**Video conference system technology development trend**

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Early video conferencing systems were typically constructed in the form of dedicated hardware devices, including multipoint control units MCUs and video terminals, and were connected to each other using a private network. The high cost of hardware and private network restricts the hardware video conferencing system to be used only by government, military, and large enterprise groups. It is difficult to popularize small and medium-sized enterprises and daily applications.

With the improvement of computer processing power and software technology, video conferencing systems have also begun to develop into software. More and more software products based on server/client mode have emerged, leading video conferencing to office communication, business training, marketing, etc. Multi-domain expansion, and this relatively low-cost, convenient application is gradually accepted by most small and medium-sized enterprises.

Network video conferencing is the latest development of software video conferencing. It is based entirely on the Internet and supports collaborative work for the whole world. At the same time, it is used in the most commonly used browser mode of the Internet era, which greatly expands the application scenarios and locations. Since the advent of network video conferencing, it has rapidly spread around the world due to its high cost performance and rich application mode, becoming the latest application of virtual collaborative office.