



Illustrative scene. Screens show fictional content.

EVERY SCREEN. EVERY LOCATION. ON BRAND.

Design, schedule and publish content to screens across every location, and see what each screen is playing.

NEXUS SIGNAGE

FROM DESIGN TO EVERY SCREEN.

One workflow for the content on your screens: create it on brand, plan when it plays and publish it to the right screens.



Illustrative scene. Screens show fictional content.



Design

Templates and a visual designer for on-brand screen content.

Design a promotion once, schedule it by store group and publish it to every screen in the estate.

Show welcome messages and building information on reception screens, updated centrally for every site.



Schedule

Playlists and time slots for every screen group.

Plan morning, weekend and seasonal content in advance, so screens change with the trading day rather than with staff availability.

Schedule local notices, such as building works or site events, to the screens in that location only.



Publish and monitor

Push content to screen groups and see what is live.

Check from head office what every screen is playing, instead of relying on photos or local confirmation.

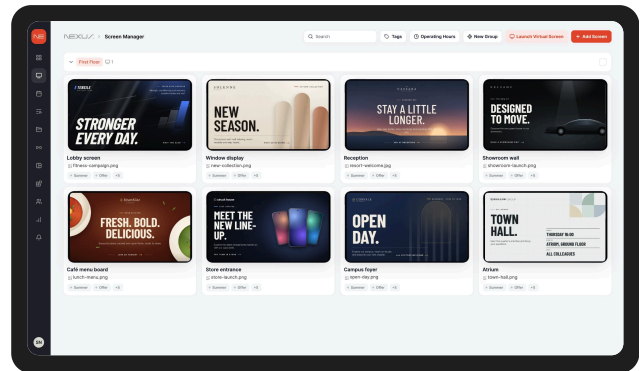
Publish the same approved communications to every site, with local notices added for individual sites.

WHAT YOUR TEAMS WORK WITH.

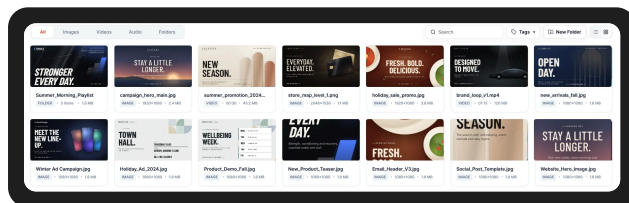
EVERY SCREEN, ITS STATUS AND WHAT IT PLAYS

Screen Manager shows every registered screen, whether it is live and what it is playing, as a list or on a map.

Head office can see the state of the estate without relying on photos or calls to each site.



Screen Manager: every screen and what it is playing



Media library: folders, images and videos

ONE LIBRARY FOR EVERYTHING ON SCREEN

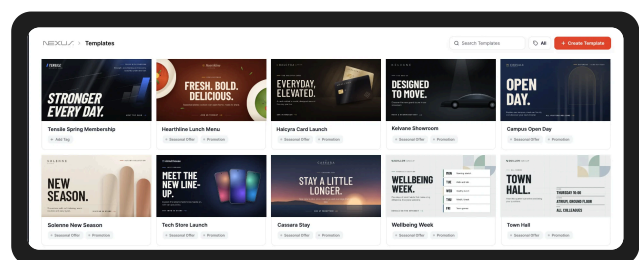
Images, videos, documents and web pages live in one media library, organised in folders, tagged and searchable, in list or grid view.

Teams find the approved asset quickly, and every screen draws on the same source.

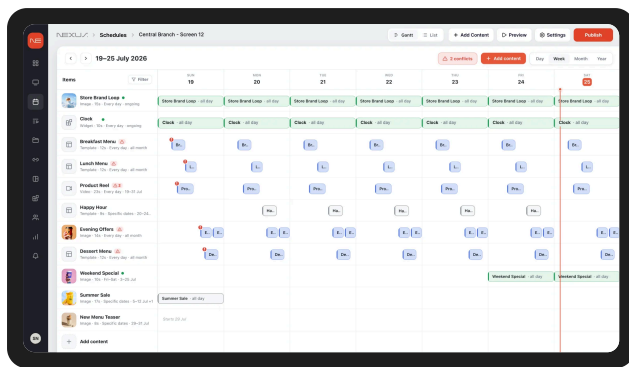
TEMPLATES FOR EVERY CAMPAIGN AND FORMAT

Start from a template in the gallery or from a blank canvas, in landscape, portrait or custom formats, and build on-brand content in the visual designer.

Teams produce consistent content in-house, without starting from scratch each time.



Template gallery



Schedule, week view with conflict flags

PLAN WHEN EVERY ITEM PLAYS

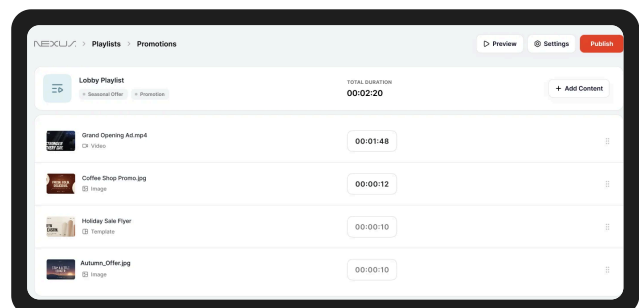
A schedule sets when each item plays: a date range, days of the week and play times. Day, week, month and year views and a timeline show the plan, and overlapping items are flagged before publishing.

Morning, weekend and seasonal content changes on time, without someone at each site.

PLAYLISTS WITH EXACT TIMING

A playlist is an ordered loop of media, documents, designs and widgets. Set how long each item plays, then preview the full loop before publishing.

What each screen shows, and for how long, is set deliberately rather than left to chance.



Playlist builder: items, durations and total loop length

ONE CHANGE, EVERY LOCATION

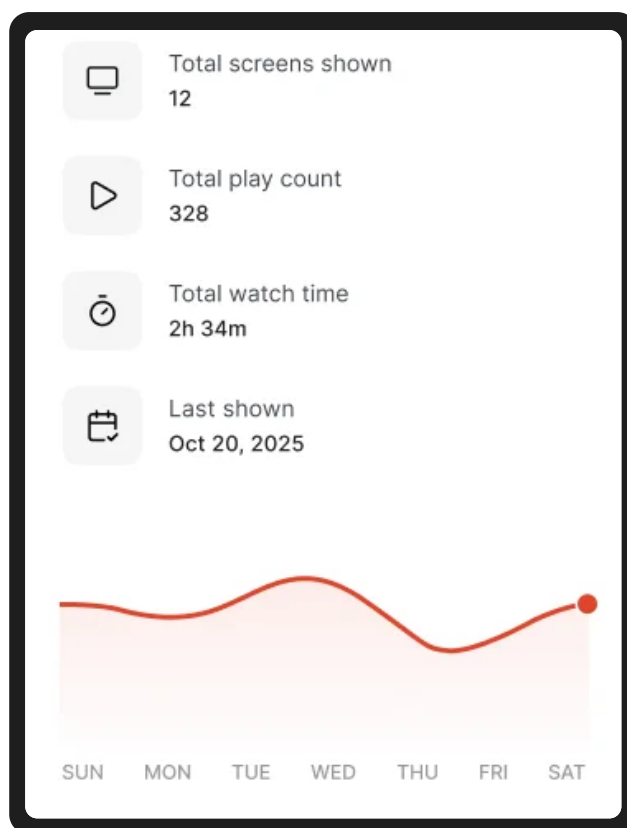
Organise screens into groups by region, site or department, label them with tags and place them on a map, then set content to a whole group at once.

A campaign reaches the right sites in one action, and local screens stay organised as the estate grows.

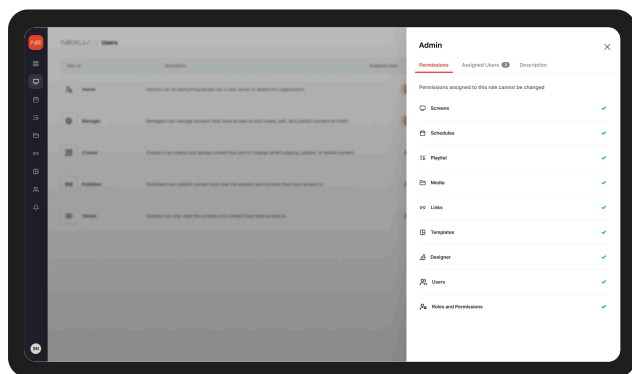
KNOW WHAT PLAYED, AND WHERE

Each media item keeps a play record: the screens it appeared on and when it was last shown.

Teams can confirm where a campaign ran.



Play statistics for one media item



A role and its permissions

NAMED USERS, THE RIGHT PERMISSIONS

Assign predefined roles, or define custom roles permission by permission.

Content creation can be separated from publishing.

WHERE YOUR SCREENS SPEAK FOR YOU.

Branches, stores, lobbies and offices: the same console schedules what each location shows.



Campaigns across the estate

Design a promotion once, schedule it by store group and publish it to every screen in the estate.



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Company news on every floor

Publish leadership messages, announcements and campaigns to lobby and floor screens across every office.

Industries with Nexus Signage use cases: Retail & Shopping Centers · Banking, Finance & Insurance · Telecommunications · Healthcare & Medical Facilities · Hospitality & Hotels · Corporate Offices



Your experience platform. Your deployment choice.

Nexus Signage is offered in the cloud or installed on premises, according to your requirements. It runs in the same console, with the same sign-in, as the other Nexus Cloud products.

Technical requirements, sizing and infrastructure are confirmed with you for your environment.

QUESTIONS BUYERS ASK.

Can Nexus Signage manage screens across many locations?

Yes. Nexus Signage is built to schedule and publish content to screen groups across multiple locations. Your location count, screen types and network setup are reviewed during the demo.

Which screens and media players are supported?

Nexus Signage runs on Android, Windows, Samsung Tizen and LG webOS players, and in a web browser. Specific models and displays are confirmed for your estate during the consultation, before any rollout commitment.

Do we need the other Nexus products?

No. Nexus Signage works on its own. Nexus Queue and Nexus Surveys can be added later, in the same console and sign-in.



— NEXUS SIGNAGE

SEE NEXUS SIGNAGE ON YOUR SCREENS.

BOOK A DEMO

See the products in your environment.

CONTACT SALES

Talk to our team about your locations.

BECOME A PARTNER

For system integrators, resellers and distributors.

www.nexus-cloud.co

Capabilities described are those available in October 2026. Supported devices, limits and integrations are confirmed for each project. Images are illustrative.