

Geode Software Project Profile

Content Distribution

Industry

Digital Media and Advertising

Need

The client needed a system to allow them to distribute content to an unlimited number of remote client systems. Each of the client systems could be anywhere in the country but would have, at a minimum, a dial-up Internet connection. The client wanted the ability to manage and distribute content to all remote clients from a browser-based, centralized administration console.

Challenges

- The system needed to execute reliably when unattended as it's a distributed network
- Because each client has limited bandwidth, distribution processes needed to be optimized to conserve bandwidth
- There is no way to guarantee that the system will be able to successfully connect to the central server

Solution Type

Client/Server Application in conjunction with a Web-Based Application (Internet)

Solution

The resulting solution was a twofold solution. The first part was the client distribution engine. The client engine is an intelligent system that connects to the Internet, checks for updates, downloads new content, and reports status information to the server, all without user intervention. The second part is the server management engine. The server management allows administrators to post content for remote clients, system updates, and view/manage status reports.

Result

The resulting content distribution system allowed the client to effectively distribute content to thousands of remote clients using a single central management interface. The seamless, end to end process eliminated a highly manual process to maintain the media on each of the client system.