

SMART CROWD CONTROL

People counting and customer flow management with digital signage and intelligent sensors

easescreen Smart Crowd Control is a high-precision system that automatically shows "Stop" or "Go" on a display. The system counts people with a professional, GDPR-compatible stereo camera system on the ceiling as soon as they have entered or left the defined area. A single sensor can track and detect up to 200 people at the same time. With additional sensors it is possible to cover large areas and zones at an entrance or in a room. No additional servers, active PCs or video management systems are required. The sensors work with an accuracy of over 99% and are not influenced by shade or heat.

Analysis with optional available Vemcount Statistics

Vemcount is the ideal solution for evaluating data from all counting systems (e.g.: Reports, age and gender recognition, heat maps, tracking path analyses, etc.) and is available in a Hosted Cloud or Private Cloud. In Private Cloud, your data remains on your own server. One-time initial costs, updates are optionally available.

Summarized requirements:

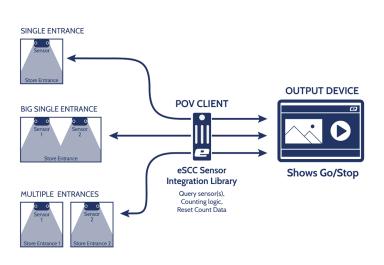
- easescreen X.20 Software license with Feature Interactive, Dynamic Data and Data Import (see software price list)
- Smart Crowd Control Sensor Integration Library
- · (easescreen) player hardware from Silver class
- easescreen Smart Crowd Control hardware (Sensors, POE Switch/-injector, mounting plate, correction buttons)

PACKAGES & SENSORS

With our easescreen Smart Crowd Control Bundle, we offer a handpicked collection of everything that is needed to start Smart Crowd Control. (excl. Digitial Signage Display). With this Bundle it is usually possible to cover a single entrance. For covering large areas or in case there is already a running Digital Signage System (Requirements) in place, it is always possible to extend the system with additional sensors and Vemcount Statistics.

easescreen SCC Bundle ES-SCC-B

Basic package: Player Silver, POV Client, Features, eSCC Sensor integration Library, Camera





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