



Optimize Your Call Center With Unity

Unity Supervisor is a powerful reporting and management interface that gives Supervisors and team leaders relevant, real-time, performance information on Agents and queues, presented in a concise and intuitive table format.

The Supervisor can remotely change an Agent's ACD state and force them to join or leave queue's. In this way Unity Supervisor provides real-time visibility of queue conditions and the tools to take appropriate action to ensure the best possible customer service.

The screenshot shows the Unity Supervisor interface with several key components labeled:

- ACD State**: Located at the top left of the interface.
- Call Control Buttons**: A row of icons for various call control functions like mute, hold, transfer, etc.
- Company Logo**: A placeholder for the company logo in the top right corner.
- Personal Wallboard**: A section displaying performance metrics for the user, including a table with columns for Name, Total Calls, Web Chats, Answered Calls, Missed Calls, Average Talk Time, Emails Answered, Web Chats Received, Total Calls, Calls Answered, Total Missed Calls, Calls in Queue, Longest Wait Time, Average Wait Time, Average Talk Time, Calls Abandoned, Web Chats Queued, and Web Chats Answered.
- Active Call Window**: A window showing details of the current active call, including the caller's name (Nabire Mairies), the agent's name (Jenna Wilmshurst), and the duration (00:14).
- Busy Lamp Field/ Contacts Tab**: A table listing agents and their current status. The table has columns for Name, Phone, ACD State, and Status.
- Docked IM Window**: A small window in the bottom right corner showing an instant message conversation.

Unity Supervisor can be configured for any customer environment by selecting from 40 different statistics. The ability to set customizable alerts and thresholds notifies the Supervisor, both on screen and audibly, when their intervention is required. Specific alerts can be set for calls in queue, average wait and missed calls, either for individual queues or across all call centers that the Supervisor is managing.

In Unity Supervisor Enterprise, abandoned calls are displayed in the "Abandoned calls" tab with the Caller's remote number and time and date stamp. These abandoned calls can then be assigned to agents for a call back, providing an optimum experience for all incoming callers.



Call Center Management

Visualize and balance your Agent resources against incoming callers to maximise call handling efficiency.

Staffed Ratio	Calls In Queue
5/9	7
2/8	0
4/16	0
6/9	6

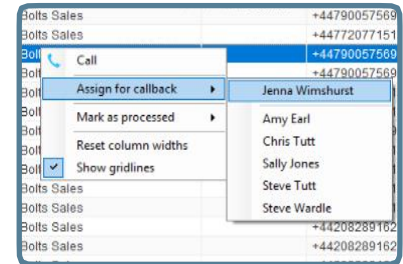
Thresholds & Alerts

Set custom thresholds so you know immediately when sub optimal conditions occur, and what to do about it.

Overall Queue Statistics			
Missed Calls	Total Calls	Calls In Queue	Staffed
2	7	0	4
0	0	0	2
0	0	0	4
0	6	0	5
2	13	0	15

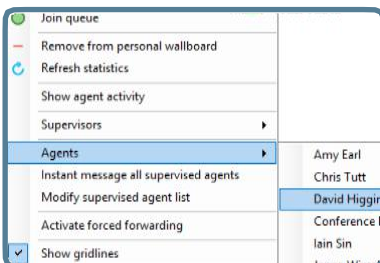
Abandoned Capture

Unity captures the CallerID of all abandoned calls and allows the Supervisor to assign these to Agents for callback.



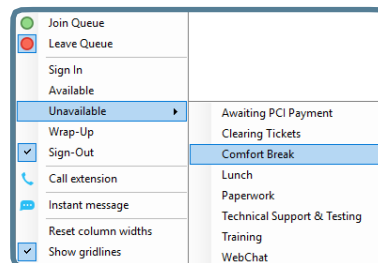
Personal Wallboard

See at a glance key metrics such as Calls In Queue and Agents available for the queues you manage.



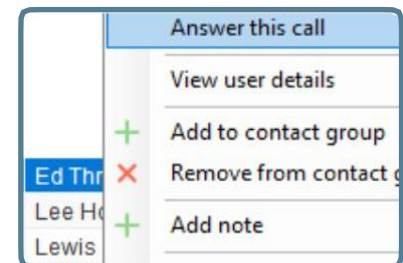
Agent Management

Immediately change an Agent's ACD state and queue assignment to respond to changing calling patterns.



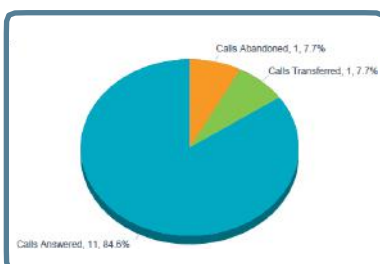
Escalation & Barge-In

Assist Agents with Escalation and Emergency Escalation, or directly barge into a call if needed.



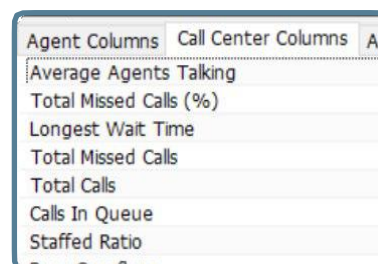
Reporting & Analytics

Unity provides access to 20 historical reports for deeper analysis.



Configurable Statistics

Customize the Supervisor main UI by choosing from 40 real-time Agent and Queue statistics.



Agent Availability

See Agents ACD state and hook status with colour coded icons.

