Learning Video vs Streaming vs Conferencing

Pick the right kind of video before you build. The columns are not interchangeable - each carries different cost and work.

	STREAMING	CONFERENCING	LEARNING VIDEO
Optimizes for	Reach: one source to many viewers.	Conversation: low-latency, two-way interaction.	Learning outcome: track, assess, and certify.
Typical latency	Seconds (HLS 15-30s; LL-HLS under 3s).	Milliseconds (200-500ms glass-to-glass).	Either - depends on live vs recorded delivery.
Direction	One-way broadcast.	Many-to-many, interactive.	One-way or live, plus an interaction layer.
What it records	Play counts and watch time.	Attendance and call logs.	Completion, score, time, and each interaction.
Standards	HLS, DASH, CMAF.	WebRTC, SIP.	SCORM, xAPI, cmi5, LTI on top of a video stack.
Example	A film on Netflix; a launch livestream.	A Zoom call; a webinar.	A graded course video; compliance training.

Which do you need?

- Just need people to watch and you do not track results -> streaming is enough.
- Need live, two-way teaching or office hours -> conferencing (WebRTC) is the core.
- Need to prove who learned what, score it, and report to an LMS or HR -> learning video.
- Most real products combine all three: live classes, recorded lessons, and a tracking layer.



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This one-pager tells streaming, conferencing and learning video apart by goal, latency, records and standards. Our seven-volume handbook covers the first two in depth: Volume 3 explains WebRTC, players and CDNs, Volume 2 explains HLS, DASH and the latency budget, and Volume 1 explains the encoding underneath both.

WHAT YOU WILL FIND INSIDE

- WebRTC and real-time delivery (Vol. 3)
- Players and CDN caching (Vol. 3)
- HLS, DASH, CMAF and latency budgets (Vol. 2)
- Encoding for live and recorded video (Vol. 1)

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Vol. 1 · Video Encoding — pixels and color to H.264, HEVC, AV1, quality metrics and AI
Vol. 2 · Video Streaming I — network transport, contribution and ingest, HLS, MPEG-DASH, CMAF
Vol. 3 · Video Streaming II — ABR, CDNs, players, WebRTC, DRM and the economics of delivery
Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing
Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs
Vol. 6 · AI for Video I — models and inference, computer vision, speech, search, generative video
Vol. 7 · AI for Video II — real-time pipelines, agents, serving, cost, compliance, verticals

Not sure whether your learning product needs streaming, conferencing, or both?

We will look at your use cases and recommend the video architecture, the standards to support, and a build order. 250+ video products shipped since 2005.

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