Bandwidth and Access Points

In general, the Mobile Event App requires a small amount of data volume. However, if you want to perform votings with a large amount of participants simultaneously or provide larger amounts of data, such as videos, PDFs and photo galleries through the App, this has an impact on the network utilization and traffic. To the general WLAN a complementary mobile phone network may become necessary.

Clarify this with your technical partner on site

- **Bandwidth:** Defines the amount of data that can be transmitted and consumed simultaneously (figures to the right give an overview)
- **Access Points:** Wireless access points that should be available in sufficient number. The number of access points depends on the size of the venue, the number of participants and the hardware limitations of the access points.
- Please note that the maximum number of connections is limited depending on the type of access points. This means that a single access point can only allow a certain number of participants to connect to the WLAN at once.
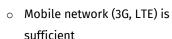
Examples of data volume

- Downloading the native App from the store = about 7 – 10 MB
- 15 PDF-presentation slides 2 MB each = 30 MB
- 2 Videos10 MB each = 20 MB

Up to 250 Participants

- Mobile network (3G, LTE) is sufficient
- For content like votings, PDFs and videos a supporting WLAN connection would be an advantage

More than 250 Participants

- Mobile network (3G, LTE) is sufficient
- WLAN support with at least 30 Mbit bandwidth when there are votings, PDFs and videos in the App

More than 400 Participants

- WLAN with bandwidth from 30 to 50 Mbit is recommended

More than 1000 Participants

- WLAN with bandwidth of at least 50 Mbit is recommended

* NB: The required number for the bandwidth depends on several factors and is therefor not the same in all cases. Kindly clarify this with your technical partner on-site, too.