Tablet PC Enhanced Curricula

Richard Anderson, Ruth Anderson, Oliver Chung, K. M. Davis, Peter Davis, Craig Prince, Valentin Razmov

Classroom Networks

- Increase student engagement by providing logistical support for active learning
- Provide feedback to instructors on the level of student understanding
- Enable students to contribute materials that can be shown on a public display in support of classroom discussions
- Take advantage of the flexibility and expressiveness of digital ink to support rich communication

Classroom Presenter

- Tablet PC-based classroom interaction system
- Supports inking on slides to integrate slide-based content with digital ink
- Student devices can be used to send digital ink artifacts to the instructor; artifacts can then be shown to the entire class
- Designed for classroom use
  - Embedded instructor notes
  - High quality digital ink
  - Flexible navigation features
  - Ability to capture and export student and instructor writing
- Used in classrooms with wireless networks
- Built on top of ConferenceXP 3.1

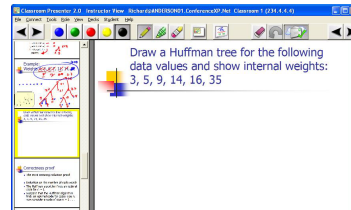## Computer Science Curriculum

- Developing slide-based materials to support interactive ink-enabled curricula
  - Lecture slides designed for inking
  - Student submission activities
- Deploying and testing materials in UW Computer Science courses
  - Data Structures (326)
  - Digital Design (370)
  - Software Engineering (403)
  - Algorithms (421)
  - Tablet PC Capstone (490RA)
  - Teacher Training (599A)
- Refining Tablet PC-based pedagogy
- Developing best practices guide
- Distributing course materials

Classroom Presenter is free for educational and non-commercial use. It is available from: www.cs.washington.edu/education/dl/presenter/
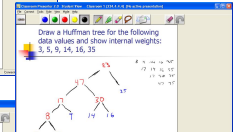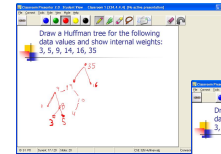
For more information contact:
Professor Richard Anderson
Dept. of Computer Science and Engineering
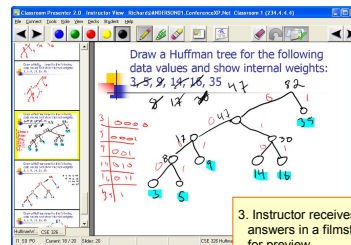University of Washington
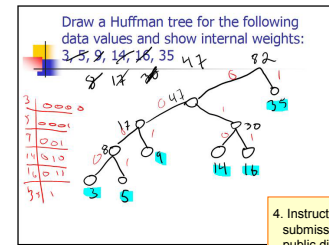anderson@cs.washington.edu

Student Submission Mechanism

1. Instructor displays a slide with an exercise for the students to work on

2. Students write their answers on the slide on their tablets and send them back to the instructor
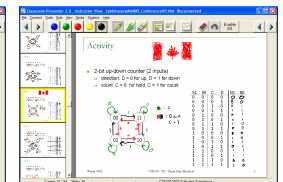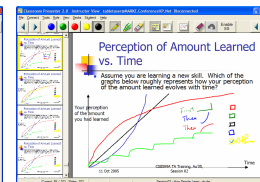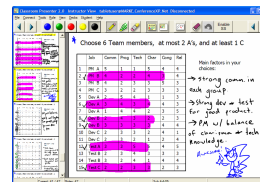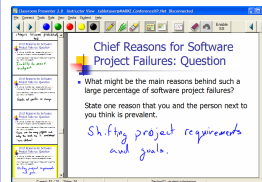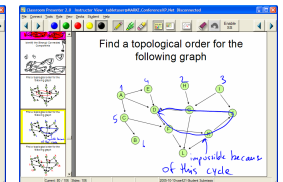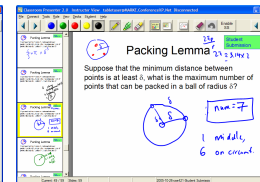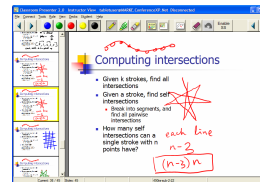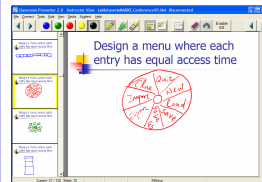
3. Instructor receives student answers in a filmstrip view for preview
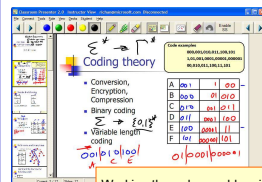
4. Instructor selects a student submission and shows it on a public display for discussion
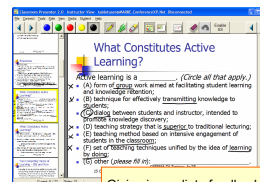
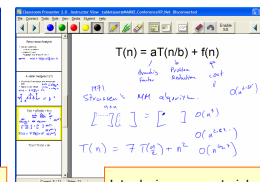## Student Submission Activities from Pilot Uses of Classroom Presenter

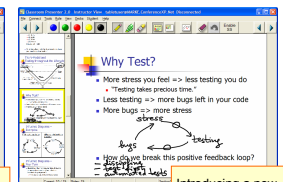## Instructor Slides Designed for Use with Digital Ink

Working through a problem in front of the class

Giving immediate feedback on a problem

Introducing new material; freely writing notes

Introducing a new graphical formalism; leading collective brainstorming

http://www.cs.washington.edu/education/dl/presenter/