

REMOTE PRODUCTION WORKFLOWS

a virtual forum
MAY 12-13

Wednesday, May 12 (All times Eastern)

2:00 p.m. **WELCOMING REMARKS** presented by 
PRESENTER: Phil Myers, Lawo, CTO

2:00 – 2:15 p.m. **KEYNOTE: YES Network and the Evolution of Remote Announcer Set Ups**

Like all sports networks, YES Network worked hard to figure out how to allow its announcing teams to work from different locations but yet feel connected despite not being together in a broadcast booth. YES Network executives discuss how their remote announcing philosophy has evolved, some of the technology that makes a difference, and the future of off-tube announcing.

MODERATOR: Ken Kerschbaumer, SVG, Co-Executive Director, Editorial

PRESENTERS:

Jared Boshnack, YES Network, Senior Coordinating Producer
Mike Webb, YES Network, VP, Broadcast Operations and Engineering

2:15 – 3:00 p.m. **PERSPECTIVES IN REMOTE PRODUCTION WORKFLOWS**

presented by  

The COVID-19 pandemic accelerated a number of trends in remote production workflows and the industry now finds itself more open than ever to new ways of working. Leaders in sports production lay out current challenges, how to overcome them, and find the right mix of personnel, equipment, and connectivity to get the job done.

MODERATOR: Ken Kerschbaumer, SVG, Co-Executive Director, Editorial

PANELISTS:

Brad Cheney, Fox Sports, VP, Field Operations and Engineering
Jim Jachetta, VidOvation, EVP of Engineering and CTO
Todd Mason, Broadcast Management Group, CEO
Patty Power, CBS Sports, EVP, Operations and Engineering
Susan Stone, MLB Network, SVP, Operations and Engineering

3:00 – 3:15 p.m. **CASE STUDY: Going Virtual with the NFLPA**

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28 players presenting from 28 different locations all live and brought together virtually to support the 2021 NFL Players Association Athlete and Players Summit. Learn how the technology, communication, and a successful remote production workflow delivered five days of sessions and panel conversations with the entire production team working in the cloud while the rest of the NFLPA audience viewed the event securely online.

PRESENTERS:

Ben DeFusco, WorldStage, Senior Account Director
Tom Roland, WorldStage, Director of Engineering

3:15 – 4:00 p.m. **THE FUTURE OF REMOTE PRODUCTION TECHNOLOGY**

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It's clear that sports production professionals and technology providers will have more options than ever when it comes to getting the job done. Remote production vehicles, centralized control rooms, fly packs, cloud-based services, and even home offices will all be in play. Experts in production look ahead to the future.

MODERATOR: Jason Dachman, SVG, Chief Editor

PANELISTS:

Glenn Adamo, The Switch Production Services, Managing Director
Garron Bateman, Veritone, Senior Sales Engineer
Rich Eilers, Canon U.S.A., National Accounts Sales Director
Harry Patel, Panasonic, Engineering Manager
John Voorheis, EEG Video, Director of Sales

4:00 – 4:15 p.m. **KEYNOTE: Inside Activision Blizzard Esports' Cloud-Based Remote Workflows for Overwatch League**

After an Overwatch League season unlike any before it, Activision Blizzard Esports' Broadcast Technology Group is looking to build on the cloud-based workflows deployed in 2020 to serve online gameplay this year. An early pioneer of cloud workflows, ABE took it to the next level last year when Overwatch League shifted to online tournaments because of the pandemic and will continue to embrace the cloud even after LAN events resume. Go inside Activision Blizzard Esports' trailblazing remote workflows and how they are leveraging the cloud.

PRESENTERS:

Ryan Cole, Activision Blizzard Esports, Senior Technical Manager, Global Broadcast
Corey Smith, Activision Blizzard Esports, Director, Live Operations, Broadcast Technology Group

4:15 – 5:15 p.m. **LIVE SPEAKER Q&A AND NETWORKING ZOOM ROOM**

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