

SmartClass +

The Next Generation Computer Classroom Management Platform



The SmartClass + Advantage

Computer Classroom Management

Most students use computers at home for playing games, communicating with friends, watching videos, catching up on the latest sporting news, listening to music, and shopping.

When a student sits down in front of a computer in a computer classroom, he or she is likely to want to continue exploring these same activities.

For this reason, instructors who are teaching in a computer classroom need a classroom management platform to help focus student attention, to restrict activities on the student computers, and to foster an environment where learning activities are fun and can actually compete with other choices of their own merit.

Without a classroom management platform, teachers will find that their efficiency and that of their students is only a fraction of what it should otherwise be. With a classroom management platform, teachers will accomplish more in less time.

The SmartClass + Advantage

SmartClass + is a new computer classroom management platform that empowers teachers to employ technology in a pragmatic and intuitive fashion.

SmartClass + differs from previous generations of classroom management products in its ability to take a core set of classroom management modules and adapt them to a wide range of educational requirements:

- **Workspaces:** These include traditional labs having a dedicated room, portable labs, and even virtual labs.
- **Workstations:** Additionally, SmartClass + has been architected to work with traditional desktop computers, laptop computers, tablet computers, and even without student computers.
- **Networks:** SmartClass + also supports traditional wired networks, wireless networks, and Internet connections.

Because of the platform's tremendous flexibility and modularity, we are able to configure individual systems that meet both the economic and pedagogical needs of virtually any type of lab – from basic computer classrooms to high-performance CAD labs, to rich-media language labs.



Flexible Learning Activities

There are two broad types of learning activities: Live and self-study, (also known as *media activities*).

- **Live Activities:** Live activities are teacher-led activities conducted in a class environment, where the teacher is present, and orchestrates the activity (e.g. a student presentation to the class).

Live activities are managed from the SmartClass + platform's *Live Activities Dashboard* running on a dedicated screen at the teacher's workstation

- **Media Activities:** Media activities are self-study exercises that the teacher has prepared in advance, and has made them available to students to work-on individually. Students execute these exercises at anytime, from any location.

Self-study activities are accessed using the SmartClass + platform's *Media Activities Dashboard*, which can be launched on any workstation that connects to the school's data network.

Intuitive System Dashboard

Live Activities Dashboard

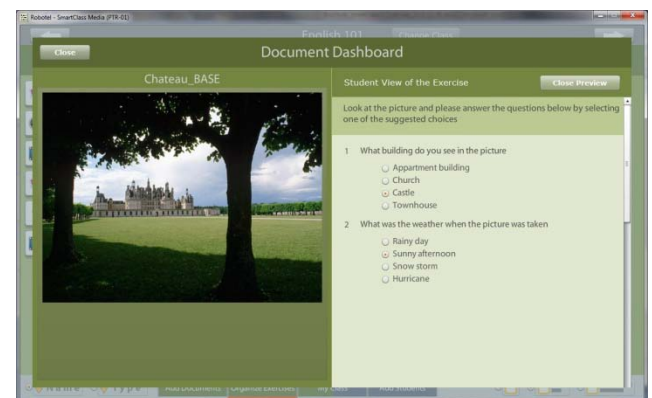
Teachers use the *Live Activities Dashboard* (shown above) to orchestrate all live activities in the classroom. Dashboard navigation is structured to ensure that teachers can quickly master the system.



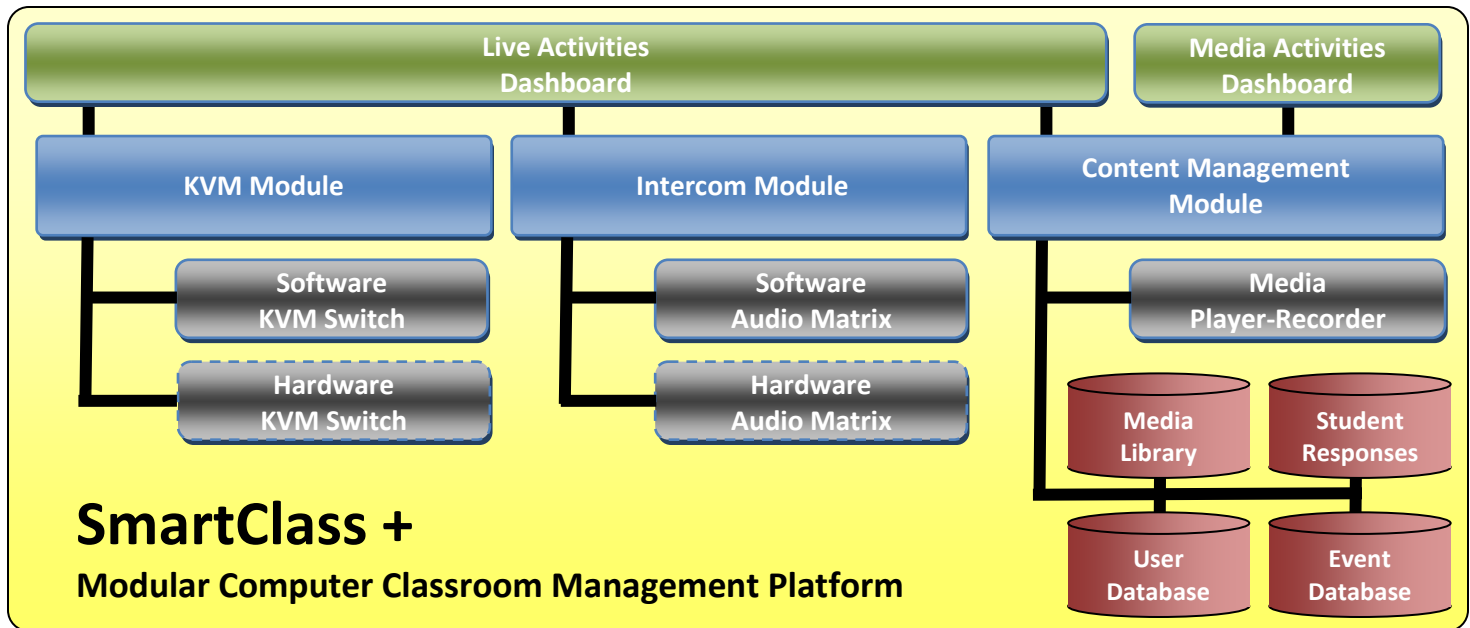
- **Clear Visual Feedback:** Workstation icons are displayed with student names immediately below. This provides a simple, clear model of the class for teachers.
 - **Logical Control Organization:** Functions that need to be accessible at all times are always visible, while activity-specific functions are displayed only when the corresponding activity has been selected.
- By restricting the number of on-screen functions, clutter is reduced and teachers can easily locate every control that they need.
- **Step-by-Step Guidance:** For sophisticated activities, a pop-up wizard provides step-by-step guidance to teachers to ensure that the activity is always done correctly.

Media Activities Dashboard

In environments where students are often given access to a library of self-study materials, the *Media Activities Dashboard* is used to build the library and to create exercises (such as quizzes and recordings).



SmartClass + Technology Overview



KVM Module

KVM is short for Keyboard-Video-Mouse. This module is used to support screen sharing activities such as:

- **Blank Screens:** Blank student screens and lock all keyboards and mice to focus student attention on the instructor.
- **Broadcast:** Send the instructor's screen to the class for teacher presentations.
- **Subgroup/Section:** For remedial training, work with only those students requiring extra help. It is even possible to partition the class into 4 (four) separate sections, with each running a different activity.
- **Model Student:** Send any student's screen to the class for student presentations.
- **Monitor/Autoscan:** Monitor individual student screens or scan the entire class to ensure students stay on topic.
- **Remote Control:** Take remote control of any student station to demonstrate an idea or a solution.

A powerful new software-based KVM switch, (SmartClass SWS), is used for most lab environments, but a hardware KVM switch, (SmartClass VGA or SmartClass DVI) can be deployed in rich-media environments such as CAD labs and Language labs.

Intercom Module

The SmartClass + intercom supports one-to-all, one-to-many, and one-to-one communications, so that teachers can work with the entire class, a subgroup, or an individual student.

Additionally, the intercom features matrix-switching technology with multiple independent communication channels. This means that the teacher can assign students to pairs or small groups, for activities involving teamwork and/or speaking practice.

A robust new software-based audio matrix is used for most lab environments, but a hardware matrix can be deployed in environments such as language labs, where pristine audio quality is critical.

Content Management Module

In environments such as language labs, where students need to be identified by name (rather than just by workstation) for tracking responses to exercises, the content management module is deployed.

This module is accessed by students (through the media activities dashboard) to execute exercises, and is used by teachers to build exercises and follow-up on student responses.



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