



Participate in a Kaltura meeting experience

Quick user guide for participants



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Getting started

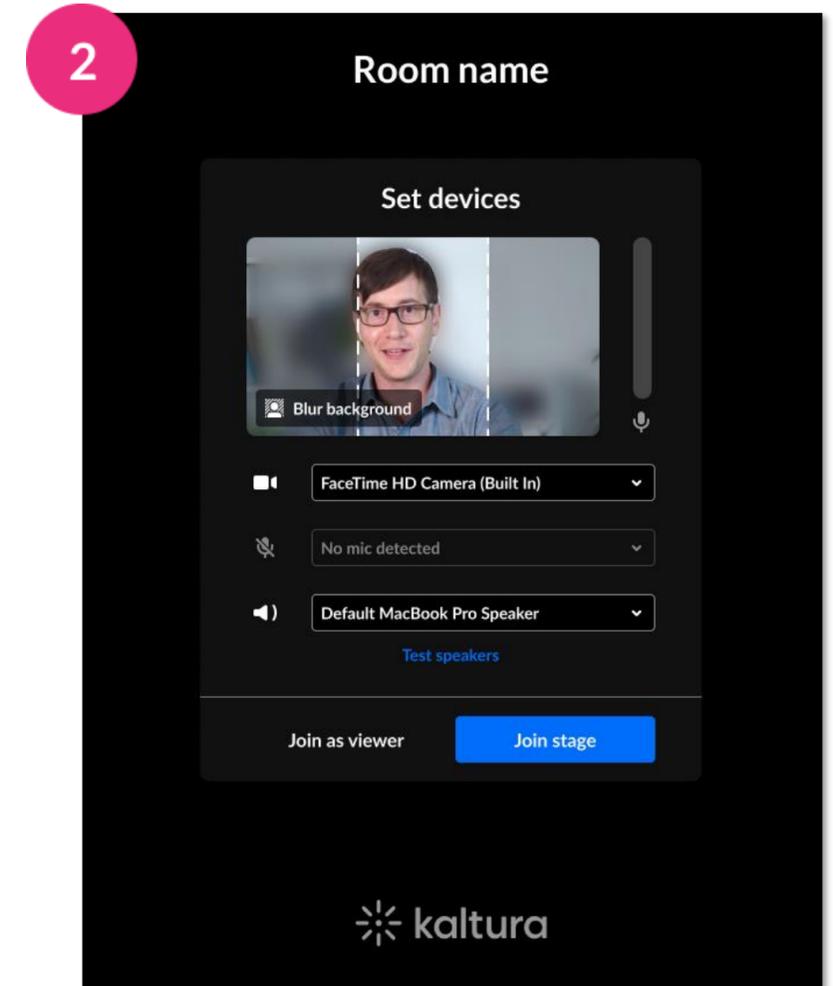
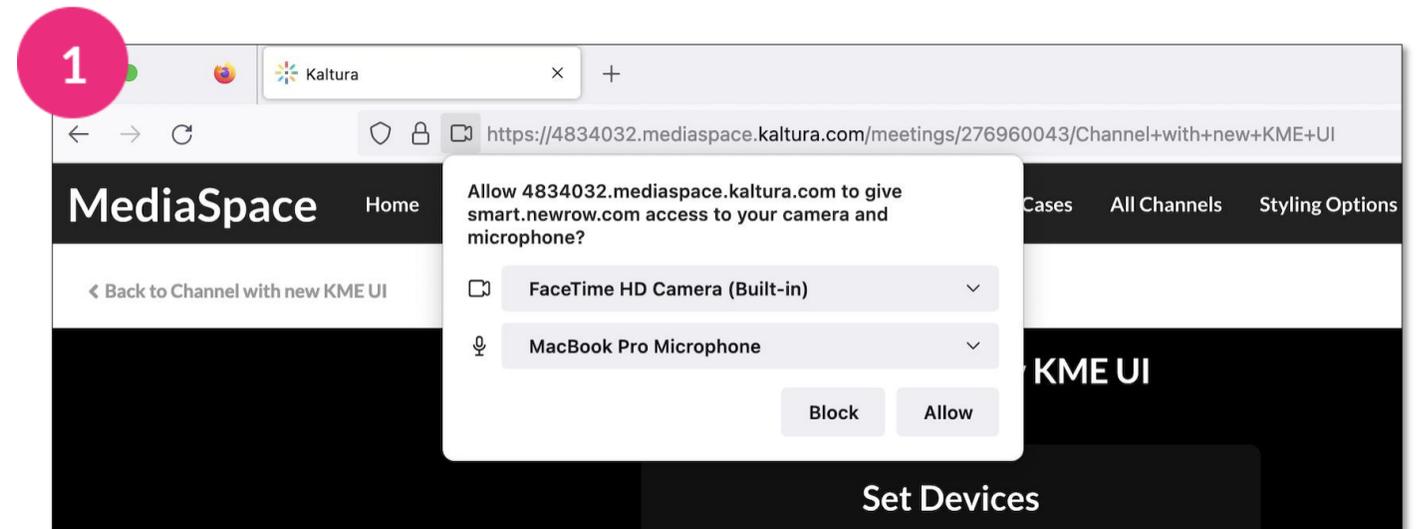
1 Set your devices

1 When you enter a room, you're prompted to set your devices. **Allow** your browser to access your devices.

2 Set your camera, microphone and speaker devices. You can blur your background too.

To do a quick test check, [click here](#).

! By default, all microphones are disabled while a video plays in the room. Microphones are re-enabled automatically when the video stops.

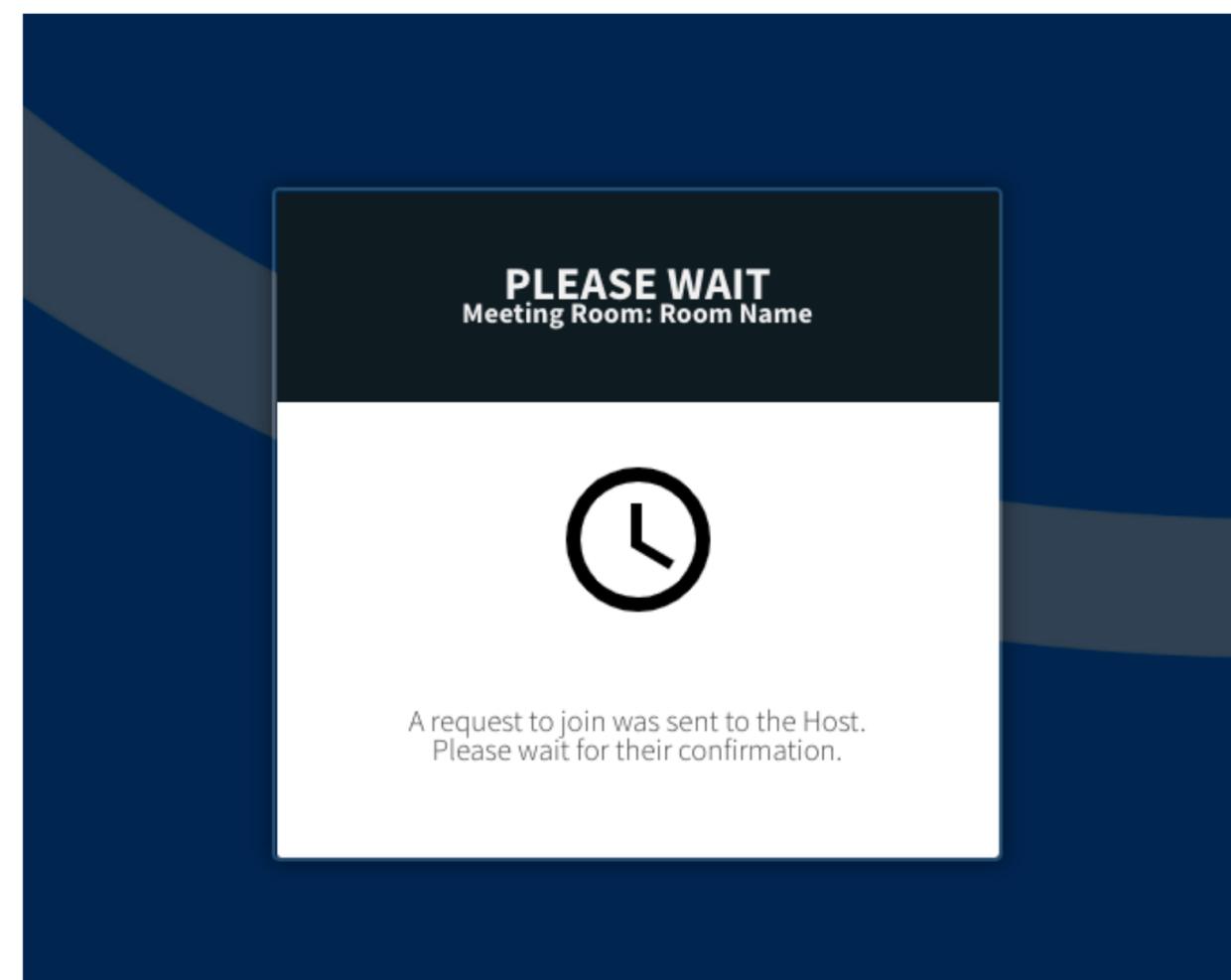


2 Waiting room

If you try to join a meeting room but it's locked, you'll be sent to a "virtual waiting room".

The moderator will receive a notification that you're in the waiting room and will admit you to the room (or decline your request to enter*).

*Users who are declined are redirected to the webpage they entered the meeting from.



3 Join the session

You can join the room either as a **viewer** or **on stage**, depending on the pre-set room mode.

1 Join as a viewer

- You can view presentations on stage (with mic and camera disabled).
- You'll appear on the Participants list.
- You can interact by raising your hand or writing in the chat.
- Depending on your permissions, you can present content.
- You can join the stage if a host invites you.

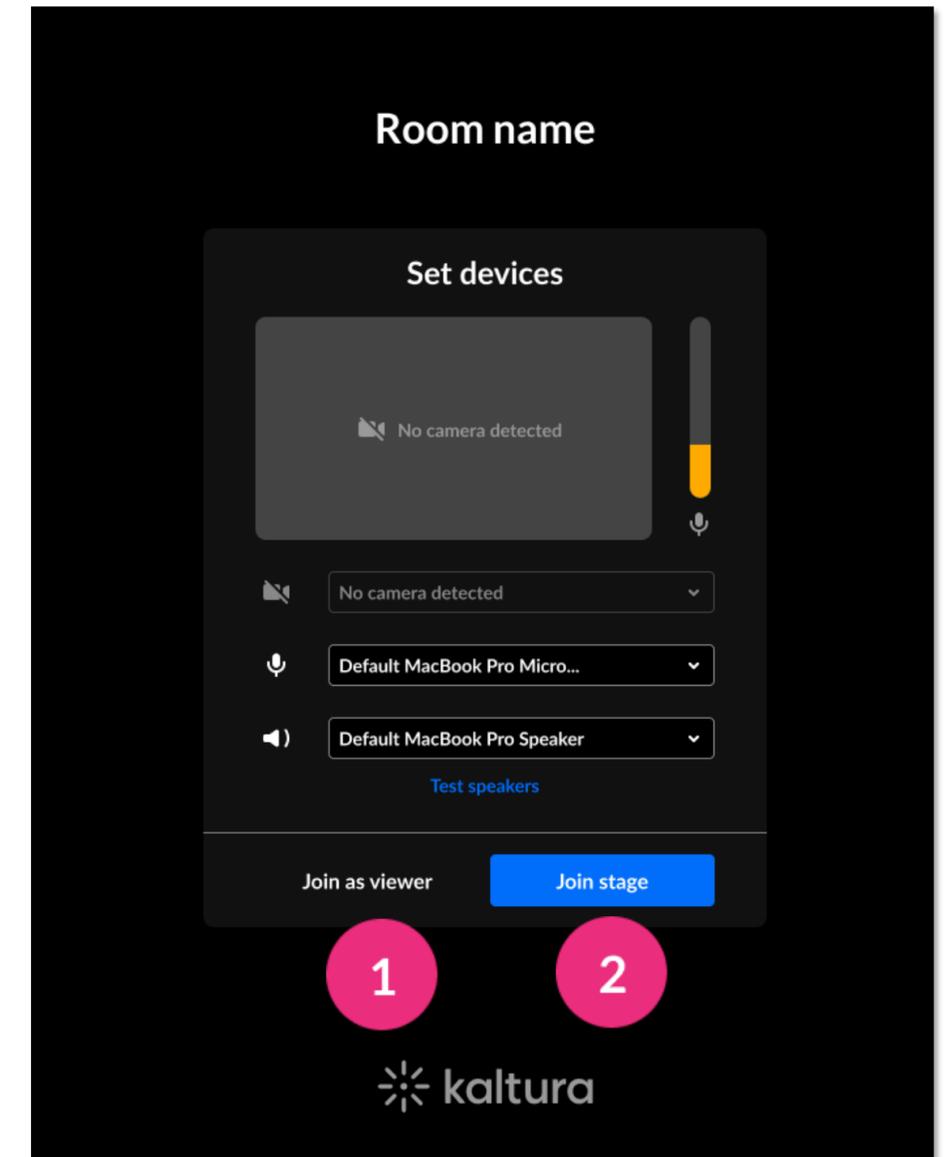
2 Join on stage

In addition to all the viewer capabilities above, you can also:

- enable your camera and mic.
- present to the others in the room.

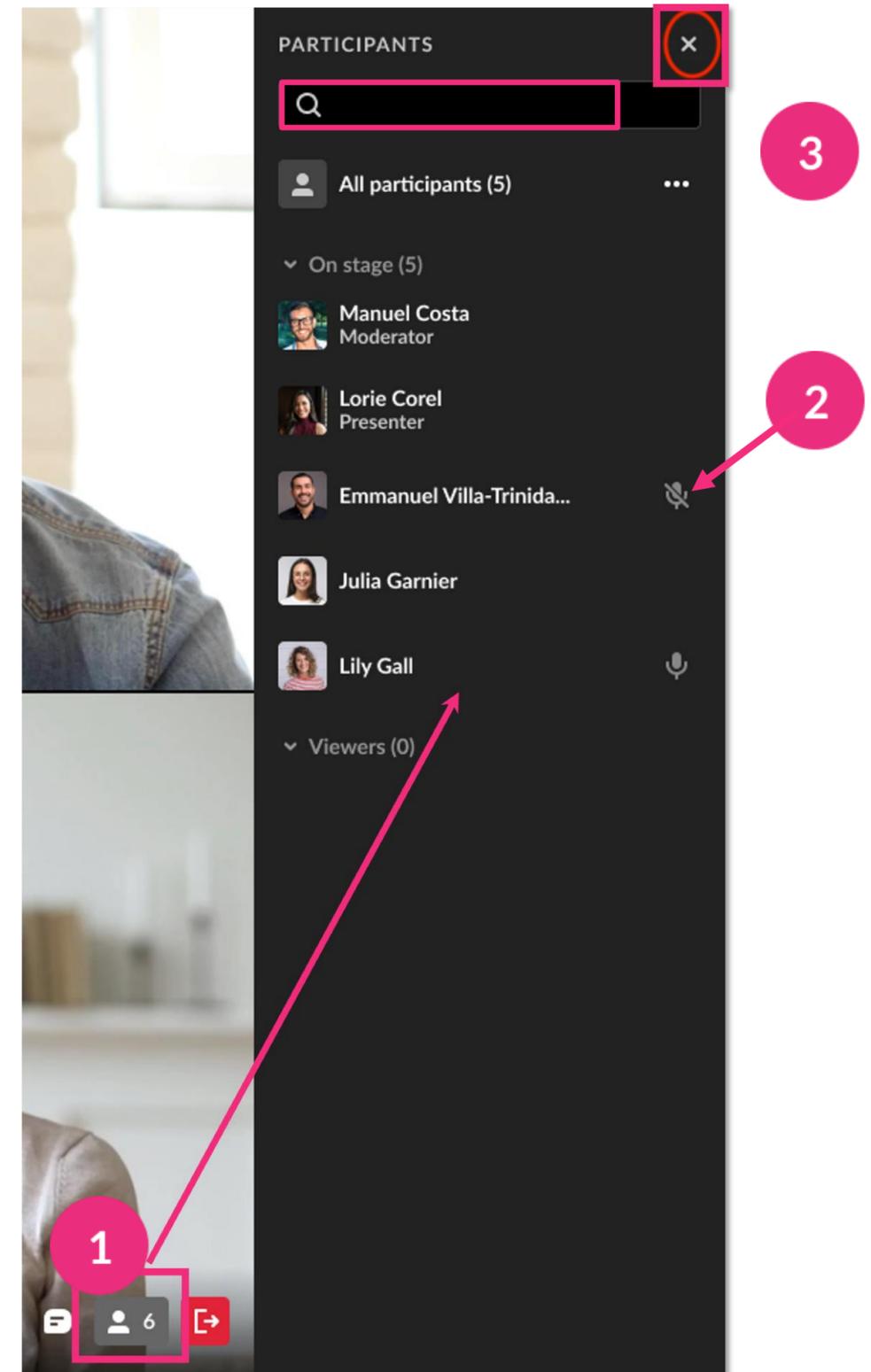


If the moderator switches modes during a session, you'll be notified, and if you're on stage at that time, you will remain on stage.



4 Participants list

- 1 Click the **user icon** on the bottom toolbar to open the Participants list. The list has the three sections: **Raised hands**, **On stage**, and **Viewers**. Each section shows the number of participants and their names.
- 2 Icons for raised hand and mic are displayed to the right of each name when relevant.
- 3 Use the **search** bar to find users.



5 Viewing control

1

The stage is the main viewing pane and consists of webcam "tiles" per user or content.

You can hover over a tile and click the:

- **Expand button** to highlight a tile as the main camera (all other tiles align above it). Click the button again to undo the highlight.
- **3 dots menu** to fit to frame a particular tile. This adjusts the display to fit entirely into the tile size.

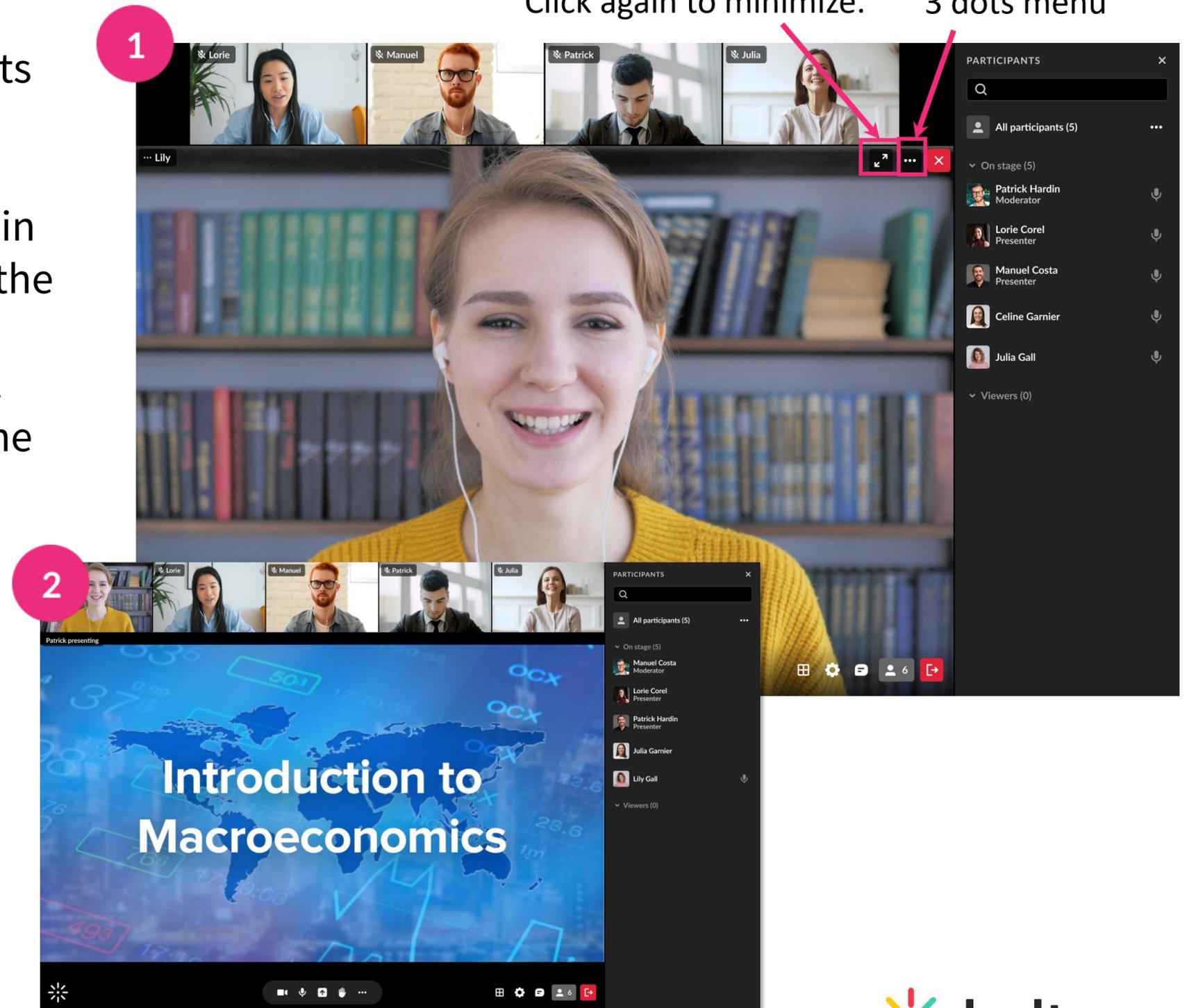
2

When content is presented, it's shown as a highlighted tile on stage.

Click to expand tile.

Click again to minimize.

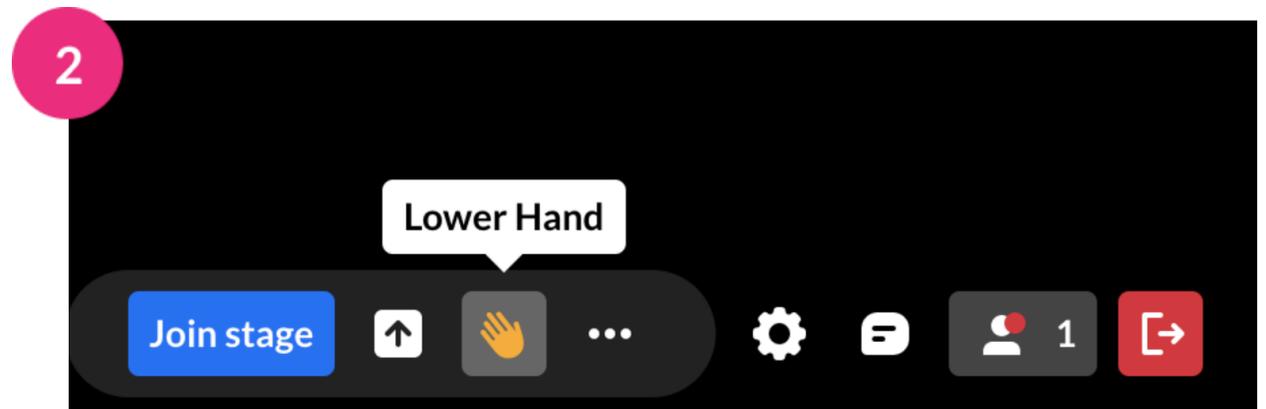
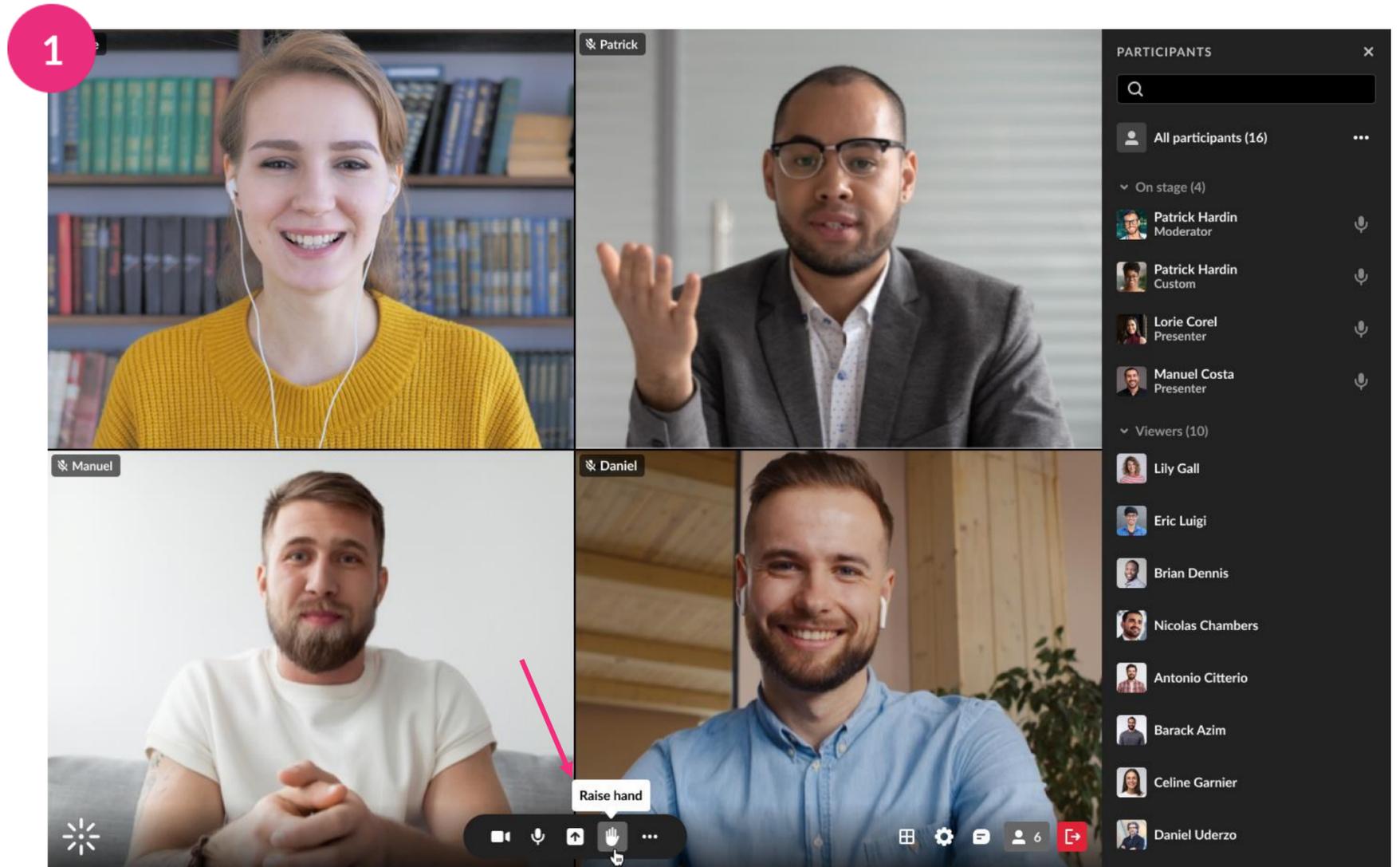
3 dots menu



During the session

6 Raise your hand

- 1 To raise your hand, click the **Raise Hand icon** on the bottom toolbar. When you raise your hand, the icon will change to yellow, and a notification will display for the moderator.
- 2 To lower your hand, click the hand icon again. Moderators can also lower your hand for you.

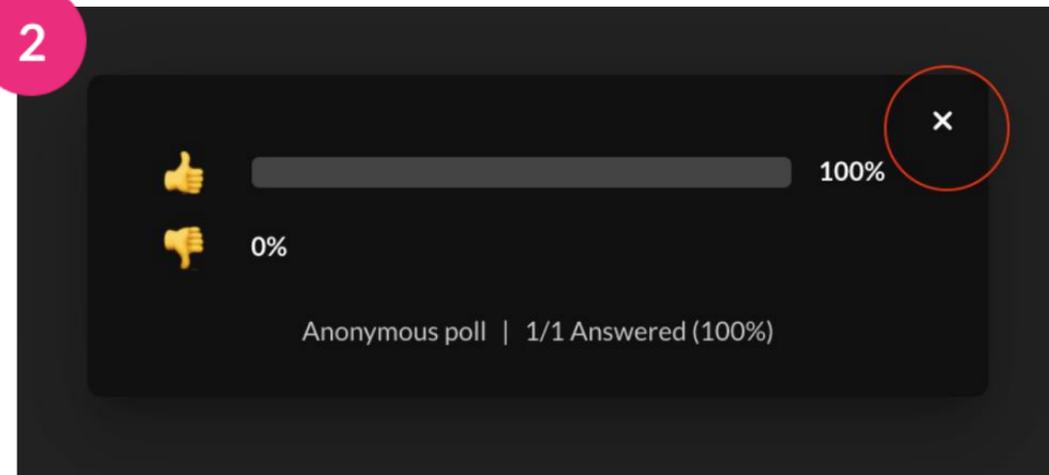
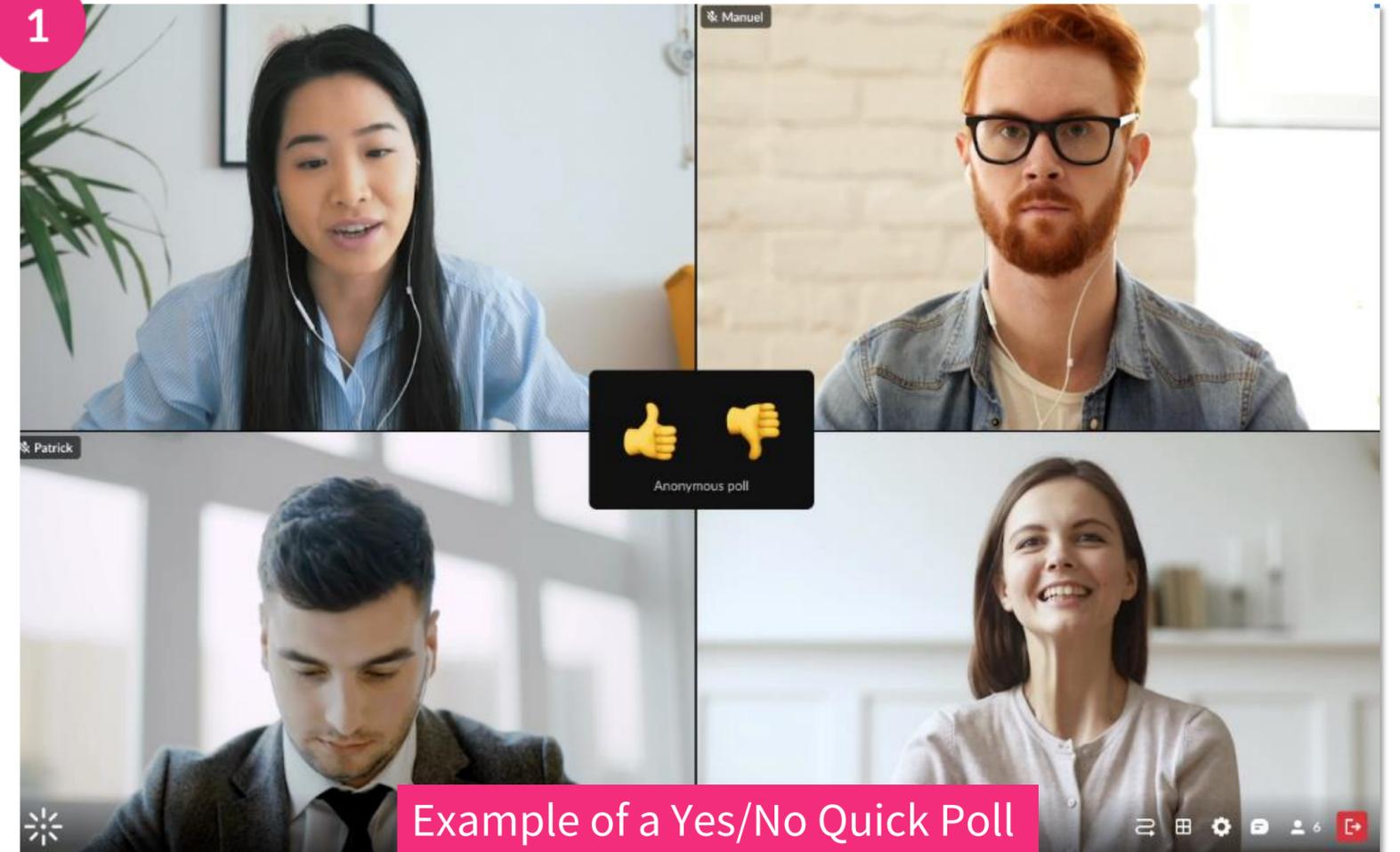


7 Respond to a poll

1 **Respond to polls** - When a poll is initiated, you'll see a pop-up on your screen with answer options. Click the option that best reflects your answer.

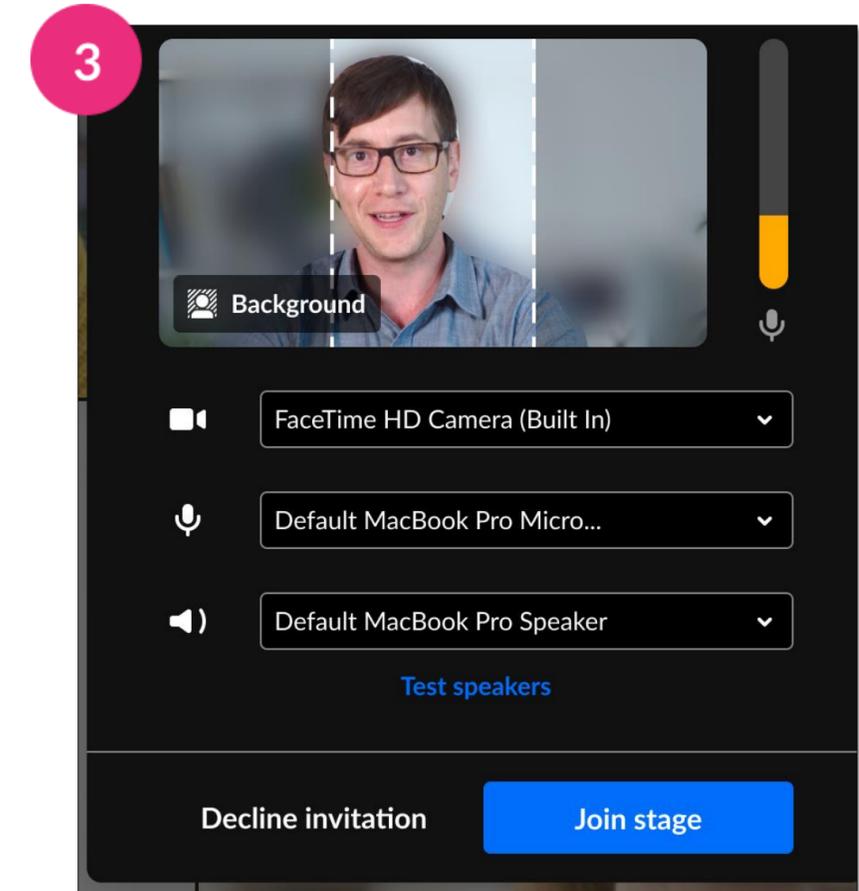
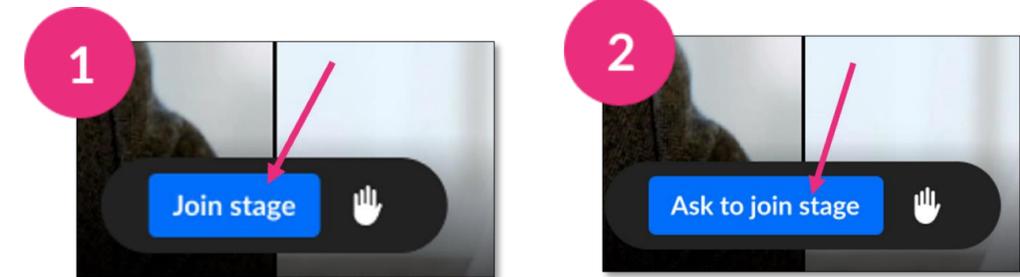
2 **See results** - If the host presents the results, you'll see a pop-up with the aggregate results and ratio of participants who responded.

You can close the pop-up by clicking **X**.



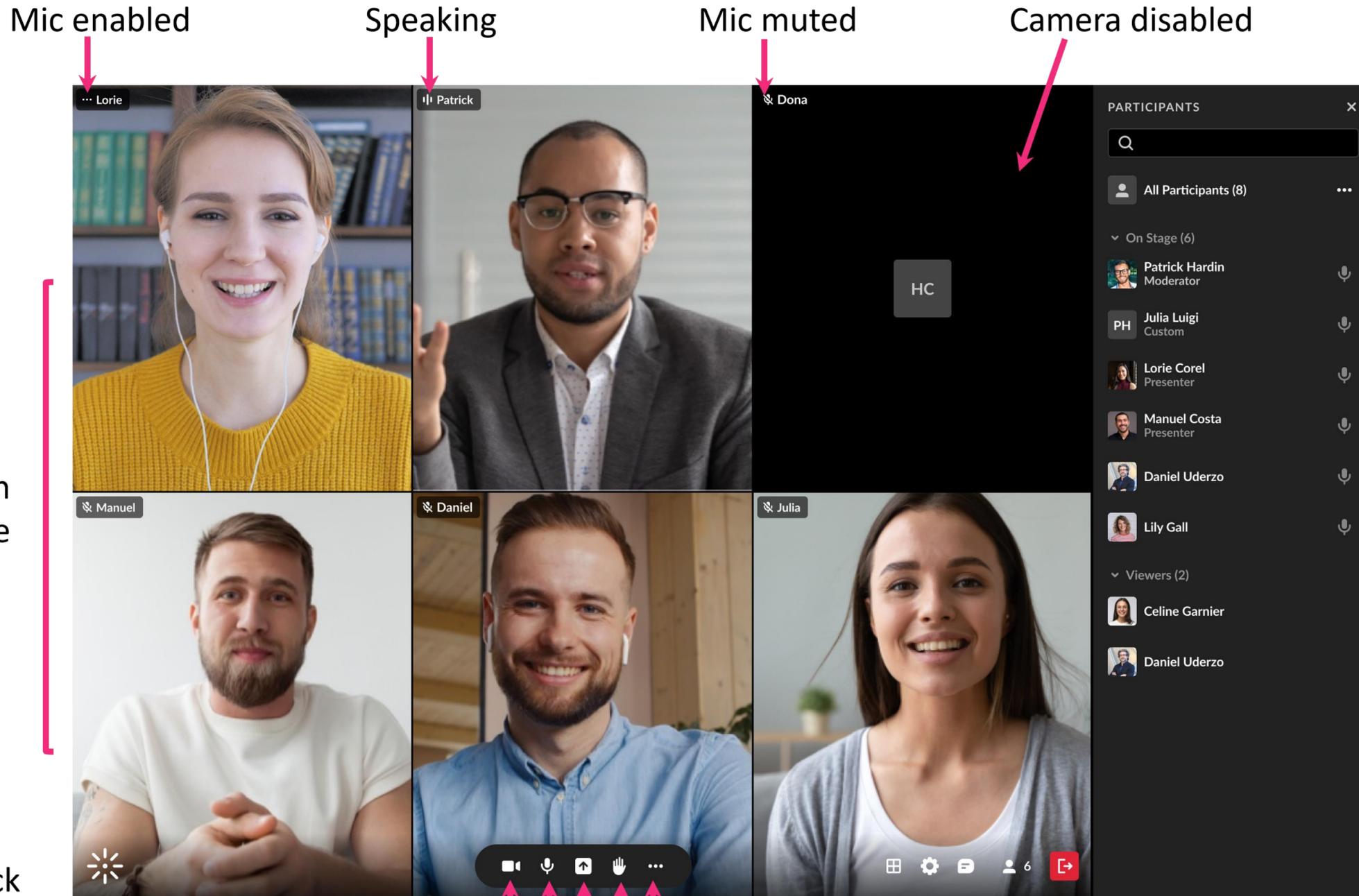
8 Go on stage

- 1 If you have a blue **Join stage** button on your screen, it means any participant can click it and join the stage.
 - 2 If you have an **Ask to join stage** button, clicking it sends a request to join the stage. If your request is approved, you can join the stage; if declined, you'll receive a notification informing you.
-  You can also withdraw your request by clicking **Cancel request**.
- 3 The moderator can send an invitation to join the stage. If you receive an invitation, just click **Join stage** or **Decline invitation**.
-  Once you're on stage, you can't voluntarily exit the stage; this needs to be done by the host. However, you can disable your mic and camera.



9 Stage tools

Each box is a 'tile' for someone on stage. Up to 25 tiles can be shown at a time. Each tile has a name and mic indicator.



Mic (click to disable)

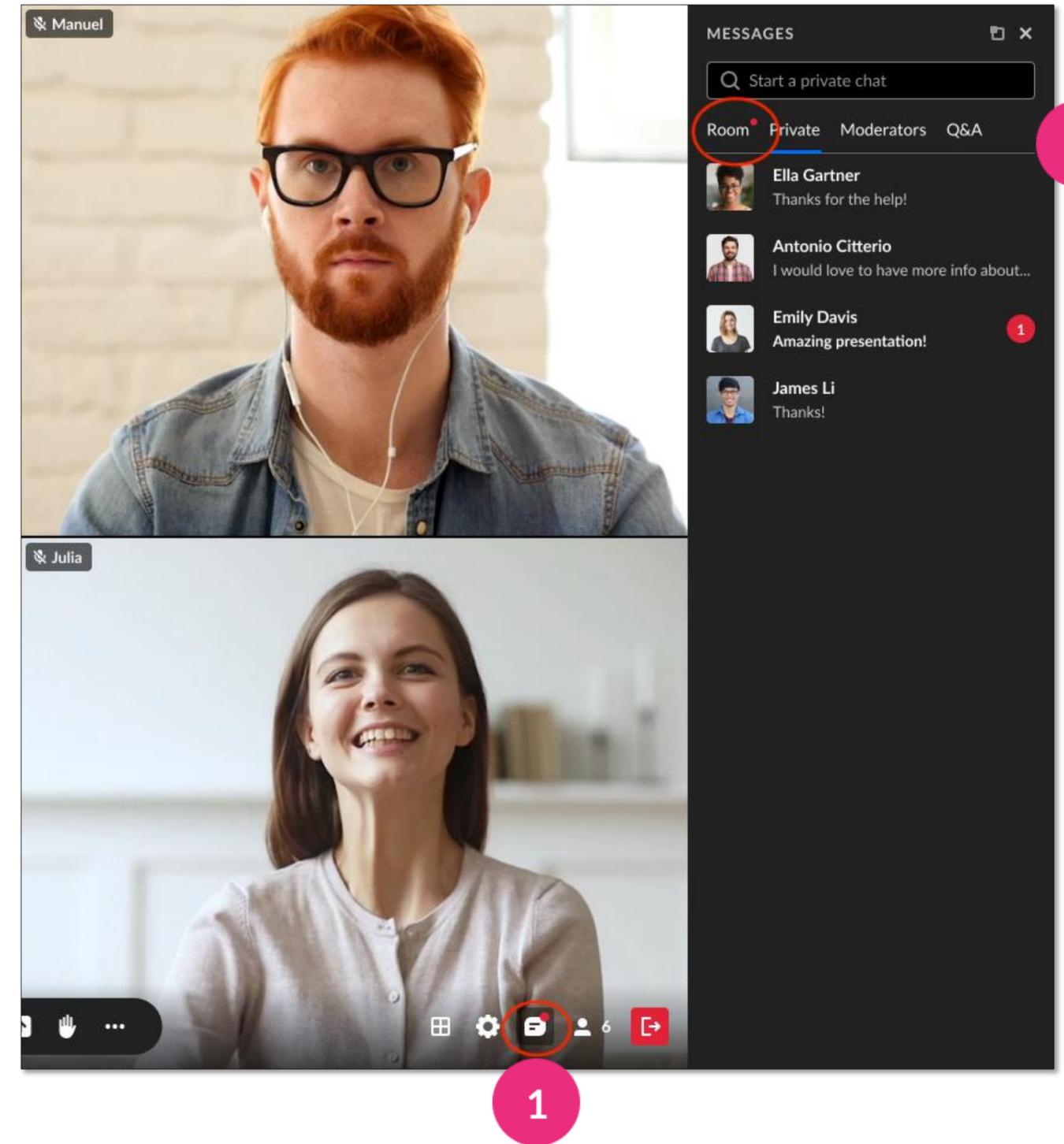
Share screen (click to share content)

Hand icon (click to raise your hand)

3 dots menu

10 Chat

- 1 To open the chat bar, click the **chat icon** at the bottom of your screen. To hide the chat, click the **X** at the top or click the **chat icon** again. An unread message will be highlighted in red.
- 2 Types of chat for participants:
 - ✓ **Room** - To speak to everyone in the room. Open the chat, choose Room, type your message (where *Type a message* is displayed), press Enter.
 - ✓ **Private** – To write to a participant privately. Choose Private, search their name in the search bar, and click on it. A new chat with that person will appear.
 - ✓ **Q&A** – To submit questions to the hosts privately. This chat also has filters for All messages, Answered only, or Unanswered only.



More privileges

11 Moderator privileges

Room hosts / moderators can give you 'moderator privileges', which will enable you to do extra activities such as:

- share screen
- play files
- draw on whiteboard
- access files
- upload videos
- write notes
- manage participants



12 Share your screen

1

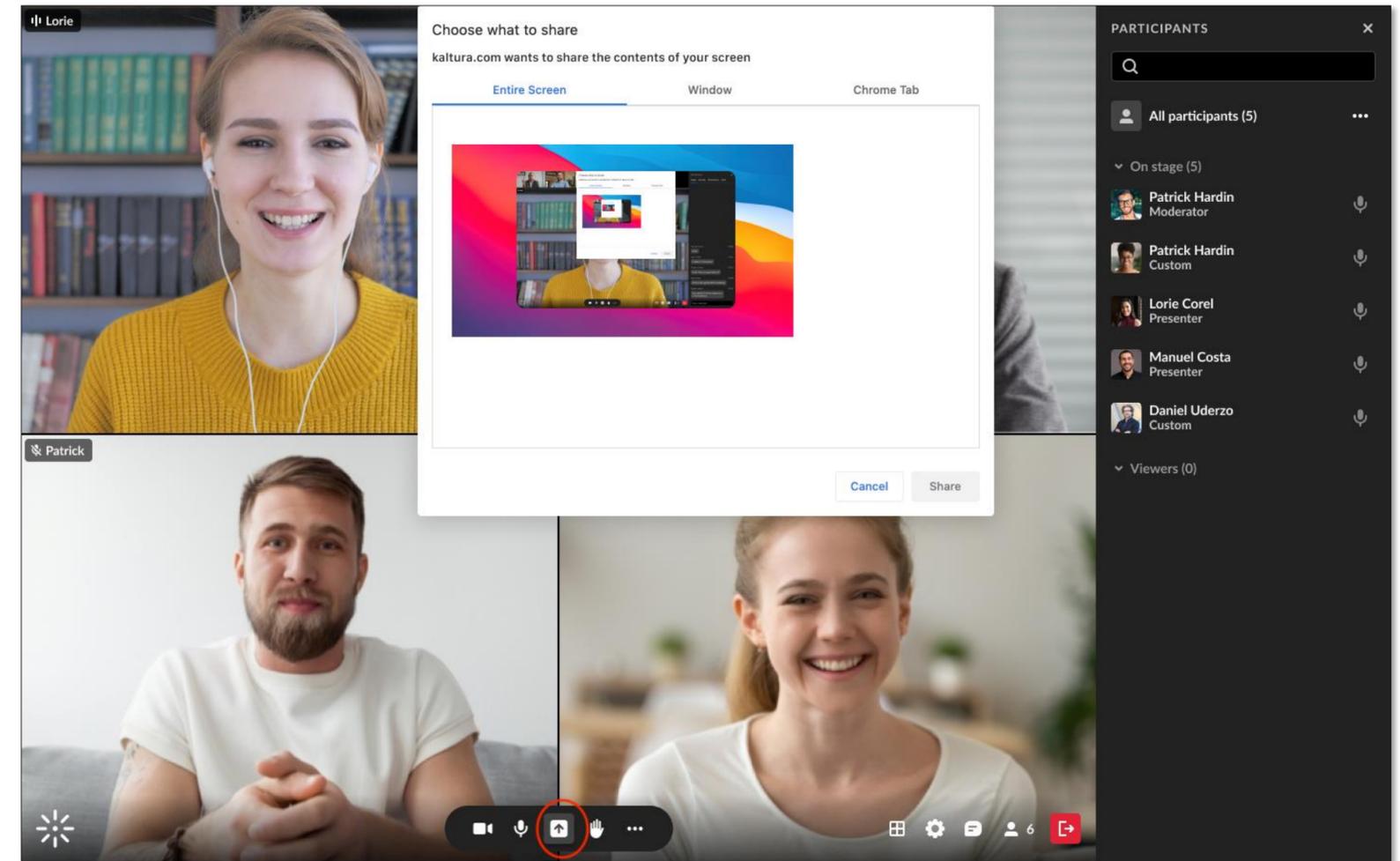
Click the **screen share** icon on the bottom toolbar and choose what to share from the following options:

- **Entire Screen** – This shows everything on your screen. (If you have multiple screens, choose which screen to share.)
- **Window** - Choose which window you'd like to share. Once shared, it can't be hidden or minimized.
- **Chrome tab** - Choose a specific browser tab.

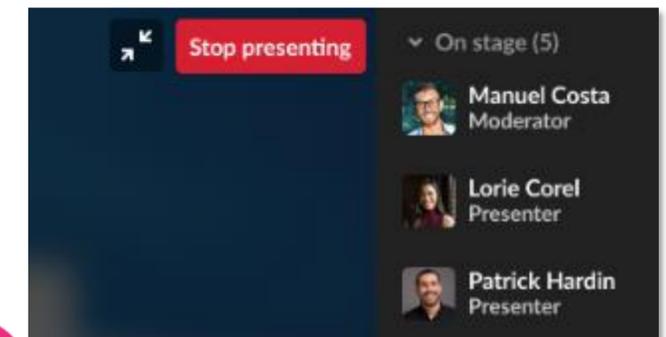
Click **Share**.

2

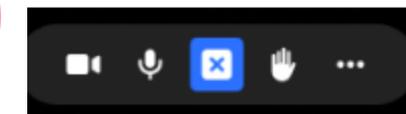
Stop sharing - Click the blue **X** on the bottom toolbar or the blue **Stop** button in the extension bar, or **Stop Presenting** on the top right of the stage



1

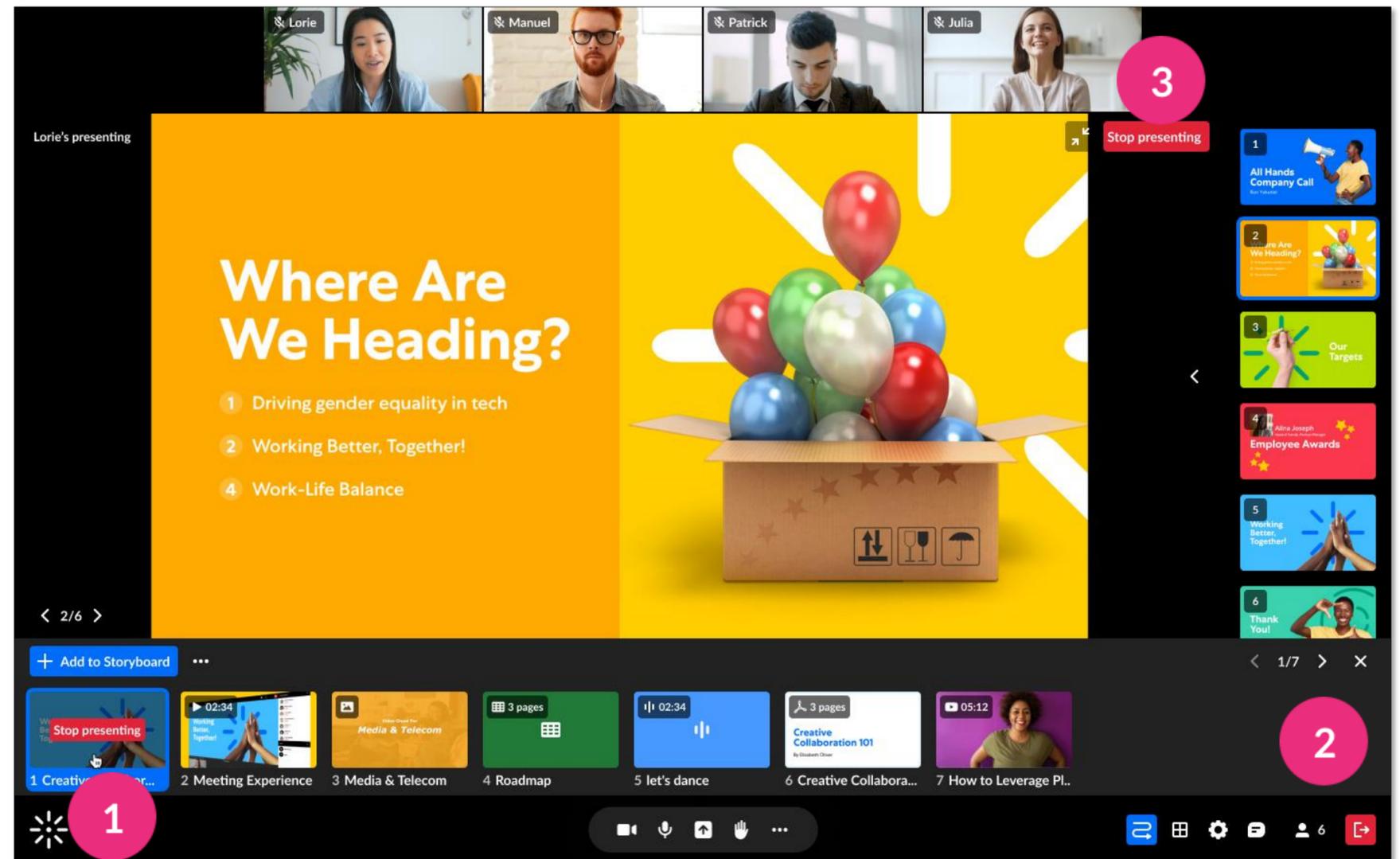


2



13 Present material

- 1 Present videos** - Click the video to play it. It will be framed in blue in the storyboard. You can play / pause, scroll forward and back, and adjust the volume.
- 2 Present documents or slides** – Use the arrows on the bottom to navigate through the pages or slides. Hover on the stage to display a button to open an annotations bar and a zoom button.
- 3 Stop presenting** - To end your presentation, click the red **Stop Presenting** button on the stage or on the storyboard.



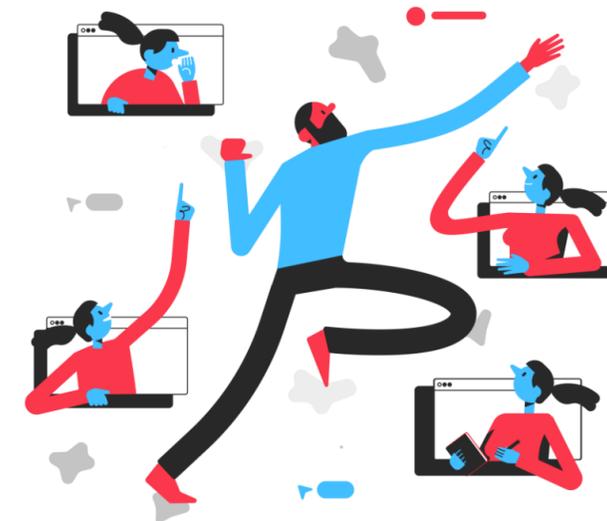
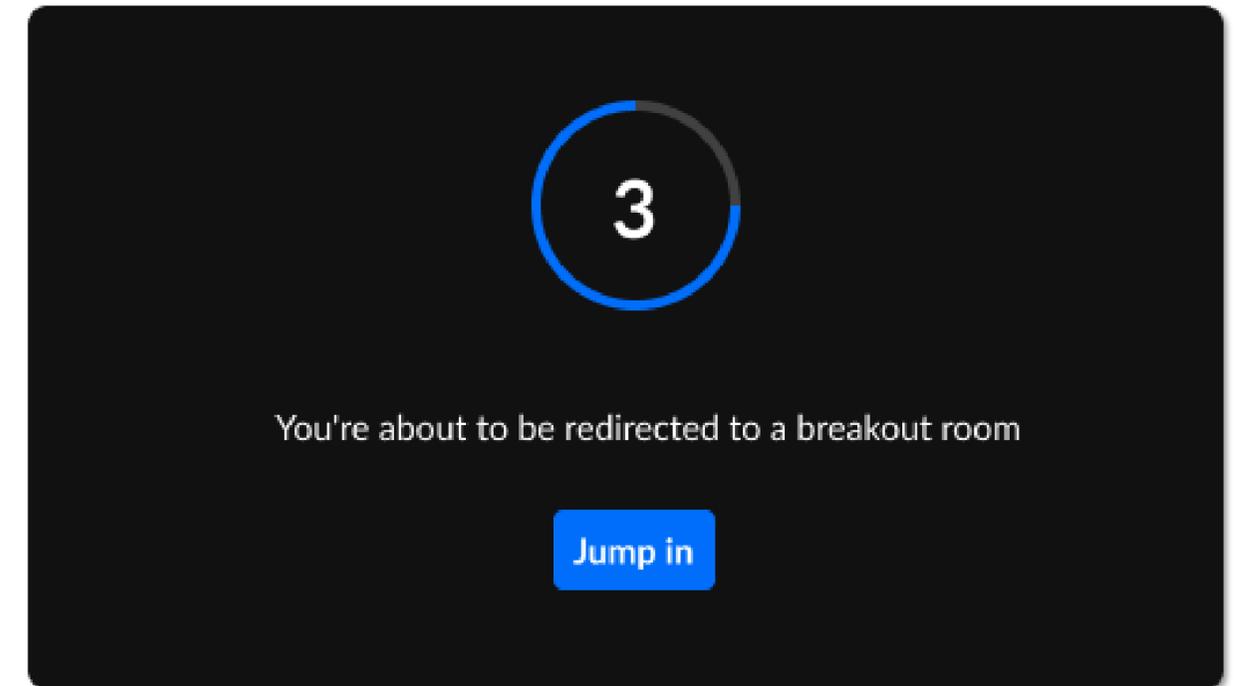
Breakout rooms

14 Start session

If your hosts wants to divide participants into smaller groups, they can use **Breakout rooms**.

When your host launches a breakout room, you'll see a countdown for the session to start. You can wait for the countdown to end, or you can click **Jump in** to immediately enter your assigned room.

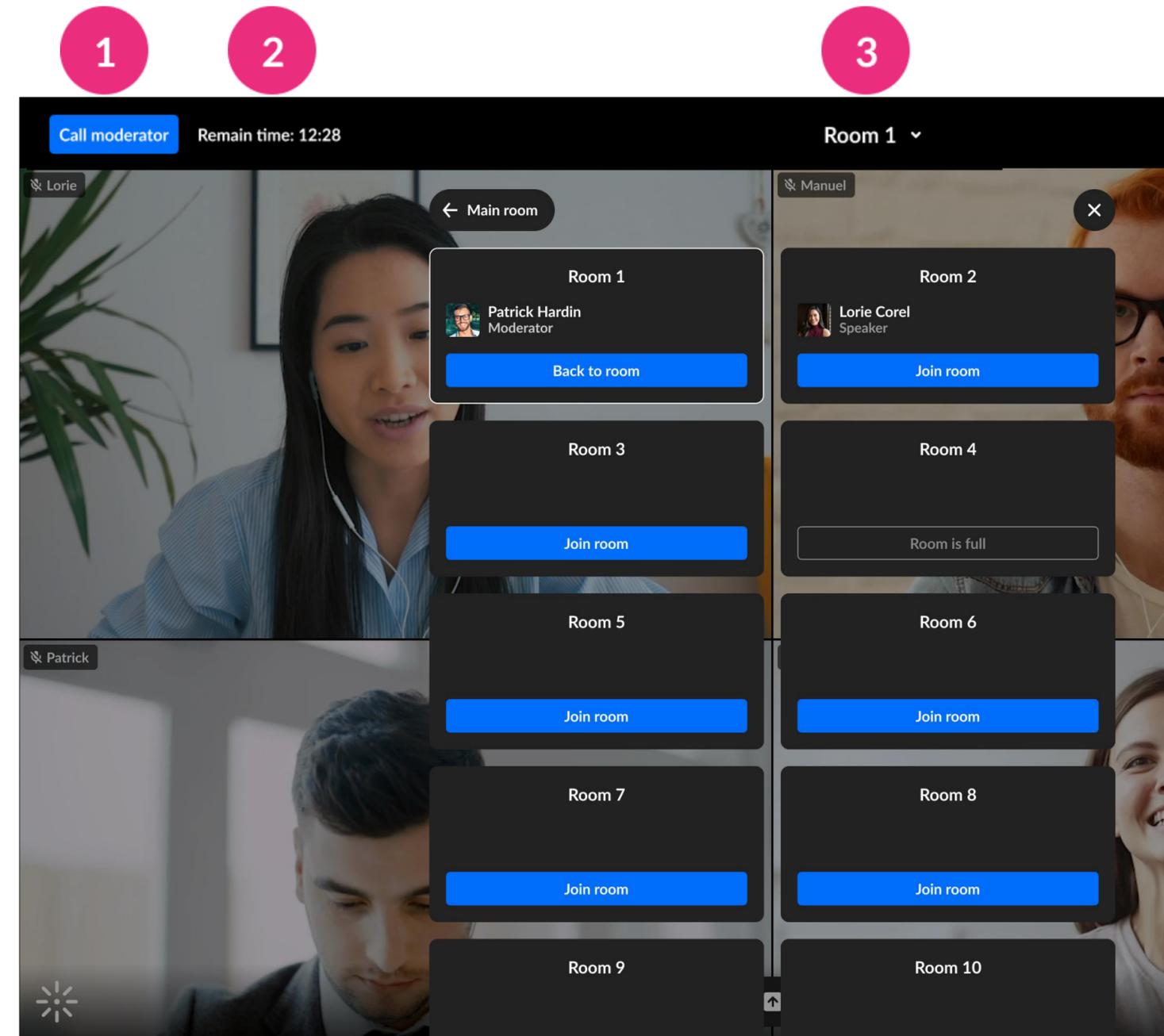
! To benefit the most from a breakout room session, you're encouraged to enable your microphone and camera when entering a breakout room.



15 Control bar

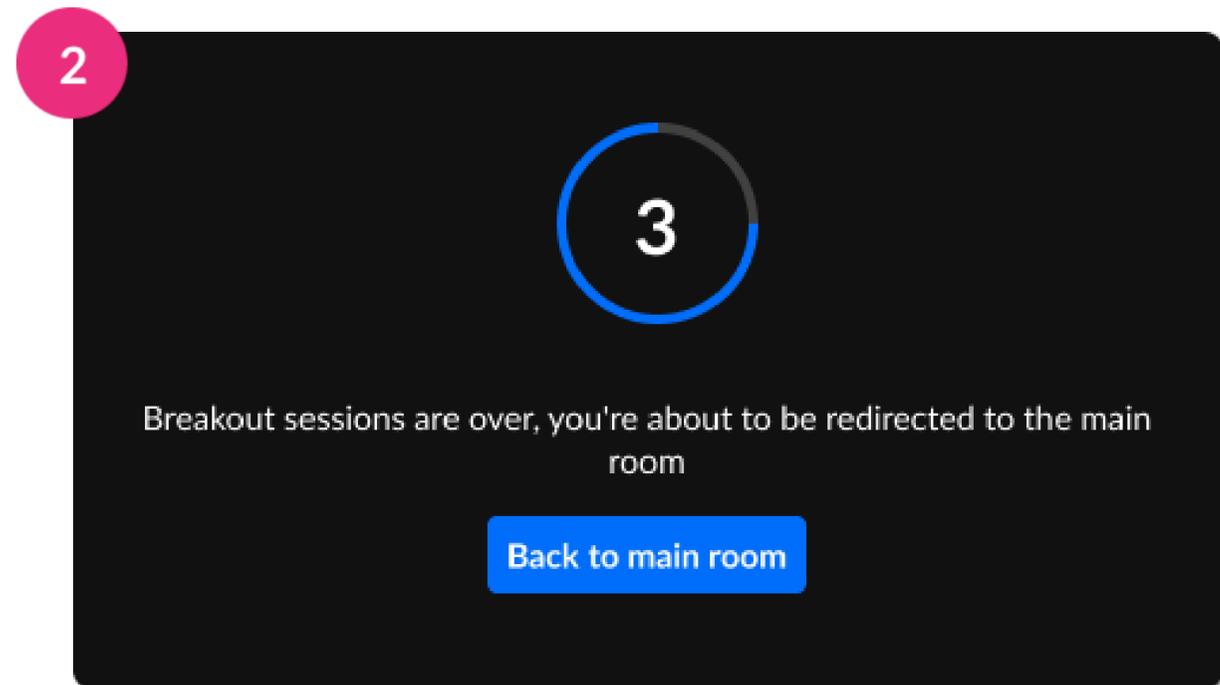
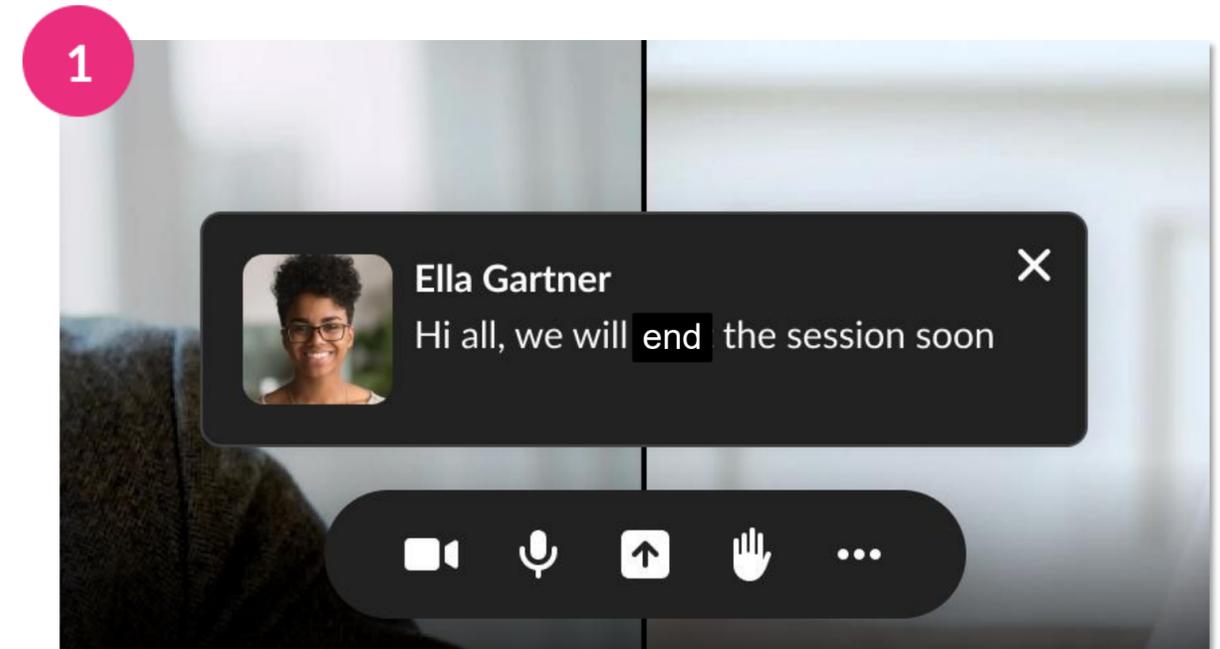
At the top of the breakout room screen, you'll have a control bar with three functions:

- 1 Call moderator** - Need help? Click Call moderator. Once clicked, the button changes to Cancel call, which you can click at any time.
- 2 Remaining time** - If the moderator has set a timer for the session, you'll see the time here. Moderators can also adjust the remaining time, so keep an eye on it!
- 3 Switch rooms** - Click your room name in the bar to show the other rooms, then click **Join room**. Return to your own room by clicking **Back to room** or click **Main room** to go there. You can also see which room the moderator is currently in.



16 End session

- 1 Broadcasted message** - The moderator can send out a message to all breakout rooms, for example, announcing when the session will end. This broadcasted message will display as a notification on your screen.
- 2 End countdown** - When the moderator ends the session, you'll see the countdown again and you'll be returned to the main room.





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Please see [Kaltura's Knowledge Center](#) for the most up-to-date product documentation.