

Small Conference Room

The majority of meetings today will include remote participants, making it essential to rethink traditional conference rooms. They need to create an inclusive experience for all participants—whether in-office or remote—at the same time ensuring the people in the room feel safe in an enclosed space.

The new **Webex Room Bar** was designed to enable all audiences to collaborate. In addition to Webex meetings, all Webex Devices let you join Google Meet, Microsoft Teams, or Zoom meetings with just the click of a button. And thanks to ultra-HD video and spatial audio, everybody can hear and see each other clearly.

People Focus works by using camera intelligence to detect people in a room, focus in on them, and create individual video streams for each. This allows a clearer view of each person, making everyone inside and outside the room feel far more connected.

People Count helps reassure people in the room about their safety. It sends an automated alert when the meeting room reaches capacity, and our systems can even tell you when the room was last cleaned. And with **Webex Assistant**, you can start your meeting, book a meeting room, extend your booking, and more—all with simple voice commands.

Now everyone in your meeting—whether in the room or remote—will always have an equal seat at the table.



Product List

WEBEX DEVICES

Webex Room Bar
Contact sales

Webex Room Navigator
\$963*

SOFTWARE/FEATURES

Webex Suite

Webex Assistant

Interop with Google/
Microsoft/Zoom Meetings

People Count

People Focus

*Price listed is Cisco Suggested Resale Price. Special promotional pricing for devices only. WebexOne attendees can purchase up to 5 total workspaces at this price (expires 7/30/22). Webex Suite customers can purchase unlimited devices at these prices. Webex Suite and other software is available to purchase separately, please contact your Partner or Cisco seller for pricing. Meraki prices shown are list prices only and are subject to trade discount and to change without notice.