



Real-time media evaluation checklist

Preparation for discovery and a single-application evaluation in AI digital humans, remote safety monitoring or education; not a compatibility or performance commitment.

01 / Define the application and environment

01

Application and goal

Choose AI digital humans, remote safety monitoring or education. For remote safety, describe robot inspection, vehicle observation or another task for discussion. Complete technical specifications are not required at this stage.

Bring: Application, users, observation/interaction task, problem, goal

02

Endpoints and media

Record device models, system versions, processors, camera and microphone interfaces and browsers. List codecs, stream count, resolution and frame rate.

Bring: Devices/versions, interfaces, codecs, streams, resolution, frame rate

03

Network and deployment

Record regions, network type, bandwidth, round-trip time, loss and jitter. Describe public, private or local deployment requirements and access constraints.

Bring: Regions, networks, bandwidth, RTT, deployment, access constraints

Use existing documents, interface lists or device records where available.



Real-time media evaluation checklist

Start with what is known; mark unknown items as undecided. This is a preparation checklist, not a measured performance report.

02 / Assign ownership and define measurement

04

Monitoring task and status sources

For remote safety, list camera priorities, simultaneous viewers, video continuity needs and status sources. Mark whether voice, recording, playback, alerts, AI analysis and assisted actions are needed and who provides them. Skip for other applications.

Bring: Task, views/viewers, status sources, requested functions, providers, permissions

05

Interfaces and ownership

Prepare media, application and authentication interfaces. For monitoring, assign providers for video, device status and collaboration. If assisted control is required, separately assign permissions, acknowledgments, emergency stop and loss-of-link behavior.

Bring: Architecture, interfaces, authentication; company/customer/third-party roles; optional control scope

06

Measurement boundaries

Define network RTT, one-way media delay and camera-to-screen latency separately. For digital humans, record recognition, model, synthesis and rendering stages separately.

Bring: Start/end events, tools, clocks/synchronization

Use existing documents, interface lists or device records where available.



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03 / Prepare validation and delivery

07

Conditions and samples

Make devices, versions, codecs, bitrates and network conditions traceable. Agree on sample counts, test periods and summaries such as P50/P95. Keep anomalous samples.

Bring: Versions, parameters, sample count, period, statistics

08

Change and recovery

Include bandwidth drops, loss, jitter, handovers and reconnection. Record continuity, speech clarity, synchronization and recovery time alongside latency.

Bring: Exception conditions, stalls, synchronization, recovery

09

Evidence status and disclosure

Record versions, maturity, owners and disclosure scope for interfaces, device records, demonstrations and results. State whether recording or storage is needed, who supplies it, and retention location and access. Mark unknown items as undecided.

Bring: Material/version, available/unverified/in development/third-party/undecided/not offered, evidence, disclosure, owner

10

Delivery and acceptance

Agree on deliverables, test scope, acceptance criteria, open issues, owners and support. Confirm pricing, timing and licensing in the written project scope.

Bring: Deliverables, acceptance, owners, plan, licensing and support

Do not include credentials or unnecessary personal data. Entries stay in the file you edit; you choose whether to send it to the team.