# Wexer

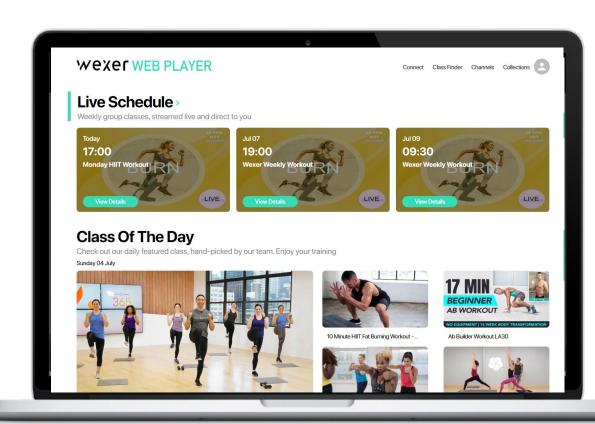
FITNESS ANYWHERE

# WEXER PARTNER PORTAL:

- Mobile Connect- Auto-publish'simulated live' events



- 1. What is Mobile Connect & when to use it
  - o Intro
  - Strategy Execution
- 2. General Guidelines
- 3. Video Guidelines
- 4. Step by step guide Mobile Connect
  - Login
  - Upload a new class
  - Class processing
  - Add class metadata
  - Publish a class
  - Edit class
- 5. Auto publish simulated live event
  - Function overview
  - Restrict class from auto-publishing
  - Full-page diagram
- 6. Support



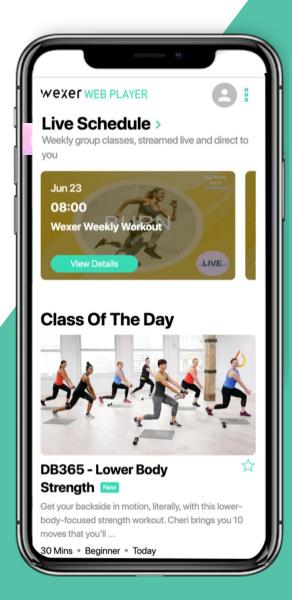


### 1. Intro to Mobile Connect:

Mobile Connect is designed as a way to upload and store your instructors videos in your Web Player class Library. It has an easy search function so your members favorite classes can easily be found!

#### A few fundamental items that will support your use of Mobile Connect:

- Integrate your clubs instructors and/or information into the main part of your web player. This will allow your members to see people they recognise and drive interest.
- Use as a tool for uploading your own classes, nutritional advice, PT workout tasters or other commercial promotions you want your members to see.
- Use your own classes for your social media marketing with the URL link sharing capabilities in your web player.
- Use when you have a new instructor joining the team, add their classes to your web player to promote their classes for both in club and digitally.
- When you make updates to your in-club timetable, add these classes to your Web Player. This will increase awareness and drive participation.



## Strategy for Execution

#### Things to keep in mind for managing Mobile Connect:

- Classes added regularly will keep bringing your members to your platform and brand. At a minimum add a new class each week, the more often you add classes the more interest it will generate with your members.
- Your classes can be used for marketing purposes.
- Work out your content delivery plan
  - o What workout types will you record?
  - What frequency will you record?
  - What background and angles will you record?

Align this with your marketing team so the promotion works in harmony with your strategy.

- Keep in mind that not all of your instructors or personal trainers have experience teaching in front of a camera
  - Provide workshops you may discover some new superstars in your club!
  - Let them do practice recordings and provide feedback in advance of the final uploads.
  - If booking a studio, aim to have all your instructors in on the same day to maximise the studio production time and costs.
  - Provide your instructor with your production schedule well in advance so they have time to plan and rehearse what they will deliver.



## 2. General Guidelines

Important! Until web-player version 3.0 is launched, any new classes uploaded via this function will be only accessible via the search function and not visible in any other section.

- Recommended browsers: Chrome, "New" Edge, Firefox
- Recommended connection speed for uploading is 10Mbps or higher
- Max 5 concurrent uploads
- Access is based on a generic email address which won't be deactivated if people leave the role/company
- There is one user available per country/site
- There is one user access role
- For password reset, please contact Wexer



## 3. Video Guidelines

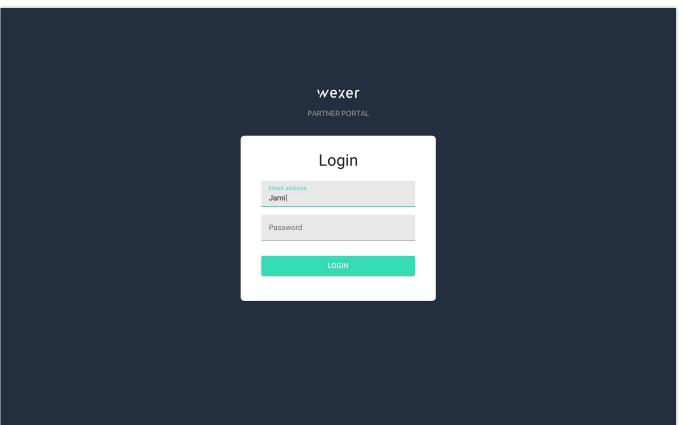
When creating your videos there are a few criteria to keep in mind:

- .mp4 file format only
- Record in landscape format
- Video duration cannot be longer than 90 minutes
- Encoded video outputs:
  - 1920x1080 @ 4500 Kbps
    - © 1000 Kbps
  - o 1280x720
- @ 3000 Kbps
- o 960x540
- @ 2000 Kbps
- o 640x360
- @ 1000 Kbps
- Encoded video audio quality is 128 Kbps
- Source video files with higher resolution, bitrate and audio bitrate will be encoded to fit the above formats



#### LOG INTO WEXER PARTNER PORTAL

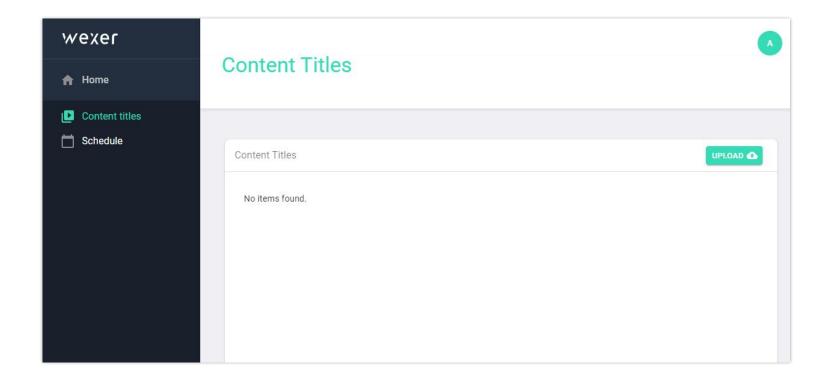
- Navigate to <u>partner.wexer.com</u>
- Login using the email address and password that has been provided
- You will land on the portal homepage





#### **UPLOAD A NEW CLASS**

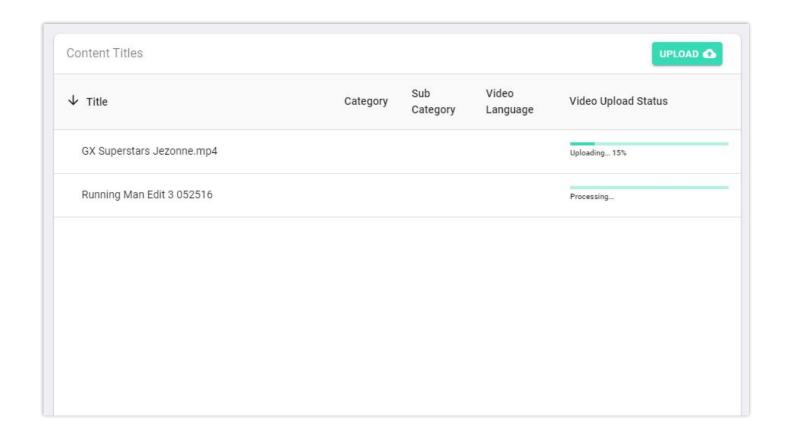
- Go to "Content titles"
- Click "Upload" to add a new class
- The file-picker will open and allow you to select a file





#### CLASS PROCESSING

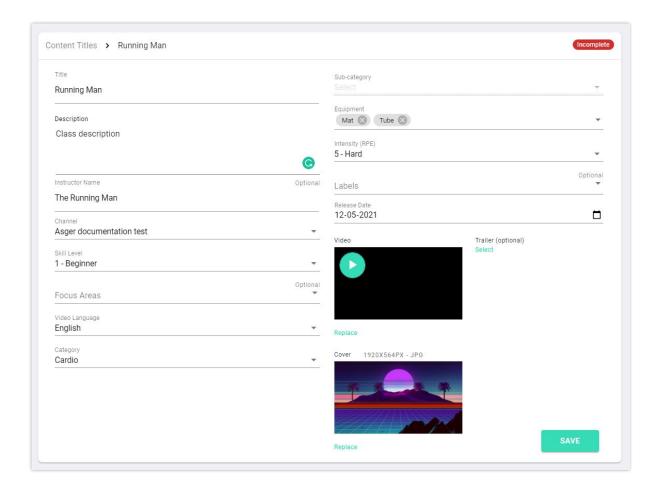
- Once the file has been selected, the upload will begin automatically and the status will be shown in percentages
- When the upload is complete, encoding/processing will commence and the status will change to "Processing..."
- When processing is complete, the status will change to "Enter details"
- Click the title to access the metadata screen





### ADD CLASS METADATA

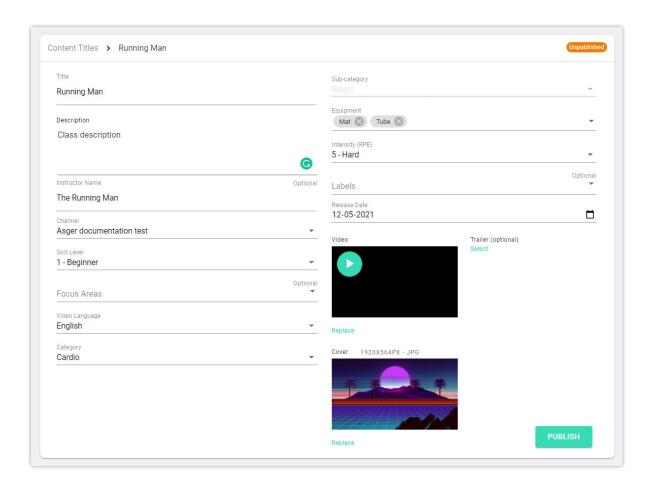
- The class will have "Incomplete" status in upper right-hand corner
- Fill out class metadata and upload a cover/thumbnail for the class
  - The size requirement is 1920x1080 and needs to be in .jpg format
- Set the class release date, which is the date when the class will be available.
- Setting this date in the future will delay the availability of the class
- Click "Save"





#### **PUBLISH CLASS**

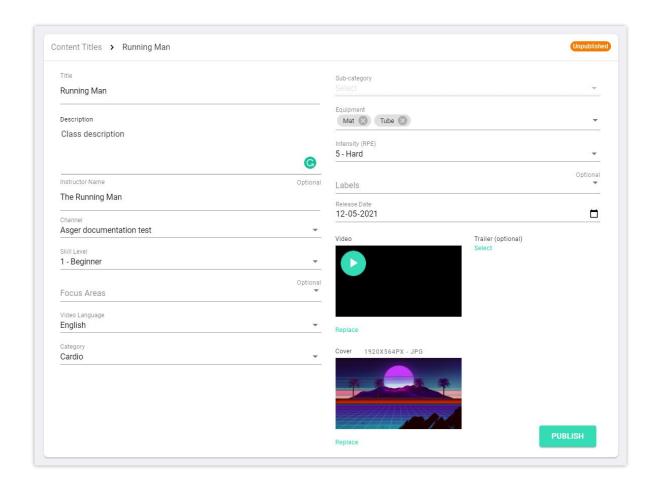
- The class will have "Unpublished" status in upper right-hand corner and "Save"-button will change to "Publish"
- It is possible to return to "Content titles" overview screen
- Click "Publish" to make class available
- Read and accept the warning





#### **EDIT CLASS**

- To edit a published class, select it from the "Content titles" overview
- The metadata can now be changed/updated as needed
- To make a class unavailable, change the "Release Date" to any date in the future
- When the changes are done, click "Publish" to save and apply the changes





## 5. Auto - Publish Simulated Live Class

- When a Simulated Live event has played, the class will "auto-publish", which means it will automatically be converted to a class available On-Demand
- The class will auto-publish after one hour.
  - The window clock starts at the event start time irrespective of how long the class is.
  - Example: an event is scheduled to begin at 6 PM and it has a duration of 50 minutes. The auto-publish window will start at 6 PM and the event would be published 6 PM the following day. The event/class cannot be edited during the event lock window. The event lock window is 4 hours and also starts at the event start time (6 PM). In this example, the event can be edited at 10 PM. From 10 PM there is a 20-hour window to edit this event.
- It is possible to restrict a class from being auto-published by following the steps outlined on the next page



## Wexer support



- Reach Wexer support on ticket.wexer.com
- Read articles on helpcenter.wexer.com

