

# Integrating Diverse Student Devices into the Digital Classroom

## Classroom Presenter

Used in 100s of courses

### Problem: Tablet PC Only

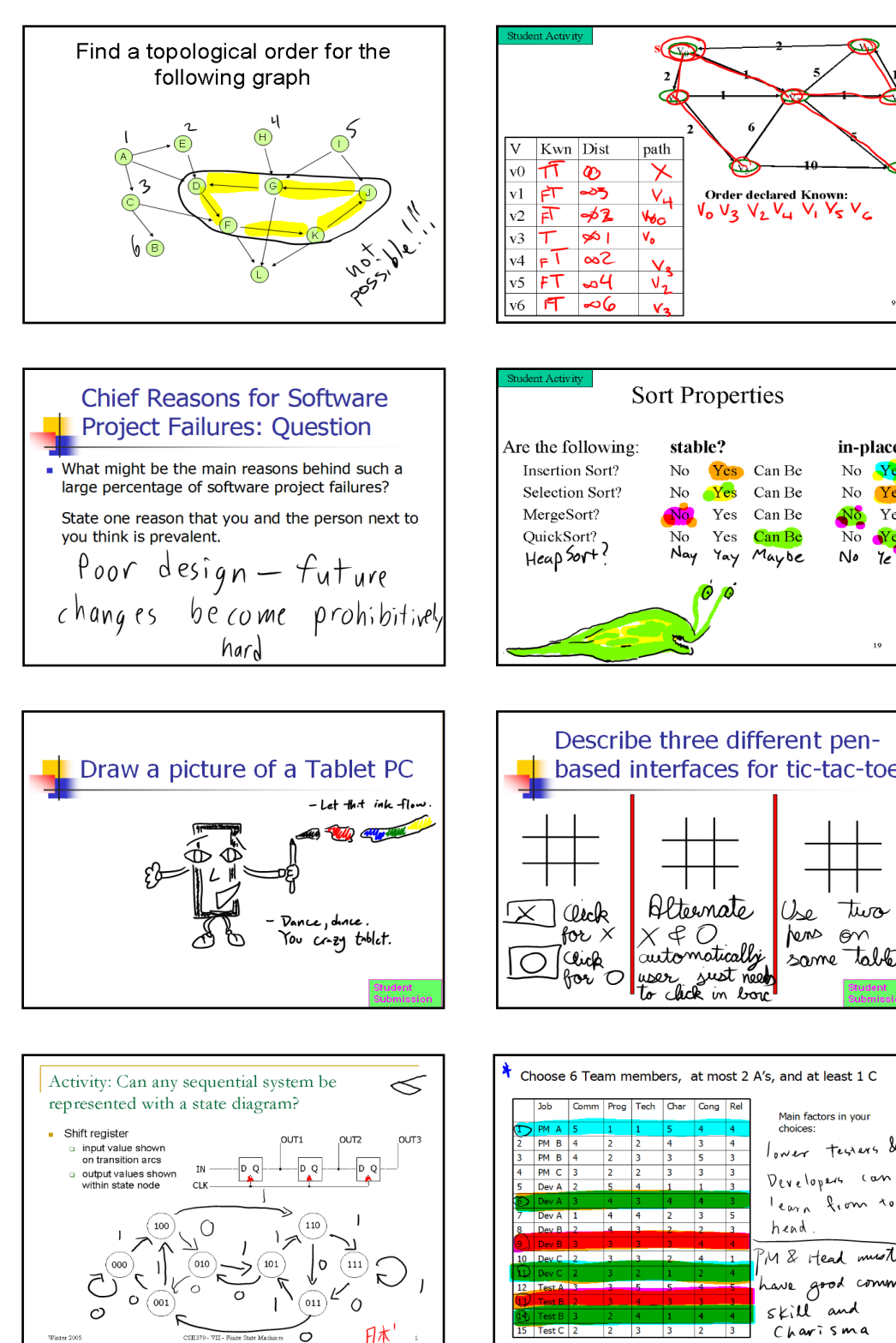
- Costly/Time-consuming to deploy
- Most people don't own Tablet PCs

## Student Submissions

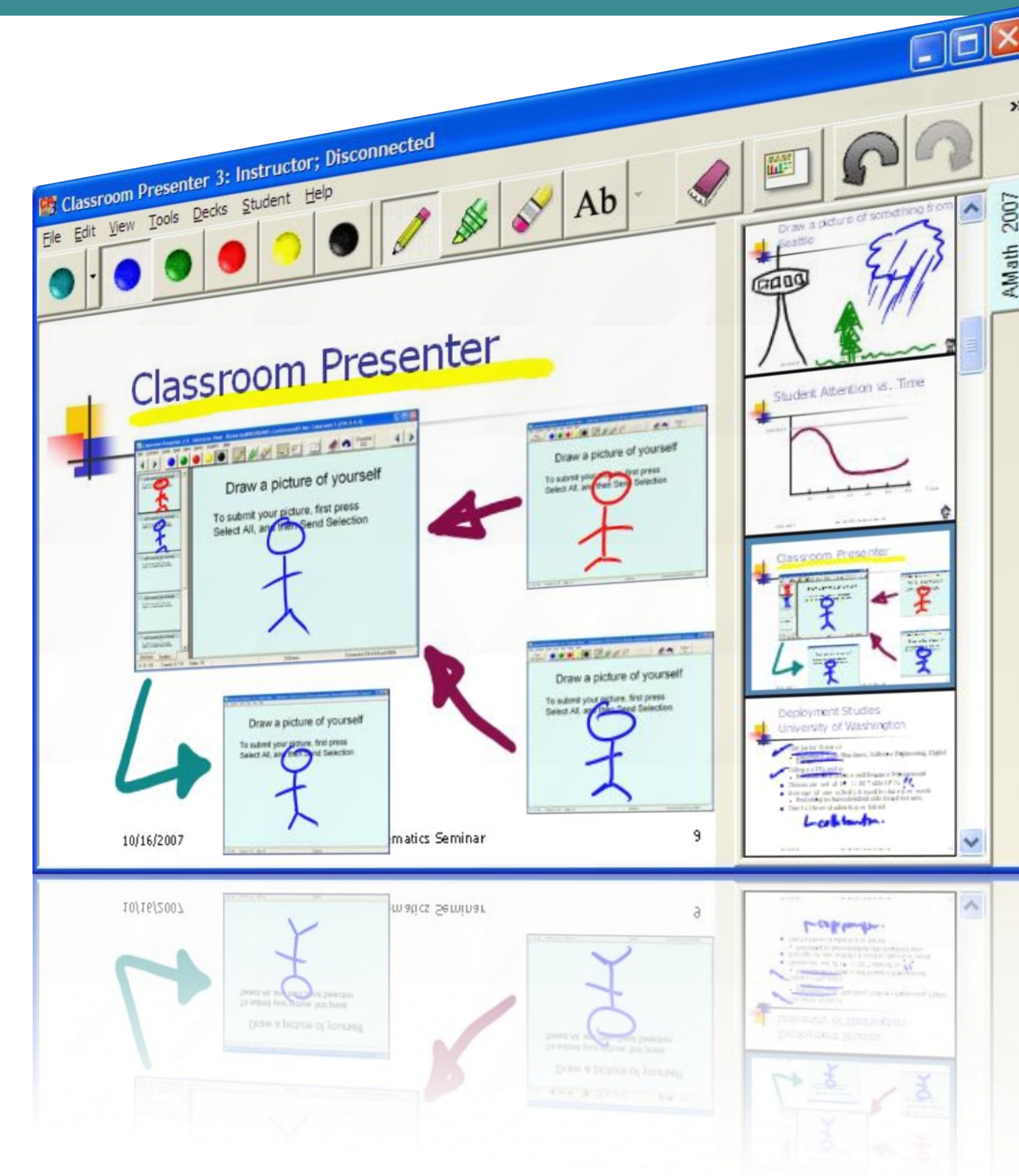
A successful pedagogy – give students in-class activities

Supports active and peer learning

Works well when the class all has Tablet PCs



Examples of Student Submissions

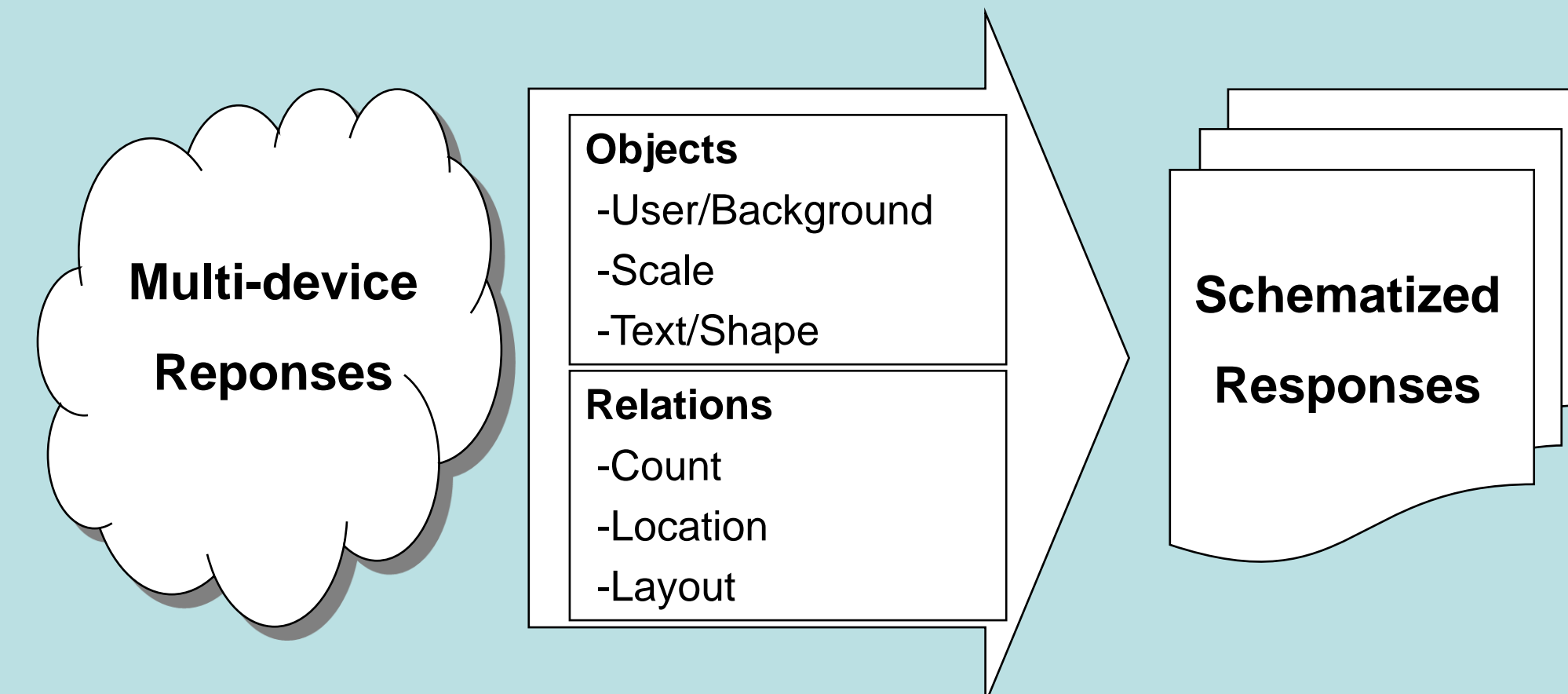


## How do we leverage the devices people already own?

### Design Issues

Questions:

- How do you design activities for many different devices?
- What activities are easy/hard to support across devices?
- What tools will help instructors design cross-device activities?
- How can instructors make sense of responses from different devices?



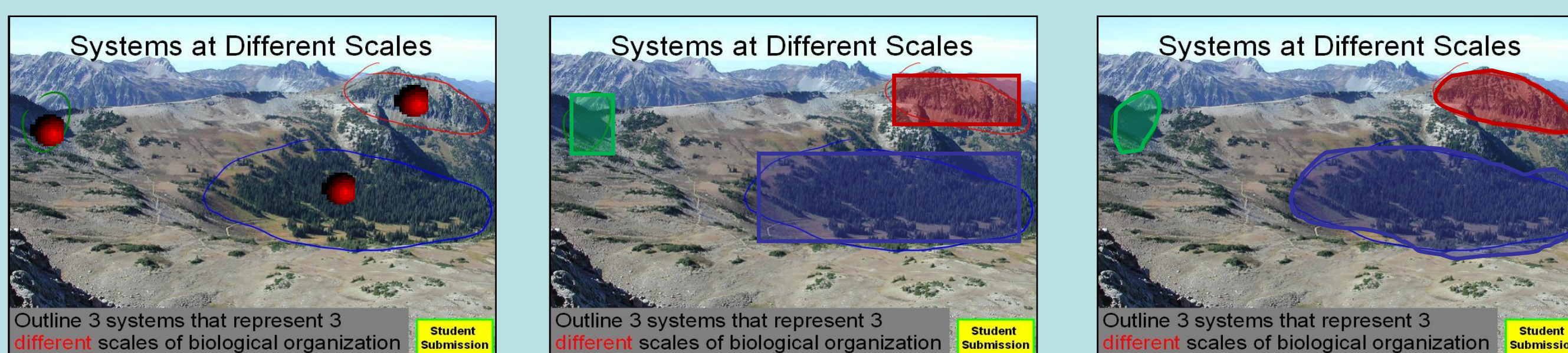
**The Goal:** Describe the semantics of an activity so we can select the best way for students to answer it on his/her device and do some automatic clustering/understanding.

### Use Issues

Explore novel input techniques for small devices.

For example:

- Drawing points/regions/boundaries
- Drawing/Editing diagrams
- Inputting text



**Points, Regions or Boundaries?:** Depending on the capabilities of a device and the type of response required for an activity, the input interface used may be different.

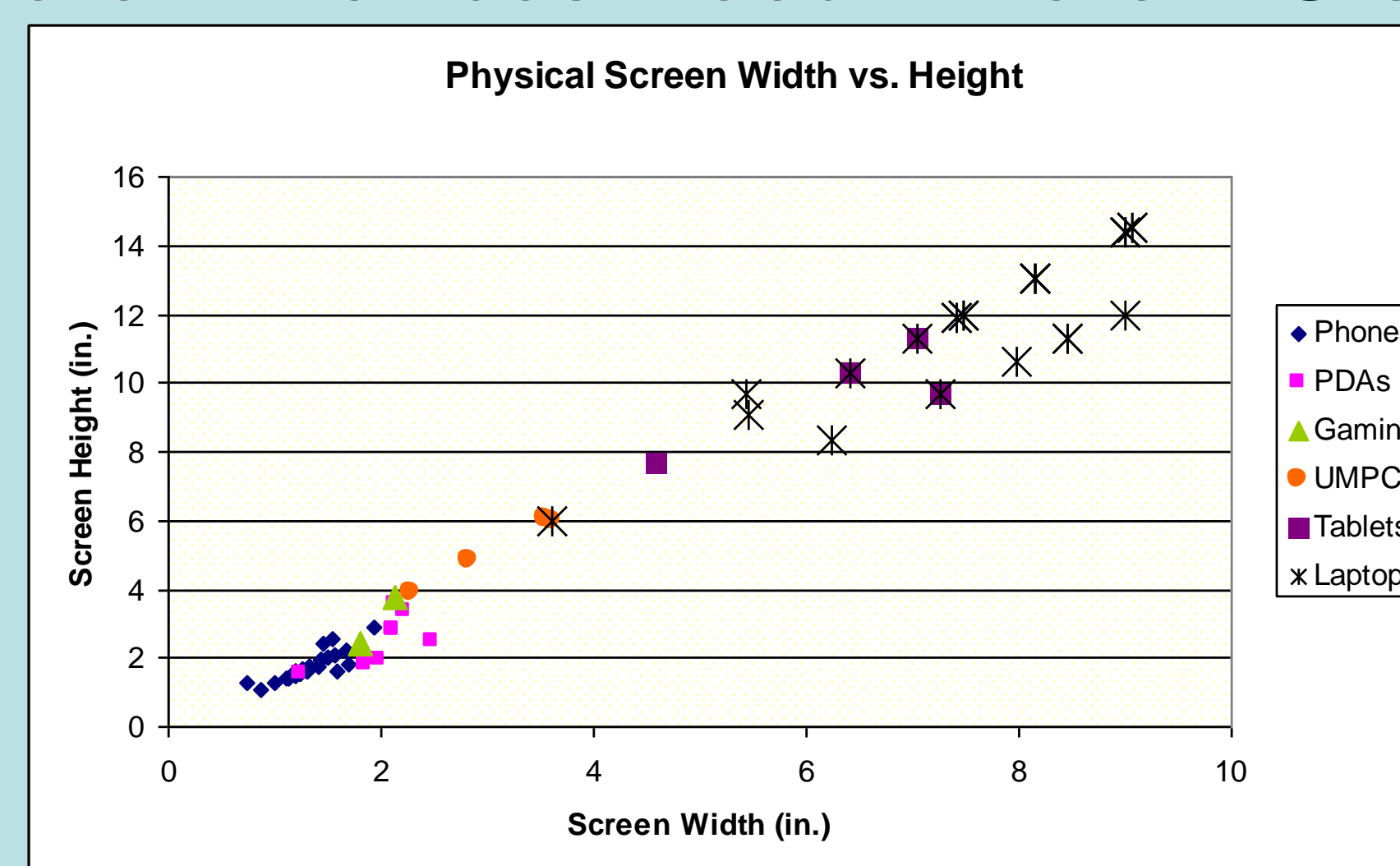
### Build Issues

Each platform has uses different language and API:

- C++
- C#
- Objective C
- Java



### Different Devices Need Different UIs Too!



More Information: <http://classroompresenter.cs.washington.edu>