

Terminology and Vocabulary

There are several terms and concepts that must be discussed prior to getting started with Carousel. The most important concept is understanding the difference between channels, zones, and bulletins.



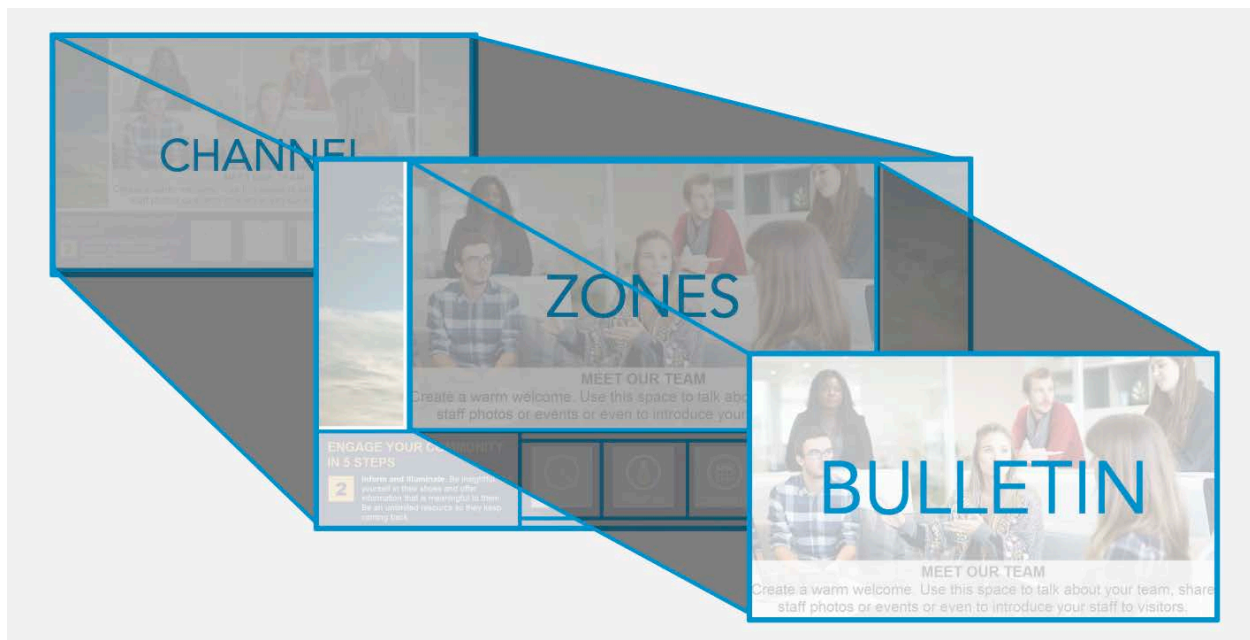
A **channel** is everything that you see up on your display when it is turned on. All of the content you see here is displayed on a channel.



This channel is broken up into smaller areas, called **zones**. **Zones** are individual areas that you can put your content on.



That content that you put in these zones are called **bulletins**. **Bulletins** can be many different things, from text to pictures to videos. This will be the actual visual elements that you put on the display for all to see.



Looking at it from another view, you have a channel on your display, which is made up of one or more zones. Each of those zones are made up of one or more bulletins.

One analogy that can be used is a comparison to something that most people are familiar with, which is PowerPoint. You can think of a zone as a PowerPoint presentation. The PowerPoint presentation will have one or more slides on it, which make up the visuals that you see. These are equivalent of your bulletins in carousel. If you could show multiple PowerPoint presentations of different shapes and sizes on a display all at once, you have a channel.

Now you should have a better understanding of a **Channel**, **Zone**, and **Bulletin**.

If you would like to learn more about how the Carousel system works with servers, players, and displays, you can check out the Carousel Hardware document in this course. While this information is informative and useful to know, it won't be necessary for this training, as we are just focusing on learning the Carousel software.

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