

KEEP MY PLACE IN QUEUE

Configuration Guide

CONTENTS

- 1 FEATURE DESCRIPTION
- 2 CALL CENTER CONFIGURATION
- **6** VOICEMAIL CONFIGURATION
- 7 CALL FORWARD SELECTIVE CONFIGURATION
- 8 DNIS CONFIGURATION
- 9 UNITY CLIENT CONFIGURATION

Important: The following points MUST be in place to ensure that KMPIQ operates as specified. These points are all addressed in further detail in this guide:

- All users must be running the latest release of Unity.
- The call centers in BroadSoft must be configured with a specific KMPIQ Unavailable Code. Eg 'Unavailable – Processing KMPIQ' – This can be defined within a Template and rolled out to all users.
- The Guard Timer must be set to two seconds for all call center agents This is configured through the call center agent profile page in BroadWorks.
- Call center routing must be configured to bounce alerting calls to agents if the ACD state is changed to Unavailable while the call is alerting.
- The hard phone must not be call center enabled, otherwise it can try and push the
 agent into ACD Available state automatically. All call center actions such as join/leave,
 ACD state changes etc should be performed only through Unity.
- There should be no other clients that automatically change the ACD state.

This document should be read after the KMPIQ User Guide, which outlines agent and caller experience. The below steps outline how to setup KMPIQ for a BroadWorks call center, they should only be performed by BroadWorks administrators with experience of call center functionality and configuration.

FEATURE DESCRIPTION

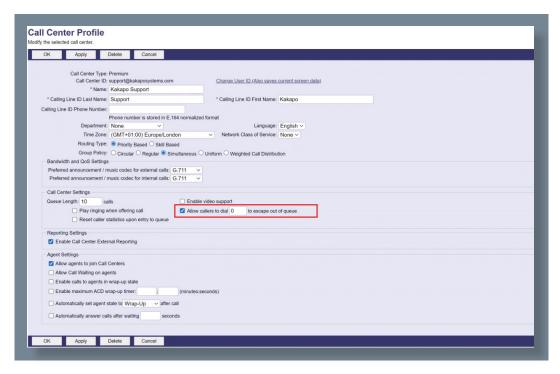
Keep My Place in Queue (KMPIQ) is an add-on feature for Unity Agent, Supervisor and Reception that allows queued ACD calls to be held in place in the call center queue when the remote party has released the call, then for the agent to call the party back when their held call becomes the next in line to be answered.

Unity clients capture events for queued calls through the CTI interface, meaning this feature is not available if Unity clients are using the deprecated CAP protocol when communicating with Broadworks.

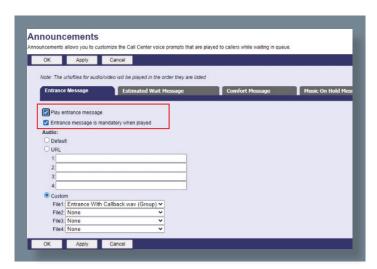
Unity will process all CTI events for queued calls, including when the call has been escaped. In this case (and assuming a KMPIQ license is assigned to the logged-in user) the call will not be removed from the in-memory virtual queue in the client, but will flag it as a KMPIQ call. The virtual list contains all KMPIQ and normal queuing calls. When a KMPIQ call is next in queue, Unity will either automatically perform the call-back (default) or prompt the user to dial the remote party.

CALL CENTER CONFIGURATION

The KMPIQ feature relies on the ability for ACD calls to be escaped, as this is the event that turns a normal queued ACD call into a KMPIQ call-back request. Therefore any call centers that require KMPIQ functionality must be configured to allow calls to be escaped.

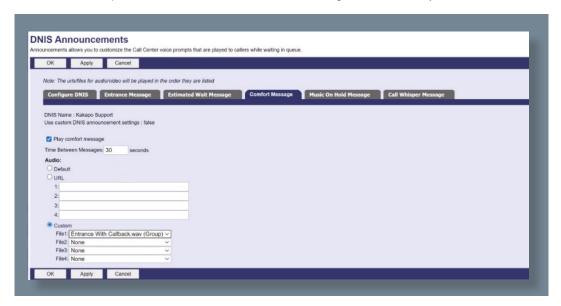


Because KMPIQ calls do not actually stay in the ACD queue, the queue length of the call center does not need to be increased.

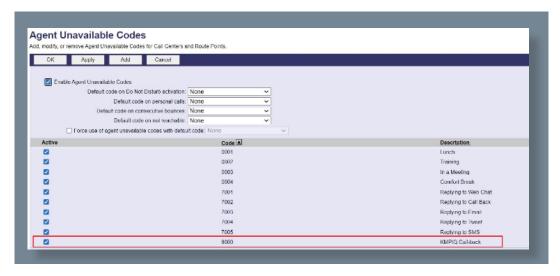


Because calls can be escaped, call center announcements must include the option to escape the call to initiate callback. This can be announced in the entrance message, the comfort message, or both. If the entrance message is mandatory the caller will not be able to escape the call until the entire entrance message has finished playing.

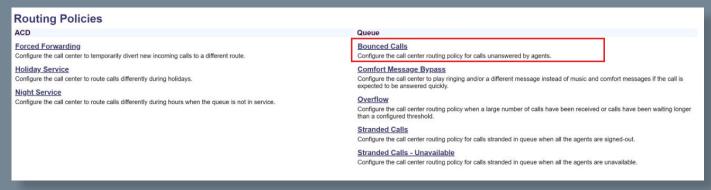
Announcements can also be set per DNIS, as shown below. This is particularly important as the use of DNIS to implement KMPIQ is recommended (although not mandatory), as outlined below.

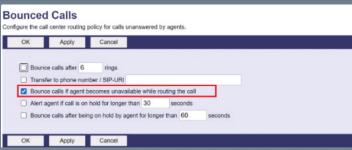


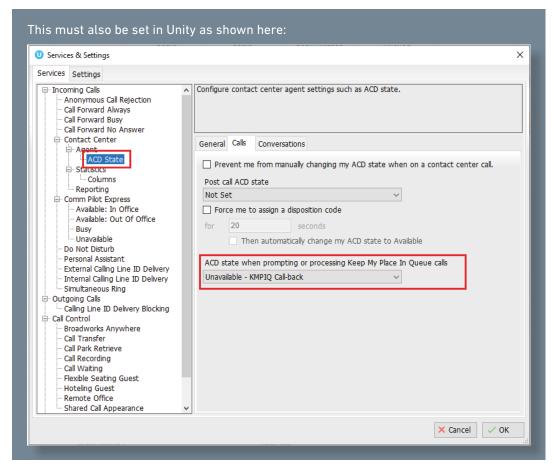
As previously outlined, Unity constructs a virtual queue that contains both escaped calls and ACD calls that are still queued. Although Unity is aware of KMPIQ call-backs, Broadworks is not, as the escaped call has left the ACD queue. When the next call to be answered is a KMPIQ call-back Unity will either automatically make the outbound call or prompt the agent to do so. However, BroadWorks will concurrently offer the next ACD call to the agent because they are joined to the queue and their ACD state is Available. In order to prevent this an Unavailable reason code must be added, which Unity will use to ensure queued calls aren't presented to the agent.



The call center profile must also be configured to bounce alerting calls to agents when their ACD state is changed to Unavailable. Please note that if a queued call is alerting to an agent and they change their ACD state to Wrap-Up, or even unjoin the queue, the alerting call will not automatically bounce. Only setting the ACD state to Unavailable (and when configured in the call center profile) will bounce the call.







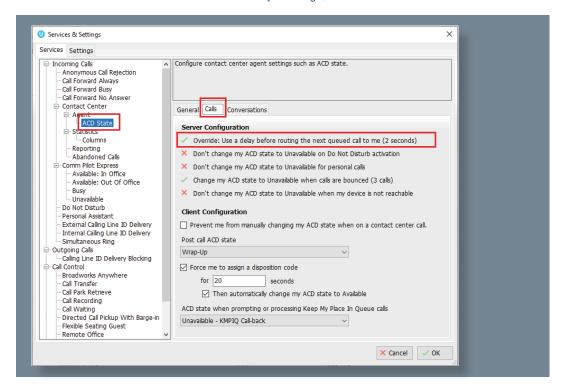
This Unavailable Reason Code should not be used for any other purpose, because the KMPIQ callback prompt will be displayed while the agent's ACD state is Available or Unavailable with this unavailable reason code, otherwise Unity will assume the agent is unavailable so will not prompt them to perform KMPIQ callbacks or automatically call the remote party.

Important: It is imperative that no other client or device can automatically change the ACD state, otherwise a loop will be created whereby Unity and the other client or device are continually changing the ACD state. It is therefore strongly recommended that call center functionality is removed from any hard phones that are used by agents that perform KMPIQ callbacks, because these devices will often change the ACD state to Available only for Unity to change it to Unavailable (because the next call to be processed is a KMPIQ callback), then for the device to change it back to Available and for this to continue in an endless loop.

Finally all agents within the call center should be configured with a Guard Timer of two seconds or more. A guard timer is a duration between a call being released by the agent and the next call being routed to them, assuming they are still available to receive queued calls. It offers an opportunity to third-party clients to change the ACD state or joined state of the agent before the next ACD call is routed. When a call is released Unity finds the next call to be processed and based on if that call is a queued call or KMPIQ call-back may need to change the ACD state. Setting a guard timer ensures it has sufficient time to perform these actions before the next queued call is routed to the agent.

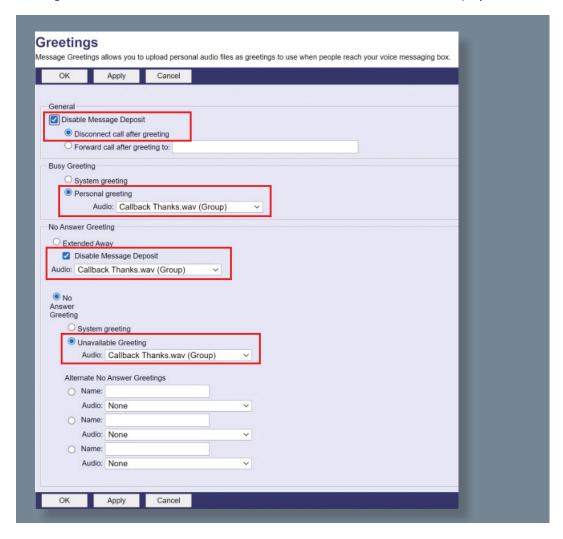


This can be viewed (but not modified) in Unity Settings, as shown below:



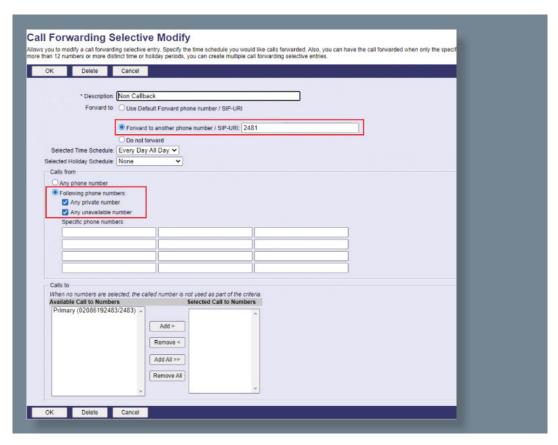
VOICEMAIL CONFIGURATION

When the call is escaped it will be routed to the voice mailbox for the call center, or follow Call Forward Busy behaviour, depending on service assignment. Assuming voicemail is being used, the call center must have the Voice Messaging User service assigned and it should be configured to play an announcement to the caller informing them that the call has been kept in queue and they will be called back shortly. The caller should not be able to leave a message, rather the call should be released once the announcement has been played in full.



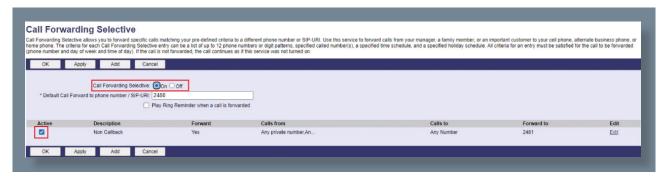
CALL FORWARD SELECTIVE CONFIGURATION

KMPIQ callback is only available for calls where the remote calling number hasn't been withheld, so inbound calls must be filtered so that only calls that present the calling or 'from' number are offered a call-back. The Call Forward Selective service provides this functionality, as shown below.

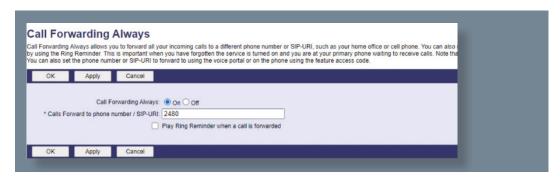


If the call is a private/unavailable number then it will be forwarded to another call center or DNIS that doesn't offer KMPIQ callback in the announcements. Otherwise the call will not be forwarded and will be processed by the KMPIQ-enabled call center as normal.

The service must also be activated in Broadworks.



A Hunt Group could also be used to provide this forwarding functionality, but both the Call Forward Selective and Call Forward Always services would need to be assigned to the Hunt Group and configured. This is because it isn't possible to include a default forwarding route using the Call Forward Selective service, therefore the Call forward Always service will provide a route for any calls not processed by Call Forward Selective, as below. The extension is that of the DNIS or Call Center that does play the announcements offering call-back.



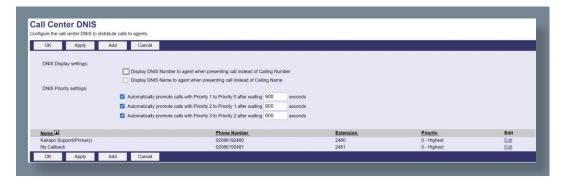
If forwarding to a DNIS, then it could exist within the same call center that does provide escaped calls [through other DNIS], but if the caller isn't told this in the announcement they won't know it's available. DNIS that don't offer call-back don't need to be configured to allow outbound dialing.

Call Forward Selective can also be configured to only route calls to a DNIS that supports callback at certain times of the day.

Rather than routing the call to different DNIS (which requires Call Center Premium licenses) the call can be forwarded to different queues, however agents would then need to join/leave both queues and call center reporting would be separate per queue. Also when performing the KMPIQ callback the CLI of the agent would be used, and ACD features such as supervisor escalation would not be available when making callbacks.

DNIS CONFIGURATION

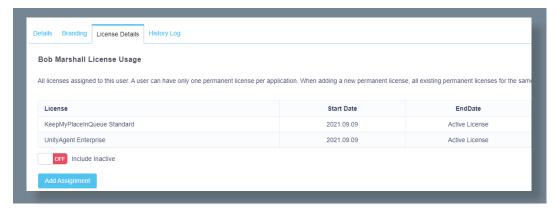
If the ACD call was received through a DNIS that supports outbound calls, Unity will use that DNIS as the 'from' number [if configured as an outbound DNIS] when performing the KMPIQ callback. This ensures the call is more likely to be answered because it came from a previously dialed number.



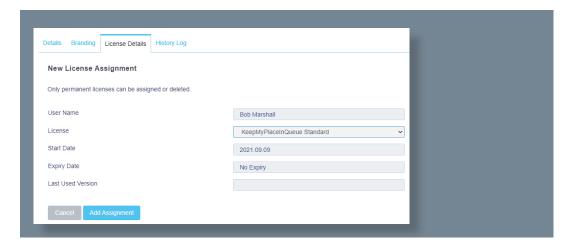


UNITY CLIENT CONFIGURATION

A Keep My Place In Queue license must be assigned to all agents and supervisors that require KMPIQ functionality, this is an add-on license that must be assigned as well as the underlying Agent, Supervisor or Reception client license. Please note the base license can be a trial license, however trial licenses are not available for the Keep My Place In Queue feature.



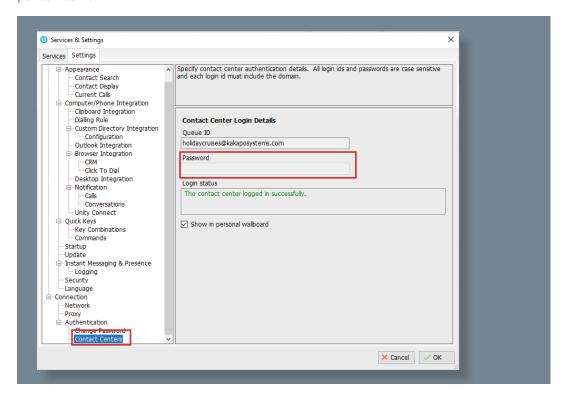
Assign the Keep My Place In Queue license the same as all other licenses in the Kakapo partner portal.



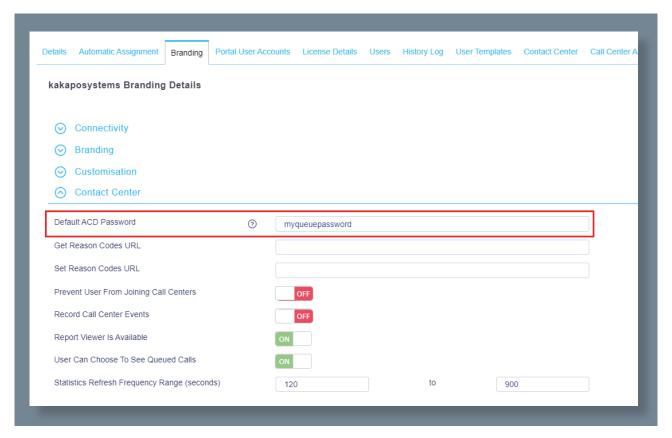
kakaposystems Licenses s License Details Users History Log User Templa KeepMyPlaceInQueue Standard Assignment Details Start Date End Date Charles Berry 2021.09.01 Active License 2021.07.11 License Assignment Assign the license to multiple group users ON Login ID ON ON Amanda Dawson A Dawson@kakaposystems.com

This license can also be bulk-assigned at the Group level.

Unity must be logged in as the call center (in addition to the end-user) in order to receive CTI events for ACD calls. This can be achieved through Unity Settings if the password is different per call center.



However if the same queue password is given to all call centers then it can be set in the Kakapo partner portal and used by all Unity clients when logging into call centers. This eliminates the potential for the incorrect password being used, which could lead to the call center account being locked which would impact all Unity clients.



It is not possible to log into the Broadworks portal or clients using a call center password, and the password can only be viewed/managed in the Kakapo portal by authenticated portal admin accounts with appropriate access.

Please note if the default ACD password is set in the Kakapo portal then end-users will not be able to change/set it in Unity Settings.



© Kakapo Systems 2023
T +44 (0)207 084 6845
E tellmemore@kakaposystems.com
W www.kakaposystems.com
International House | 36-38 Cornhill | London | EC3V 3NG

