

VIDEOCONFERENCING FAQs

We offer a simple videoconferencing solution to conduct depositions or mediations from any location by the use of a link allowing all parties to participate remotely. Alaris can provide you and your team the tools necessary to continue to meet all of your litigation needs.

What is a remote deposition?

This technology allows you to participate in a deposition remotely from your home, office or anywhere that has a high-speed internet connection.

What equipment do I need to participate in a remote deposition?

You can access a deposition via a Windows or Mac laptop/desktop. You can also use a smart device such as cell phones and tablets. Most modern laptops have a built-in camera and a microphone. If your device does not have a microphone, you can join the meeting by phone for an audio connection. You will also need a high-speed connection to the internet.

Is there special software to install?

If you are using a desktop computer you may join through a browser window. If you are joining through a smart device, you simply need to download the free application from the app store that will be provided to you upon scheduling.

Is there a limit to the number of people that can attend remotely from various locations?

There is no limit to the number of people or locations.

If you have a deposition, can the witness and counsel representing the witness be in one location together with all others including the court reporter attend remote?

Yes. We can tailor your remote deposition to however you plan to attend.

How is “Live Stream” different from Videoteleconference (VTC)?

Live stream is a one-way communication. You will be able to see the deposition and hear it but not be a part of the deposition. Videoteleconferencing is two-way communication allowing you to participate in the deposition.

WE ARE WAIVING ANY ACCESS FEES ASSOCIATED

with videoteleconferences or telephone conferences for the foreseeable future.

Reach out today:
[**scheduling@alaris.us**](mailto:scheduling@alaris.us)