

# **CLOUD CALL CENTRE**

# CLOUD CALL CENTRE SOLUTIONS FROM VANILLAIP PROVIDE SOPHISTICATED QUEUING AND ANALYTICS TO MAXIMISE CALL HANDLING EFFICIENCY

VanillaIP offers a scaled call centre portfolio catering from small, informal and unmanaged customer facing teams to large multi-site businesses with hundreds of Agents.

One thing all these businesses have in common is a need to understand the dynamics of their customer calling patterns, ensure they are providing the best possible service and identify resource or training shortcomings. VanillaIP Call Centre Solutions are a crucial element in making sense of this.

Key elements of the solution

- Queuing in the Cloud
- Real-time and Historical analytics
- Thresholds and trend analysis
- Intuitive and powerful Agent interface for PC and Mac
- Advanced call queuing and routing with time to answer and place in queue
- Supports Multi-Site and Home Based Agents

As a pure IP-based system, VanillaIP can support Agents and Supervisors anywhere in the world. What's more, you don't need to commit to additional capacity in advance; with 30 day licences customers simply scale their workforce up or down as seasons and projects require.

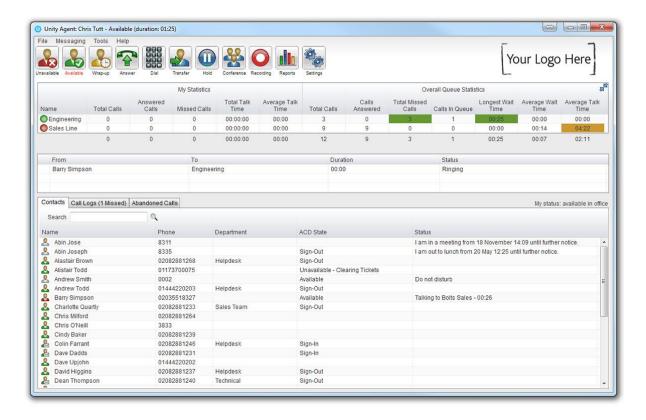
# **CLIENT APPLICATIONS**

VanillaIP Agent and Supervisor clients offer an extension to the underlying application sets available on the VanillaIP platform. Featuring ACD, real-time and historical reports, VanillaIP provides the tools and information to effectively serve and manage customers.



#### **UNITY AGENT**

Unity Agent empowers Agents by simplifying call handling, escalating to Supervisors and managing Wrap-Up, Unavailable and Available states. In addition, Unity Agent allows Supervisors to Instant Message groups of users and allows Agents to select which groups they are logged into at any one time. The Personal Wallboard provides agents visibility of real-time metrics, such as calls in queue and longest wait, for the call centres they are assigned to. In addition, they can see their own stats to support self management against target KPI's

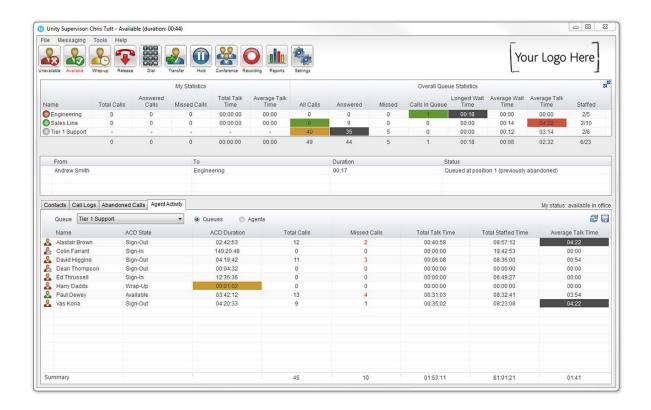




#### **UNITY SUPERVISOR**

Supervisor is a powerful reporting and management engine that gives Supervisors and line managers relevant real time and historical performance information on Agents and Queues, presented in a clean graphical interface.

Those the user of Supervisor defined thresholds, Unity can alert the Supervisor when something abnormal appears and let then take remedial action. This could be a sudden burst of calls in queue, when the Supervisor can quickly assign more Agent resource before the callers trigger an overflow policy. The is a key consideration in a fluid and organic calling environment where having a rigid hierarchy of routing conditions does not provide the best inbound calling experience. For scenarios where maximising caller experience is paramount, the flexibility of unity Supervisor becomes critical





#### CALL CENTRE FEATURES [OPTIONAL]

- DIALLED NUMBER IDENTIFICATION SERVICE DNIS operate as sub queues within a master
  call centre queue. This is suitable for grouping different queues for the same number of
  Agent's and being able to combine stats. For example, if you a call centre for Nuts Sales, you
  could have DNIS queues for Peanuts and Cashews, each with their own routing and stats
- DISPOSITION CODES Allows the agent to enter a reason code for the call, from a list configured by the Supervisor, such as Sales Enquiry or Brochure Request. This provides a detailed breakdown of the types of calls being taken by the call centre
- AGENT UNAVAILABLE CODES When an Agent is unavailable they select a reason code, such
  as Training or Lunch, to let the Supervisor see when they are out of the queue and for how
  long to identify potential retraining issues
- VOICEMAIL-TO-EMAIL By default VanillaIP voice messages can be forwarded to email
  either as a notification or as a .wav file. This is critical in providing a prompt response during
  busy times without having the dependency of the Supervisor dialling into a group voicemail.
- ACD STATE Agents toggle between Available, Unavailable and Wrap-Up states and can also Join and Leave queues [if enabled by the Supervisor].
- CALL RECORDING PAUSE/RESUME Call recording is the most obvious parallel service for use in call centres. Using unity Agent, the call recording can be paused, for example when taking a credit card payment, to help meet regulatory requirements
- PLACE IN QUEUE/ESTIMATED TIME TO ANSWER Callers can be told their place in queue or their estimated time to answer to provide a warmer calling experience
- INCOMING CALLING PLAN Allows certain numbers (such as persistent troublesome callers) to be blocked from ringing into the call centre.
- BARGE-IN This allows a Supervisor to barge in [either announced with a beep or completely silent for the caller and agent] and listen to a call in progress. Other users in the business (such as managers and HR staff) can be blocked so they are not open to abuse from this service.
- SILENT MONITOR The Supervisor can select an Agent or Queue and monitor the next call or monitor continuously
- CLOUD QUEUING Because all callers are queuing in the VanillaIP cloud, you never run out
  of capacity. Calls are only delivered to an Agent across a local connection when they becomes
  available providing a logical central cloud platform for call centres with Agents in multiple
  sites, countries or home locations
- AUTO ATTENDANT An AA can be used to distribute calls to different groups. The extensive
  AA routing options include multiple menu levels, dial by name, dial by extension and time
  profiles for out of hours service. Uboss reports on how many callers have pressed each option



## **KEY REPORTING METRICS**

## QUEUE STATISTICS

- Calls in queue
- Total abandoned calls
- Average time until caller abandons
- Bounced Calls
- Escaped Calls
- Total calls taken
- Number of busy overflows
- Service Level performance
- Average number of busy Agents
- Heat Map

#### **AGENT STATISTICS**

- Calls taken
- Average talk time
- Average Hold Time
- Outbound calls time and number
- Time on hold
- Time in Available, Unavailable and Wrap-Up states
- Number of Agents Available