

Tuesday, December 15
2:00 - 3:15 p.m. ET

VENUE PRODUCTION AND TECHNOLOGY ROUNDTABLE

sponsored by  Microsoft

Without fans in the stands, in-venue professionals had to devise other ways to put their control rooms to use. From videoboard elements to producing fabricated crowd noise, crews had to get creative with their planning and execution. In this roundtable, directors and managers of in-game presentation discuss how content strategies and production philosophies have shifted since the return of live sports, what lessons can be learned from NFL franchises with in-stadium fans, and how remote/cloud-based technologies played a vital role while crew members were working from home.

[CONVERSATION LEADERS]

- Scott Bounds**, Microsoft, Media Cloud Architect
Justin Casserly, Las Vegas Raiders, Director, Game and Event Presentation
Chris DeRuyscher, Texas Rangers, Senior Director, Ballpark Entertainment - Productions and Promotions
Tina DiVilio, San Jose Sharks, Event Presentation Manager
Kristian Hernandez, SVG, Associate Editor and Social Media Manager
Russ Jenisch, Denver Broncos, Senior Director of Event Presentation and Production
Billy Johnson, Cincinnati Reds, Productions Manager
Aron Kennedy, San Francisco 49ers, VP, Game Day Production and Broadcast Operations
Joe Kuchie, New Jersey Devils, Senior Manager of Scoreboard and Live Production
Kristen Pugh, Kansas City Chiefs, Manager of Game and Event Entertainment
Mike Stevens, Indianapolis Colts, Operations Manager of Video Engineering

[AGENDA TOPICS]

Tech Enhancements

Despite the multi-month stagnation of live sporting events in the early months of the pandemic, a handful of professional teams made it a priority to improve the infrastructure of their respective venues. In this topic, learn the inner workings of the Las Vegas Raiders' new IP control room in Allegiant Stadium, the Cincinnati Reds' new HDR videoboard in Great American Ball Park, and the San Francisco 49ers' new 8K camera system in Levi's Stadium.

Remote Productions

Over the past few months, remote productions have become the go-to model of execution. In an attempt to navigate the harsh consequences of the pandemic, cloud-based technologies have allowed the creation of engaging content around tentpole events in the 2020 calendar. In this discussion, get an in-depth look at how the New Jersey Devils covered the virtual NHL Draft, how the Texas Rangers worked with other organizations to generate team-centric shows in the Globe Life Field bubble, and how the Indianapolis Colts are serving fans while the team is away from home.

Return of Fans

With a COVID-19 vaccine looms over the horizon, leagues are allowing select fans to return to the friendly confines of their favorite franchise. In this final conversation, hear how NFL clubs like the Kansas City Chiefs and Denver Broncos are adapting every week to new attendance levels and get a preview of how the San Jose Sharks will welcome fans back to SAP Center when the NHL gives the green light.

[THANK YOU VENUE INITIATIVE SPONSORS]



[TUESDAY TECH TOURS]

1:15 – 1:45 p.m. Infrastructure A

Encoders/Decoders; Routers/Networking/Signal Transport; Test and Measurement/Conversion Gear

EVS, IMAGINE COMMUNICATIONS, LAWO, NEVION, RIEDEL

2:00 – 2:30 p.m. Infrastructure B

Encoders/Decoders; Routers/Networking/Signal Transport; Test and Measurement/Conversion Gear

ADDER TECHNOLOGY, IHSE USA, MARKERTEK, VITEC

2:45 – 3:15 p.m. OTT/Streaming/Social Media

OTT/Streaming; Social Media Publishing Tools; Data Provider

AWS, LIMELIGHT NETWORKS, THE SWITCH, ZIXI

3:30 – 4:00 p.m. Audio

Consoles/Mixers; Intercom Systems; Microphones; Sound Systems

CALREC DIGICO, CLEAR-COM, JOSEPH ELECTRONICS, SHURE, TELOS ALLIANCE

4:15 – 4:45 p.m. Production Services

Automated Production; Crewing; Logistics; Mobile Trucks; Equipment Rentals/Reseller; Power Services; Production Services

GRAVITY MEDIA, MEDIAPRO, NEP, PROGRAM PRODUCTIONS, THE SWITCH

4:45 – 5:15 p.m. Content Management A

AI/ML; Content Security; MAM/Orchestration Systems; Storage/Archive Technology; Cloud Services

GOOGLE, LUMEN TECHNOLOGIES, MICROSOFT, SEAGATE POWERED BY TAPE ARK

5:15 – 5:45 p.m. Acquisition

Cameras/Lenses; Camera Support

CANON, FUJIFILM, GRASS VALLEY, SONY

5:45 – 6:15 p.m. Transmission Services

Contribution Services (Fiber/Satellite/IP); Hi-Speed File Transfer; RF/Wireless

AT&T, EUROVISION, IBM ASPERA, LIVEU

6:15 – 6:45 p.m. Production Tools A

Production Switchers; Replay; Graphics

BLACKMAGIC DESIGN, GRASS VALLEY, PANASONIC, ROSS VIDEO, VIZRT GROUP

6:45 – 7:15 p.m. Production Tools B

Production Switchers; Replay; Graphics

EVERTZ, EVS, NELCO MEDIA, TVU NETWORKS

7:15 – 7:45 p.m. Content Management B

AI/ML; Content Security; MAM/Orchestration Systems; Storage/Archive Technology; Cloud Services

EDITSHARE, SIGNIANT, TEDIAL, TELESTREAM, VERITONE