

Getting access to the right gig workers can ensure that you get a skilled engineer to carry out a comprehensive WLAN site survey. If you're not sure how to do a site survey, don't worry. A well-qualified gig worker will have all the knowledge and tools necessary to carry out your site survey and identify challenges before working collaboratively with you to overcome them.

The site survey will determine the Radio Frequency (RF) behavior on-site and identify the best locations to establish Access Points (APs). Engineers will compile a wireless site survey checklist which will identify potential challenges to design, deployment and management presented by your site.

<https://www.fieldengineer.com/blogs/challenges-and-solutions-of-wlan-deployment>

This checklist will likely include;

The intended use for the network: A shared office will have very different needs to a warehouse or events venue. This will have implications for you...

Coverage and Capacity need: Which areas will need access and which will need the highest capacity for robust data transfer? Where will activities with potentially high capacity bandwidth needs take place?

Identifying cabling paths and installation requirements- When they have a good idea of your needs, gig workers will then go through your site identifying where APs will need to be placed for optimal coverage and capacity. They will also determine the logistics of running cables to the requisite APs.

Outside interferences- There may be outside interference which may affect your network performance. These include misconfigured APs in nearby spaces, or other nearby devices that use RF.

User flow- There was a time when access points were centrally positioned, but business WLAN needs have changed. It's now best practice to place APs where they will be used the most. A site survey will also consider user flow in determining the best locations for APs.

Security- APs will be configured in a way which will keep your network secure and prevent unwelcome parties from accessing it.