Unified Communications (UC) products and services exist to improve collaboration and boost productivity. That’s important.

But they’re only as effective as your ability to deliver them with the lowest possible latency and least amount of jitter and inconsistencies across devices and locations. This is particularly difficult when you use a legacy VPN to secure transfers to the floating edge of your network.

The result is a string of end-user complaints about dropped bits of conversation, blocky video and synchronization issues that overwhelm IT departments and undermine UC solutions.
**Private networks aren’t the answer**

Today, companies with high-priority UC traffic turn to private networks. The trouble is, private networks are expensive, hard to manage, and can’t serve mobile workers. So only some users get a better quality of service, IT gets stuck with new costs and more work, and productivity still suffers.

**So what do you do?**

You stop being private and go public with the Dispersive™ Virtual Network (DVN).

The Dispersive™ Virtual Network is a software-defined overlay network that gives you:

- More control and flexibility than a private network
- Order-of-magnitude improvements in the speed, security and reliability of all your network connections
- The ability to serve all end users with Internet connections, wherever they are

**How it works**

Standard approaches to networking have one crucial flaw in common: they use a single path to transfer data.

The Dispersive™ Virtual Network breaks that mold.

Our solution dynamically aggregates all your available IP connections—broadband, MPLS, cellular, WiFi, satellite, etc.—to form one network with many paths. Our software then splits your data—including UC transfers—into multiple independent packet streams that can be transferred in parallel down those various paths.

That’s big, because it means we can:

- Optimize path selection and avoid congestion issues caused by overloaded paths
- Wrap individual packet streams in encryption
- Route around denial-of-service and distributed denial-of-service attacks

**What this means for you**

**Better end-user experience**

- Deliver voice and video fluidly
- Accelerate applications by removing the effects of packet loss and latency
- Empower your mobile workers with a solution built for the floating edge

**Smarter, easier administration**

- Use a centralized management interface to segment devices within a network and define services available to them
- Apply Quality of Service to traffic type, prioritizing UC traffic and applying MOS/R-Value real-time performance optimization
- Leverage all your available bandwidth efficiently and automatically across all connections
- Integrate with third-party tools

**Tighter security**

- Move the attack surface outside the enterprise network
- Encrypt every path with a unique, FIPS-compliant 140-2 key
- Roll paths dynamically to foil man-in-the-middle attacks
- Use a built-in firewall to virtually air gap devices, data and users for more efficient DPI (focusing on suspect packets only)

**Meaningfully lower costs**

- Have the option to stop using costly private circuits
- Lower your OPEX with simplified network deployment, zero-touch provisioning and maximum bandwidth utilization
- Lower your CAPEX by replacing the need for new, expensive proprietary hardware and extending the life of the hardware you have

**In short**

With the Dispersive™ Virtual Network, your users get a more reliable, higher quality UC experience. Your network admins have an easier time managing the network. Your data gets encrypted in motion. And you reduce capital and operating expenses.

Let’s talk.  1-844-403-5850  dispersive.io