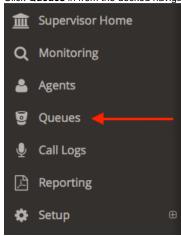
Creating a Queue

Queue setup and modification is a Manager user level function. Queues are used to hold calls and distribute those calls to Agents that are assigned to the Queue. Distribution of calls in Queues is done on a skills-based best fit criteria. This means the skill(s) and proficiency associated with the call are compared to the skills and associated proficiencies of available Agents. Out of the available Agents, the Agent with the best match to the caller's needs /issue is offered the call. This allows the most qualified Agents to respond to calls improving efficiency and satisfaction.

To create a Queue:

- 1. Using the Flow domain provided, access the interface as a Manager user.
- 2. Click Queues in from the docked navigation menu found on the left of the window.



3. In the Queue List view, click +New located at the bottom left of the Queue List.



- 4. Set the Queue Status by clicking the desired radio button:
 - a. Active: Queue is accepting calls and distributing to Agents.
 - b. Disabled: Queue is present, but is not accepting calls.

Queue Status



5. Use the drop-down selector under **Team** to select the Team that will own the Queue.

Team



- 6. In the Description text box, give the Queue a name. This name will be used throughout the interface to identify the Queue.
- 7. For **Agent Distribution Strategy** use the dropdown list to select a distribution strategy:
 - a. Longest Idle: send calls to an Agent assigned to the Queue with the longest idle time.

Agent Distribution Strategy



8. For **Agent Management** options, click the **checkbox** to allow users with Supervisor access to modify Agent membership (assignment) to the

Agent Management

- Allow supervisors to modify agent membership
- 9. For the **Agent Skill Matching** section used the dropdown boxes next to each listed skill to assign the ideal proficiency level to accept calls from the queue.

	0	Support Spanish			counting			
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		ficiency ranges from 0 to	9, with 1 being the leas	t proficient (a	trainee level) and	9 being the most	proficient in the skill. 0 is used to de	∍note
	Multiple	skills can be used to dete	rmining the Agents bes	st suited to ac	cept calls from the	Queue.		
10.	and set a	a time interval (in second:	s) using the text box. TI	he queue ann	ouncement will int	errupt any playing	ne Queue. To enable, click the chec g hold music and return to it when the sures that the caller's position will be	ne
	Que	ue Position Annour	ncement					
	□ Ar	nnounce queue po	sition every 10	sec	onds			
11.	Level. Ir	n the text box, enter the a	mount of time (in secor	nds) that the c	all should be waiti	ng for before beir	nable, check the box under Service g escalated one level in priority. The wered or it reaches the highest priority.	e call
	Sei	rvice Level						
		Increment queue c	all priority every	10	seconds			
12.	accomm		iority level followed by I				sy, calls can be sent to a new Queu sent to the overflow queue once one	
	Calls car	n be shoveled (moved to	new Queues) based or	two methods	S:			
	a.	Shovel Calls based on wait time (in seconds) at					ait time option. In the text box enter	the
		☐ Shovel calls	based on wait t	imes abo	ve 30	seconds		
	b.	Shovel Calls based on then in the text box enter					nber of calls in the queue option and	i
		☐ Shovel calls	based on 20	calls in	queue			
	Once the	e overflow method is sele	cted use the dropdown	list to select v	what Queue overflo	ow calls should b	e placed in.	
	Sen	nd overflowed calls	to:					
	9	Select			;	‡		
	If the over	orflow quoup has not hop	n created first create th	he queue and	return to this stan	to select the eve	rflow queue from the dropdown list.	
		•			•		·	
NOTE: It is recommended to ensure Queues into which calls overflow <i>are not themselves configur</i> in cascading behavior where overflow calls are potentially shoveled into incorrect Queues resulting 13. Use the Integrations area to Enable Screen Pops for Agents being offered calls for the Queue.								Suit
	Integrations							
	☐ Enable Screen Pop on call offer to agent's browser:							
		http://google.com/s	earch?q=%ID% %CN	AM% %CNU	IM%			

Agent Skill Matching

Screen Pops allow for visual information related to the call to be displayed to the Agent. The following example will set up a Google search with the Caller's Telephone Number and Caller ID Name:

While a static URL can be used, a dynamic one will be the most typical use case for Screen Pops. In this way information can be both posted to an external source or pulled from one allowing Agents to receive relevant information to calls in the same window. While this feature is configured on each Queue, Screen Pops can be set to display or not display with a toggle available to the Agent. For Screen Pops to display, it must be configured for the Queue **and** enabled for each Agent. Screen Pops are enabled by default for every Agent, so not displaying Screen Pops is on aper Agent opt-out basis.

When designing your Screen Pop, you can construct your URL to include the following variables:

%ID%	Flow database unique call ID				
%HOST%	Flow server's hostname				
%CHANNEL%	SIP channel				
%AGENTID%	Agent's ID number				
%EXTENSION%	Agent's logged in telephone extension number				
%DTQUEUED%	Timestamp in UTC that the call was queued in Flow				
%DURATION%	Queued duration				
%CNAM%	Caller ID name				
%CNUM%	Caller ID phone number (Max. 10-digits, e.g. 5037644300)				
%CNUME%	Caller ID phone number in e.164 format (e.g. +15037644300)				
%TN%	Flow inbound telephone number				
%NOW%	Flow server's current date and time in UTC				
%FLOWQID%	Flow database queue ID				
%FLOWAID%	Flow database agent ID				

^{14.} Click the Save button to complete Queue creation.

Related articles

- Adding Agents
- Creating a Queue
- Setting up Phone Numbers
- Adding Users
- Adding Skills