

Varsity Sports - Evaluate Capabilities and Limitations (Cloud Streaming)

Date Updated: 10/14/2025

This document will evaluate the current potential candidates capabilities and limitations as well as possible pros and cons included in the service. All of the services should be able to account for streaming at 1080p and keep consistent with increasing viewers.

Potential Candidates:

- Dacast
- SproutVideo
- CrowdCast

Dacast:

- For live streaming, contains options for low latency setups and multi bitrate playback
- Live streams are automatically converted into VODs with options for monetization and tokenization.
- Works with CDNs to help with higher traffic events which can help reduce buffering and outages
- Includes toolset for live streaming with monetization, paywalls and integration of OBS/larix

SproutVideo

- Contains a control panel for the live events with changeable bitrate
- Live streams automatically generate VODs for on demand recordings
- Standard latency is described as about 30 seconds, but offers lower latency modes with tradeoffs.
- Has high end CDNs, but mainly in the higher tiered plans.
- Not specialized for live streaming, but does include it as an option.

CrowdCast:

- Built towards interactive webinars with engagement tools such as a chat, polls, and Q&A.
- VODs are automatically recorded and are made easy for replays and clipping
- RTMP typically has a 10-20 second latency.
- Has decent geographic coverage, but lacks much information about CDN.
- Not exactly made for broadcast production, less controls for it.

Recommendations:

Dacast is most towards enterprise streaming with included paywalls and able to handle high viewers for scalability. SproutVideo is more geared towards VOD catalog which includes marketing and analytics features that also has the option towards live streaming, but not specifically geared towards it. CrowdCast is best towards webinar events and audience engagement.