Implementing Cisco Video Network Devices, Part 2

Code:	CIVND2-v1.0-SUB
URL:	[View Online](#)

This is an Associate-level self-study technical course in the curriculum for the CCNA Collaboration certification. It will provide students with the necessary knowledge and skills to implement various Cisco Collaboration endpoints in converged Cisco infrastructures. It covers a range of Cisco Collaboration solutions and enables students to implement and troubleshoot Cisco Unified Communication.

Skills Gained

- Describe the components and architectures of Cisco Business Video solutions
- Implement Cisco Collaboration endpoints
- Implement Cisco TelePresence endpoints
- Implement multipoint conferencing on Cisco Collaboration endpoints
- Implement Cisco Digital Media Players

Who Can Benefit

- Network Video Operator and Administrator
- Voice / UC / Collaboration / Communications Engineer
- Collaboration Tools Engineer
- Collaboration Sales / Systems Engineer

Prerequisites

- Foundational IP networking knowledge such as included with a CCENT or CCNA certification is recommended. This course assumes familiarity with the concepts included in the Interconnecting Cisco Networking Devices Part 1 (ICND1) and basics from the Interconnecting Cisco Networking Devices Part 2 (ICND2) training.
- Working knowledge of basic IP networking

Course Details

Cisco Digital E-Learning benefits students in many ways, as it's:

- Effective: Covers every learning style, with HD instructor-led video, searchable transcripts, and full Student Guide textbook
- Interactive: Offers engaging Discovery Labs for hands-on learning, plus graded challenge assignments to measure progress
- Flexible: Increases learning convenience, as students can work at their own pace, anytime, anywhere
- Integrated: Provides everything in one place; no multiple systems to log into
- Unrivaled: Gives you the benefits of Cisco expertise, based on years of unmatched learning and certification experience

Other Instructional features include:

- Search, which lets students go through all the instruction guides, as well as transcripts of videos
- Lab recordings, which let students see how other students performed in labs, to improve peer learning
- Labs-at-a-glance, showing each student's complete and incomplete labs, so they can track progress and make improvements
- Compatibility with smartphones and tablets, so students can learn wherever they go, with their progress saved for them
- Synchronized learning on multiple devices, so students can switch between a laptop and a tablet without losing their place
- Gamification, with achievement badges and medals awarded for mastering content and study techniques
- Leaderboard, indicating how the top 10 students rank, to add a friendly, competitive element
- Bookmarking, which lets students flag and add notes to important concepts or areas they want to review
- Glossary that can be easily browsed, with important terms highlighted
- Social media links, so students can share their progress on Facebook, LinkedIn, or Twitter
- Certificate of completion awarded to all students who finish each course
- Topic videos, including slides and a whiteboard to illustrate important fundamentals from a specific topic or subtopic

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