

Retail Projects Solutions

Tailored to Meet Your Needs



With 24x7x365 nationwide coverage and on-site support, **Essential's offerings are fully customizable**, tailored to meet each customer's unique requirements.

Support Services for Technology Changes

EssentialSM leverages our Complex Project Solution to help customers manage retail technology projects. Paired with our North American reach of Managed WorkForce[®] field service techs and forward stocking locations, we uniquely design support services for the entire technology lifecycle. Our solutions architects collaborate with the entire organization to carefully map out requirements and solutions that provide the optimal balance of resources and costs.

No technology project is too big or small. Projects include:

- » **Implementation:** traditional technology deployment to complete enterprise infrastructure implementation
- » **Installation:** install new systems and devices, including hardware, software, and network connections
- » **Moves:** disconnect, pack, move, reinstall, and test technology, verifying network connectivity, and functional hardware and software
- » **Adds or Changes:** integrate new/change existing hardware/software
- » **Replacement:** swap-out legacy systems, removing the displaced technology and managing the end-of-life plan
- » **End-of-Life:** return/destroy equipment and proprietary information according to client and/or government restrictions and requirements

Retail Offerings

- » EMV pin pad installation
- » Digital price signage installation
- » Kiosk installation
- » Tablet installation
- » New & existing store router installation
- » Access point installation
- » Brand new store equipment installations
- » Circuit cutovers
- » Register installations
- » Self checkout lane installations
- » Security camera installations
- » Traffic counter camera installation
- » Display installations
- » Server installs & upgrades
- » Operating system upgrades

24%
AVERAGE SAVINGS

300+
RETAIL CLIENTS

59,000+
UNIQUE LOCATIONS