

Round 4
Demo/Interview Scoring

	TOTAL POSSIBLE	TASER	COBAN	VIEVU
Camera	70	60	25	25
<i>Use</i>	25	20	5	10
<i>Wearability</i>	20	20	5	10
<i>Video Quality</i>	25	20	15	5
User Management and Storage	60	53	50	50
<i>Roles/Permission</i>	20	20	15	17
<i>Reporting</i>	20	15	15	15
<i>Storage</i>	20	18	20	18
Video Management System	70	53	55	52
<i>Search and Retrieval</i>	25	20	25	20
<i>Editing/Marking</i>	15	8	10	12
<i>Distribution</i>	15	10	15	10
<i>Non-BWV Evidence</i>	15	15	5	10
Public Disclosure	70	50	50	45
<i>Redaction</i>	50	30	35	30
<i>Search/Retrieve/Share</i>	20	20	15	15
Discovery	60	55	18	15
<i>Search/Share</i>	20	20	5	10
<i>Retention</i>	20	20	5	0
<i>Edit/Mark</i>	10	5	5	5
<i>Courts</i>	10	10	3	0
Security, Architecture, and Misc.	70	55	40	40
<i>Security</i>	40	35	20	20
<i>Architecture</i>	20	15	15	15
<i>Misc.</i>	10	5	5	5
TOTAL DEMO	400	326	238	227
TOTAL TEST*	100	95	50	25
GRAND TOTAL	500	421	288	252

***Testing Methodology**

The methodology for the camera test around recording time was:

In all cases, the manufacturer's provided instruction regarding how to fully charge the batteries was followed. The camera was left on the manufacture's charge device/process until the device/camera reported 'fully charged' (usually with a green light). The cameras were left in the charging mode until we were ready to test that camera. The camera was removed from the charging device within a few seconds to just a few minutes prior to the initiation of the test. The camera was not turned on until the moment the test began, so there would be no 'pre-event' buffer in the tests.

There were no 'pre-event' buffer capabilities tested. Included in the testing methodology was the 'visual stress-test'. The stress-test simulated an active scene. We attached ribbon streamers to an active fan. The fan caused the different colored streamers to wave and float in front of the camera forcing an update of the encoded scene. This would simulate an officer walking, or running, or driving. The reason for this stress-test was to test the camera encoder and processor. The busier the scene, the more active the encoder and the higher the bit-rates of the data (larger files).