓	✗
Airmeet	✓	✓	✗	✓	✗	✗	✗
Allseated exVo	✓	✓	✓	✗	✓	✓	✗
AMI Presents EventsAIR	✓	✓	✓	✓	✗	✗	✓
Angage.live	✗	✓	✗	✓	✗	✗	✗
ANTILLEA VR WORLD	✓	✓	✗	✗	✗	✗	✗
Arena by Hire Space	✓	✓	✓	✓	✓	✓	✓
Attendease	✗	✓	✗	✓	✗	✗	✗
Attendify	✓	✓	✓	✓	✓	✓	✗
Authentic	✗	✓	✗	✗	✓	✗	✗
Azavista Engagement App	✗	✓	✗	✓	✓	✓	✓
Balloon	✓	✓	✗	✓	✗	✗	✗
Bizzyou	✓	✓	✓	✓	✓	✓	✗
Bramble	✗	✗	✗	✗	✗	✗	✗
Brella	✓	✓	✗	✓	✓	✓	✗
Cadence	✓	✓	✓	✓	✓	✓	✓
Canapii	✓	✓	✓	✓	✗	✗	✗
Certain Virtual & Hybrid Events	✓	✓	✓	✓	✓	✓	✗
Communique Conferencing	✓	✓	✓	✓	✗	✓	✗
ConBop	✓	✓	✗	✓	✓	✓	✗
Conferize	✗	✗	✗	✗	✗	✗	✓
Connect Space	✓	✓	✓	✓	✗	✓	✓
Conventus	✓	✓	✗	✗	✓	✓	✓
Converve Platform	✓	✓	✗	✓	✓	✓	✓
eAttend Global	✓	✓	✗	✗	✓	✓	✓
eEvent.ly	✓	✓	✓	✗	✗	✗	✗
eMeeting	✓	✓	✗	✓	✓	✓	✓
EMEX	✓	✓	✓	✗	✗	✗	✓
Engamio	✓	✗	✗	✗	✗	✓	✗
ERVirtual Event Platform	✓	✓	✗	✗	✗	✓	✓
Event Builder by VenuIQ	✓	✓	✗	✓	✗	✗	✓
eventcore	✗	✓	✓	✗	✗	✗	✓
Eventdrive	✗	✓	✓	✓	✗	✗	✓
EventHub	✓	✓	✗	✗	✗	✗	✗
Eventible	✗	✓	✗	✓	✗	✗	✗
Eventicious	✓	✓	✗	✗	✗	✓	✗
EVENTLEAF	✓	✓	✗	✗	✗	✗	✗
EventMobi	✓	✓	✓	✓	✓	✓	✓
EventsCase	✓	✓	✗	✗	✗	✗	✗
Eventsential	✓	✓	✓	✓	✓	✓	✓
Eventsforce VCD	✓	✓	✗	✓	✗	✗	✗
Ex Ordo	✗	✓	✗	✓	✗	✗	✓
Expo-wizard	✓	✓	✗	✓	✗	✗	✗
ExpoPlatform	✓	✓	✗	✓	✓	✓	✓
Ferial-e	✓	✓	✓	✓	✓	✓	✓

	BOOTH VISITS	SESSION VIEWS	DROP-OFF RATES	CONTACTS AND CONVERSATIONS	BANNER IMPRESSIONS	BANNER CLICKS	EMAIL OPEN RATES
Forj	✓	✓	✓	✓	✓	✓	✗
Glisser	✓	✓	✗	✗	✗	✗	✗
golifo	✗	✗	✗	✗	✗	✗	✗
Grenadine Event Software	✗	✓	✗	✗	✗	✗	✗
Grip	✓	✓	✓	✓	✗	✗	✓
GrupMeet Virtual	✗	✗	✗	✓	✗	✗	✗
Guidebook	✗	✓	✓	✗	✓	✓	✓
Unify	✓	✓	✓	✓	✓	✓	✓
InEvent	✓	✓	✓	✓	✗	✓	✓
InSite Events™	✗	✗	✗	✗	✗	✗	✗
Jublia	✓	✓	✓	✓	✓	✓	✓
JUNO	✓	✓	✗	✓	✓	✓	✓
Kosmos Brasil	✓	✓	✗	✗	✓	✓	✓
Let's Get Digital	✓	✓	✓	✓	✗	✗	✗
MeetingHand	✓	✗	✓	✓	✓	✓	✗
MeetMatch	✗	✗	✗	✗	✗	✗	✗
MootUp	✓	✓	✓	✓	✓	✓	✓
MorEvents	✗	✗	✗	✗	✗	✗	✗
PheedLoop	✓	✓	✗	✓	✓	✓	✓
Pigeonhole Live	✗	✓	✗	✓	✗	✗	✗
PixiWeb	✗	✗	✗	✗	✗	✗	✗
PodioBox	✗	✓	✓	✓	✗	✗	✗
RegisterONE Event Solutions	✓	✓	✗	✓	✓	✓	✗
RSV Streaming Services	✗	✗	✗	✓	✗	✗	✗
Sched	✗	✗	✗	✗	✗	✗	✗
SCOOCS (formerly iChair)	✓	✓	✓	✗	✗	✗	✗
Shindig Virtual Event Platform	✓	✓	✓	✓	✗	✗	✗
Shocklogic	✓	✓	✗	✗	✓	✓	✓
Shoflo Studio	✗	✗	✗	✗	✗	✗	✗
SocialPoint Scavenger Hunt	✓	✗	✗	✗	✗	✗	✗
SocialPoint Virtual Trivia	✗	✗	✗	✗	✗	✗	✗
SpotMe	✓	✓	✓	✓	✓	✓	✓
Streampoint LIVE	✓	✓	✓	✓	✓	✓	✓
Streamy Tech	✓	✓	✗	✗	✗	✗	✗
Swapcard	✓	✓	✗	✓	✓	✓	✓
Swoogo	✗	✓	✓	✓	✗	✗	✓
Team Days Virtual	✗	✓	✗	✗	✗	✗	✗
Threshold 360	✗	✓	✗	✗	✗	✓	✗
Trivvy	✗	✓	✗	✓	✓	✓	✗
ubivents	✓	✓	✓	✓	✓	✓	✓
UgoVirtual	✓	✓	✗	✓	✓	✓	✗
V-Tour	✓	✓	✗	✓	✓	✓	✓
Venu	✗	✓	✗	✗	✗	✗	✗
Virtual Attendee Hub	✓	✓	✓	✓	✓	✓	✓
VirtualPoint Eventee	✓	✓	✓	✓	✓	✓	✓
VirtuOz	✓	✓	✓	✓	✓	✓	✓
VTix(tm) Virtual Ticketing	✗	✓	✗	✗	✗	✗	✗

# DATA REPORTING OPTIONS

ND = Not Disclosed

SPONSORED

	ADMIN DASHBOARD	ENGAGEMENT REPORTS FOR PLANNERS	ROI REPORTS FOR STAKEHOLDERS / SPONSORS
<b>Hubb</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>Aventri</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>ConnexMe (by Evenium)</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>MeetingPlay Virtual</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>Socio</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>Boomset by Hopin</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>Hubilo</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			
<b>Conference Compass</b>	✓	✓	✓
<a href="#">BOOK A DEMO</a>			

	ADMIN DASHBOARD	ENGAGEMENT REPORTS FOR PLANNERS	ROI REPORTS FOR STAKEHOLDERS / SPONSORS
Accelevents	✓	✗	✗
Agorify AB	✓	✗	✗
Airfair	✗	✓	✓
Airmeet	✓	✓	✗
Allseated exVo	✗	✓	✓
AMI Presents EventsAIR	✓	✓	✓
Angage.live	✓	✓	✗
ANTILLEA VR WORLD	✗	✓	✓
Arena by Hire Space	✗	✗	✓
Attendease	✓	✗	✗
Attendify	✓	✓	✓
Authentic	✗	✓	✗
Azavista Engagement App	✓	✓	✓
Balloon	✓	✗	✓
Bizzyou	✗	✓	✓
Bramble	✗	✗	✗
Brella	✓	✓	✗
Cadence	✓	✓	✓
Canapii	✓	✓	✓
Certain Virtual & Hybrid Events	✓	✓	✓
Communique Conferencing	✓	✓	✗
ConBop	✓	✓	✓
Conferize	✓	✓	✗
Connect Space	✓	✓	✓
Conventus	✓	✗	✓
Converve Platform	✓	✓	✓
eAttend Global	✓	✓	✓
eEvent.ly	✓	✓	✓
eMeeting	✓	✓	✓
EMEX	✓	✗	✓
Engamio	✓	✓	✗
ERVirtual Event Platform	✗	✓	✓
Event Builder by VenuIQ	✓	✓	✓
eventcore	✓	✓	✗
Eventdrive	✓	✓	✗
EventHub	✗	✓	✓
Eventible	✓	✗	✗
Eventicious	✓	✓	✗
EVENTLEAF	✓	✓	✗
EventMobi	✓	✓	✓
EventsCase	✓	✗	✗
Eventsential	✓	✓	✓
Eventsforce VCD	✓	✗	✗
Ex Ordo	✓	✗	✗
Expo-wizard	✓	✗	✗
ExpoPlatform	✓	✓	✗
Ferial-e	✓	✓	✗

	ADMIN DASHBOARD	ENGAGEMENT REPORTS FOR PLANNERS	ROI REPORTS FOR STAKEHOLDERS / SPONSORS
Forj	✓	✓	✓
Glisser	✗	✓	✗
golifo	✗	✗	✗
Grenadine Event Software	✓	✗	✗
Grip	✓	✓	✓
GrupMeet Virtual	✓	✓	✓
Guidebook	✓	✗	✗
Unify	✓	✓	✓
InEvent	✓	✓	✗
InSite Events™	✓	✓	✓
Jublia	✓	✗	✓
JUNO	✓	✓	✗
Kosmos Brasil	✗	✓	✓
Let's Get Digital	✓	✗	✗
MeetingHand	✓	✓	✗
MeetMatch	✗	✗	✗
MootUp	✓	✓	✓
MorEvents	✗	✗	✗
PheedLoop	✓	✓	✓
Pigeonhole Live	✓	✓	✗
PixiWeb	✓	✗	✗
PodioBox	✓	✓	✗
RegisterONE Event Solutions	✓	✓	✗
RSV Streaming Services	✗	✓	✗
Sched	✗	✗	✗
SCOOCS (formerly iChair)	✓	✗	✗
Shindig Virtual Event Platform	✓	✓	✗
Shocklogic	✓	✗	✓
Shoflo Studio	✗	✗	✗
SocialPoint Scavenger Hunt	✓	✓	✗
SocialPoint Virtual Trivia	✓	✓	✗
SpotMe	✓	✓	✓
Streampoint LIVE	✓	✓	✗
Streamy Tech	✓	✗	✗
Swapcard	✓	✓	✓
Swoogo	✓	✓	✗
Team Days Virtual	✗	✗	✗
Threshold 360	✗	✓	✗
Trivvy	✗	✓	✗
ubivents	✓	✓	✓
UgoVirtual	✓	✓	✓
V-Tour	✓	✓	✓
Venu	✗	✓	✗
Virtual Attendee Hub	✓	✓	✓
VirtualPoint Eventee	✓	✓	✓
VirtuOz	✓	✗	✓
VTix(tm) Virtual Ticketing	✓	✗	✗

# GLOSSARY

## INTEGRATIONS

<b>LIVE STREAMING TOOLS OR PLATFORMS</b>	The ability to display or bring attendees to live streams from other commonly-used live streaming tools within the virtual event platform.
<b>MARKETING AUTOMATION TOOLS (E.G. HUBSPOT)</b>	The ability to manage email marketing tasks from within the virtual event platform through an integration with marketing software.
<b>MOBILE EVENT APPS</b>	The ability to share data with mobile event apps, or to facilitate smooth transitions from features or elements on the virtual event platform to those on the event app.
<b>REGISTRATION TOOLS</b>	The ability to integrate with commonly used registration tools in order to facilitate registration or ticket sales within the platform, or simply to facilitate the smooth transfer of data from the registration platform to the virtual event platform so attendees don't have to enter it twice.
<b>SALES TOOLS AND CRMS</b>	The ability to automatically send and receive data to and from Sales tools and CRMs such as Salesforce, Pipedrive or Zendesk
<b>SOCIAL MEDIA PLATFORMS FOR THE PURPOSE OF SHARING CONTENT</b>	The ability for attendees within the virtual event platform to select and share content or elements of the event on one or more social media platforms from within the event platform.
<b>SOCIAL MEDIA PLATFORMS FOR THE PURPOSE OF VIEWING A SOCIAL WALL</b>	The ability to pull shared posts, comments, or other content from social media and display it in a centralized spot within the virtual event platform.

## LIVE STREAMING

<b>MIXING LIVE AND PRE-RECORDED SESSIONS</b>	The ability to mix live presenters and prerecorded video segments into single sessions.
<b>MULTI-TRACK STREAMS/SESSIONS</b>	The ability to make multiple live streams available within the same event on the same platform simultaneously.
<b>SCHEDULE PREVIEW (COMING UP NEXT)</b>	A preview or notification advising those on the platform of the next available session.
<b>SESSION MODERATION</b>	Moderation tools that allow designated moderators or event staff to manage and curate incoming Q&A and other audience participation elements.
<b>SUPPORTS RTMPS LIVE STREAMING</b>	RTMP is a protocol used for live streaming that enables planners to stream content on third-party websites like Twitter and Facebook, and RTMPS adds a security layer to it.
<b>VIDEO ON DEMAND TOOLS (MONETIZABLE)</b>	The ability to record event content and make it available after the fact within the platform, especially behind a paywall of some sort.
<b>VIDEO RECORDING/PLAYBACK FOR BREAKOUT SESSIONS</b>	The ability to record and play back breakout sessions and content.
<b>VIDEO RECORDING/PLAYBACK FOR MAIN STAGE</b>	The ability to record and play back main stage sessions and content.



## NETWORKING

<b>1-ON-1 MEETING SCHEDULING</b>	The ability for attendees to schedule meetings with one another within the platform, either to take place on the platform or elsewhere.
<b>ATTENDEE PROFILES</b>	Profiles for each attendee displaying information like their name, position, company, etc.
<b>ATTENDEE-LIMITED CHATROOMS OR VIDEO CHATS</b>	Chatrooms, forums, video chats, or other spaces that are only accessible to attendees, generally to prevent sales agents from entering the space.
<b>ATTENDEE-TO-ATTENDEE CHAT</b>	The ability for attendees to chat with one another one-on-one within the platform.
<b>GROUP CHAT MODERATION TOOLS</b>	The ability for a designated moderator or event staff member to control group chat forums by, for example, muting members or removing messages, posts, or comments.
<b>GROUP CHAT/DISCUSSION</b>	The ability for attendees to chat within a group or in a forum within the platform.
<b>GROUP OR 1-ON-1 CHAT WITHIN SESSIONS</b>	The ability for attendees to chat within a group forum or privately with each other during a session.
<b>MATCHMAKING BASED ON TICKET CATEGORIES (E.G. SUPPLIERS WITH BUYERS)</b>	The ability for the platform to recommend networking opportunities to attendees based on what category of attendee they are, usually established during registration and based on ticket type.
<b>PRIVATE VIDEO CHAT</b>	The ability for attendees to connect with one another privately over video chat within the platform.
<b>RECEPTION AREA</b>	A designated digital space where attendees and other stakeholders can congregate and connect with one another.
<b>SMART MATCHMAKING/ RECOMMENDED CONNECTIONS</b>	The ability for the platform to recommend networking opportunities to attendees based on information they supply, either in the registration process or on their profile.

## REGISTRATION AND MARKETING

<b>BULK EMAIL MARKETING</b>	The ability to send bulk emails to a specific target list in bulk within the platform.
<b>EMAIL MARKETING AUTOMATION</b>	The ability to automate promotional and marketing emails, typically through the creation of mailing lists that you can segment in order to send targeted communication in bulk.
<b>EMAIL MARKETING AUTOMATION</b>	The ability to automate promotional and marketing emails so that items are sent automatically based on actions by the recipients or after a specified amount of time.
<b>REFERRAL PROGRAMS</b>	The ability to incentivize registrants to recommend the event to others, typically by offering a discount on their ticket price or exclusive access to something at the event.
<b>REGISTRATION</b>	The ability for attendees to sign up for the event and provide standard registration information within the virtual event platform itself.
<b>REPORTING/ANALYTICS</b>	The ability to track registration and marketing data, such as the number of people who clicked on a promotional email or the number of people who abandoned their cart before purchasing a ticket.
<b>TICKETING (PROCESSING PAYMENTS, CONTROLLING ACCESS FOR TICKET HOLDERS)</b>	The ability to sell tickets to the event, process payments, and issue tickets from within the platform.

## SPONSORSHIP

<b>ANALYTICS/REPORTING TO HELP PLANNERS DEMONSTRATE ROI/ ENGAGEMENT TO THEIR SPONSORS</b>	Data that reflects anything from the number of clicks to page views and impressions, which you can use to substantiate levels of engagement and exposure to sponsors and exhibitors.
<b>BANNERS IN HIGH TRAFFIC AREAS</b>	Static or rotating images that appear lengthwise at the top or bottom of given pages, or in between specific elements within a page, like in an exhibitor listing.
<b>LEAD RETRIEVAL / SHARING</b>	Collect and/or share contact details for attendees that take specific predefined actions such as access a sponsor's virtual booth.
<b>LIVE STREAM OVERLAYS</b>	Images that appear in the foreground of live streams.
<b>RIBBONS IN ATTENDEE OR SPEAKER LISTS</b>	A way to distinguish one or more entries from the rest, typically within a listing.
<b>SPONSOR/EXHIBITOR PROFILES</b>	Profiles for each sponsor or exhibitor, typically displaying information like their company name, description, contact information, links to any sponsored events or virtual elements, and any promos that are happening, etc.
<b>VIDEO INTERSTITIAL PRIOR TO SESSIONS</b>	A short video segment that appears before the beginning of a session.
<b>VIDEOS OR HOLDING SLIDES FOR BREAKS</b>	A short video segment or an image that appears during breaks within sessions.

## TRADE SHOW

<b>ATTENDEE-TO-EXHIBITOR MESSAGING</b>	A chat function within the platform that allows attendees and exhibitors to communicate in real time.
<b>DOWNLOADABLE ASSETS</b>	The ability for exhibitors to offer informative and other materials for attendees to download.
<b>EXHIBITOR HALL/BOOTH</b>	A dedicated space within the virtual platform for exhibitors to showcase products and connect with attendees.
<b>LEAD GENERATION AND SHARING FROM BOOTH INTERACTIONS OR VISITS</b>	The ability for exhibitors to obtain information from or about attendees who have visited their booths.
<b>LEAD GENERATION AND SHARING FROM SESSION INTERACTIONS OR VISITS</b>	The ability for exhibitors to obtain information from or about attendees who have attended their sessions or demos.
<b>LEAD RETRIEVAL TOOLS</b>	Tools that enable exhibitors to collect information from attendees that would facilitate a follow-up.
<b>LIVE DEMOS/ATTENDEE-TO-EXHIBITOR VIDEO CONFERENCING</b>	The ability for exhibitors to demo products and have face-to-face interactions over video with one or more attendees.

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