



AudioVisual
conference automation

EasyConf Voting

This application note describes the working and configuration of
Majority Calculation possibilities with EasyConf



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Majority Calculation

Majority Calculation is used a lot for voting sessions. While a voting session is running, **EasyConf** will calculate if the **majority**, which is needed to approve or reject a voting session, is reached.

This part of the application note explains how to configure and use **Majority Calculation** with **EasyConf**.

Majority Calculation - Configuration

To enable and configure Majority Calculation, please open the Voting Profiles menu.

Go to: MVI voting and control server – Profiles – Voting Profiles.

The screenshot shows the 'Voting Profiles' configuration window. The 'Default' profile is selected. The 'Majority calculation' section is expanded, showing the following settings:

- Enable
- Method: 1/2 + 1
- Special message for equal amount of yes and no
- Chairman has deciding vote after stop voting if equal (DCN-NG c)

The 'Quorum calculation' section is also expanded, showing:

- Enable
- Method: 1/2 + 1
- Quorum uses vote weight (if 'Use vote weight' setting is enabled)
- Actual quorum calculation is based on votes casted
- Maximum quorum calculation is based on actual present
- Merge quorum and majority text result in majority result
- Majority results has 5 different types of outcome ('S' labels)

The 'Not voted counts as:' section is expanded, showing:

- Not voted
- Answer 2 / No
- Answer 3 / Abstain

The 'Answer 3 / Abstain counts as:' section is expanded, showing:

- Answer 3 / Abstain
- Answer 2 / No
- Not Voted

The 'Vote timer' section is expanded, showing:

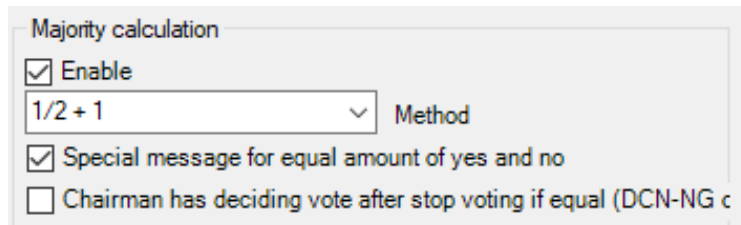
- Use vote timer
- Vote Time in seconds: 60
- Stop voting when timer ends
- Stop voting when last person votes (after <VoteTime> seconds)

Other visible settings include:

- Secret voting / No individual results
- 100% majority calculation based on:
 - Present button
 - Authorized to vote
 - Casted votes
 - Present during voting
- Report Not Voted individuals
- Abstain/dnpv part of totals
- Use vote Weight
- Ignore vote weight in group results
- Prevent change of vote
- Voting Leds don't show result
- hall display/Control: Show vote cast only, not individual result
- 'Persons with 'ExcludeVote' attribute are excluded from voting in this vote.
- Intermediate results:
 - Show on Hall Display
 - Show on control clients
 - Show on units (if supported)

Majority Calculation - Configuration

Place a checkmark at Majority Calculation to enable Majority Calculation.

A screenshot of a configuration form titled 'Majority calculation'. It contains four items: a checked checkbox for 'Enable', a dropdown menu for 'Method' with '1/2 + 1' selected, a checked checkbox for 'Special message for equal amount of yes and no', and an unchecked checkbox for 'Chairman has deciding vote after stop voting if equal (DCN-NG c...'.

Majority calculation

Enable

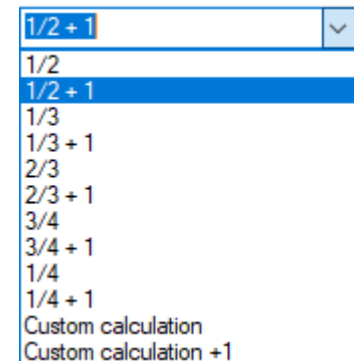
1/2 + 1 Method

Special message for equal amount of yes and no

Chairman has deciding vote after stop voting if equal (DCN-NG c...

From the **Method** dropdown menu please select the calculation you want to use.

The most common calculations are already predefined by us. But if you need another calculation, you can use **Custom calculation** to define a custom calculation

A screenshot of a dropdown menu for the 'Method' field. The menu is open, showing a list of calculation options. The option '1/2 + 1' is highlighted in blue. Other options include '1/2', '1/3', '1/3 + 1', '2/3', '2/3 + 1', '3/4', '3/4 + 1', '1/4', '1/4 + 1', 'Custom calculation', and 'Custom calculation +1'.

1/2 + 1

1/2

1/2 + 1

1/3

1/3 + 1

2/3

2/3 + 1

3/4

3/4 + 1

1/4

1/4 + 1

Custom calculation

Custom calculation +1

Majority Calculation – Explanation

For this example we used the $1/2 + 1$ calculation.

When you have a voting session with $1/2 + 1$ Majority Calculation at least **half of the delegates +1** allowed to vote in this voting session is needed to **approve** or **reject** the voting.

Majority Calculation – Explanation

During a voting session it's possible to see & show the current state of the **Majority Calculation**. For example you can show it to the chairman or display it on a hall-display so everyone can see the current state.

To follow the **Majority Calculation** the following labels can be added to a template.

- **Required majority** – *shows how many delegates need to vote a specific answer to reach the majority.*
- **Actual majority** – *shows how many delegates voted the most voted answer.*
- **Majority result** – *shows the result of a voting session.*

Total votes:	12
Not voted:	2
Required majority:	8
Actual majority:	9
Vote outcome:	Approved