**MS TEAMS**

Teams allows communities, groups, or teams to join through a specific URL or invitation sent by a team administrator or owner. Teams for Education allow admins and teachers to set up specific teams for classes, professional learning communities (PLCs), staff members, and everyone. Teams allow users to communicate through chats. Chats in Teams are persistent so users do not have to check a conversation history unlike Skype for Business. Teams allow users to format text and use emoji’s during chats. Users can choose to mark a message as urgent or important. Important messages show up with a red side.

**ADOBE CONNECT**

Adobe Acrobat Connect Pro) is a suite of software for remote training, [web conferencing](https://en.wikipedia.org/wiki/Web_conferencing), presentation, and desktop sharing. All meeting rooms are organized into 'pods'; with each pod performing a specific role (e.g. chat, whiteboard, note etc.) Adobe Connect was formerly part of the [Adobe Acrobat](https://en.wikipedia.org/wiki/Adobe_Acrobat) family and has changed names several times. The product was first developed by a startup called [Presedia](https://en.wikipedia.org/w/index.php?title=Presedia&action=edit&redlink=1) and included a first generation [PowerPoint](https://en.wikipedia.org/wiki/PowerPoint)-to-[Flash](https://en.wikipedia.org/wiki/Adobe_Flash) Plugin (which then became [Adobe Presenter](https://en.wikipedia.org/wiki/Adobe_Presenter)) and a training module. [Macromedia](https://en.wikipedia.org/wiki/Macromedia) acquired Presedia and added on a real-time web conferencing component, called Breeze Live (later renamed Breeze Meeting)

**SOCIAL MEDIA**

**Social media** are interactive digital channels that facilitate the [creation](https://en.wikipedia.org/wiki/Content_creation) and [sharing](https://en.wikipedia.org/wiki/Information_sharing) of information, ideas, interests, and other forms of expression through [virtual communities](https://en.wikipedia.org/wiki/Virtual_communities) and [networks](https://en.wikipedia.org/wiki/Network_virtualization). While challenges to the definition of *social media* arise due to the variety of stand-alone and built-in social media services currently available, there are some common features:

1. Social media are interactive [Web 2.0](https://en.wikipedia.org/wiki/Web_2.0) [Internet](https://en.wikipedia.org/wiki/Internet)-based applications.
2. [User-generated content](https://en.wikipedia.org/wiki/User-generated_content)—such as text posts or comments, [digital photos](https://en.wikipedia.org/wiki/Digital_photo) or [videos](https://en.wikipedia.org/wiki/Video), and data generated through all online interactions—is the lifeblood of social media.
3. Users create service-specific profiles for the [website](https://en.wikipedia.org/wiki/Website) or [app](https://en.wikipedia.org/wiki/Mobile_app) that are designed and maintained by the [social media organization](https://en.wikipedia.org/wiki/List_of_social_networking_services).
4. Social media helps the development of online [social networks](https://en.wikipedia.org/wiki/Social_network) by connecting a user's profile with those of other individuals or groups.