MONITORING THROUGH THE MADNESS

Guaranteeing IT Service Health During Times of Chaos

WELCOME TO THE BIG DANCE

120 DAYS

67 SINGLE ELIMINATION GAMES
(MANY DURING BUSINESS HOURS)

80.7 MILLION VIDEO STREAMS

ONE SHINING MOMENT...OR NOT

70M people fill out an online bracket.

20% of American workers will participate in office pools.

$1.3B cost of each workday hour wasted building brackets or watching games.

SHARE YOUR STORY ABOUT HOW YOU'VE MONITORED THROUGH MADNESS AND WIN TICKETS TO THE FINAL FOUR!

ENTER TO WIN

FUN FACT: **130.4 DECIBELS** Zenoss customer the University of Kansas set the Guinness World Record for loudest crowd roar at an indoor sports arena during a February 2017 basketball game.

UPSET ALERT: IT IMPACT

60% believe their company's network is at greater risk due to online activities.

53% of companies have experienced bottleneck or bandwidth issues during past tournaments.

64% say their IT departments do not monitor network levels more closely on the days when NCAA games are being played.

NETWORK WORKING OVERTIME

STRESS ON NETWORK BANDWIDTH

security threats posing as basketball-related stories or apps.

REDUCED APPLICATION performance for business CRITICAL APPS

increased noise level exacerbating the task of finding actionable events.

ZENOSS IS THE GLOBAL LEADER IN HYBRID IT MONITORING AND ANALYTICS SOFTWARE

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