LearnITy™ Virtual Classroom

You've heard the debate for years: classroom verses online. Only a few years ago, instructor-led classes required a face-to-face event in which participants gathered in a single classroom facility, and e-learning usually equated to self-study content loaded onto a CD or website. Enter virtual classrooms. Web collaboration technology permits the best of both delivery options: real-time access to a live instructor or subject matter expert right from the user's PC. Virtual Classroom is ideal for interactive and engaging learning in which the teacher wants to retain the human element of interaction while benefiting from delivering real-time multimedia communications. This product supports collaborative learning where participants can work as a group and collaborate on ideas, communicating with both teacher and each other via textual messages, whiteboard, voice, and video. Broaden the reach of your existing educational program or create a new online degree programs. This product allow you to reach students who would not otherwise be able to attend traditional classroom programs and to tailor a mix of live and self-paced education programs to meet the needs of your students.

Features

Fully integrated with LearnITy™ LMS – Create and schedule synchronous events through the LMS's administrative tools. Use learner IDs from the LMS. Enroll learners for synchronous events from the LMS. Have learners join the synchronous event without a second, separate login.

Comprehensive Virtual Classroom Interface – All participants (teacher/mentor/presenter as well as students/participants) enter a virtual room with simple, yet powerful controls that help them communicate more efficiently. Distance becomes irrelevant with the online classroom system. A virtual class is controlled by a teacher who may allow any participant to take control of the class.

Participants may ask questions – At any point in time a participant may "raise hand" to draw the attention of the teacher. The question may be sent as a textual message. A student may record the question using the voice interface on his/her computer and send the voice message to the teacher. A student may also user real-time voice conferencing if the bandwidth permits this. Even a video-call through web cam interface may be initiated.

Teacher has full control – The teacher or mentor controls all aspect of the virtual class through the special teacher interface.

Share desktop and send files – The teacher may share his/her desktop so that the students are able to see how the teacher is operating the computer. The teacher as well as students may send files to each other.

Collaborate via Whiteboarding – The Whiteboard lets users collaborate in real time with others using graphic information. Users may review, create, and update graphic information, save the Whiteboard contents for future reference, and load saved Whiteboard pages for use in a collaborative session.

Collaborate using Streaming Video – A webcam may be used for streaming of live lectures. Various formats are supported including MPEG-4/RTSP. Recorded sessions may also be streamed to the students.

Collaborative Web Browsing – Also called *"follow me"* browsing. Co-Browsing technology enables users to collaboratively navigate the web together to help complete an activity or to find a specific piece of information. Effectively,

collaborative browsing allows a user and his/her colleague to "be on the same web page."

Collaborate via Chat Rooms – A chat room is a web-based application that provides a venue for communities of users with a common interest to communicate in real time. Chat room users register for the chat room of their choice, choose a user name and password, and log into a particular room. Inside the chat room, generally there is a list of the people currently online, who also are alerted that another person has entered the chat room. To chat, users type a message into a text box. The message is almost immediately visible in the larger communal message area and other users respond.

Session Recording– Record sessions for later review or for students who missed class. Provide students with around-the-clock access to a knowledge repository of materials and resources.

Purely IP-based – The product is built from scratch to be purely IP-based and uses the ubiquitous browser as the GUI. No special plugins are required for using the Collaboration Server.

Platform independence – Developed using Java and hence works on all server platforms (Windows, Linux, Solaris, etc.)

Highly Scalable and Fault Tolerant – The LearnITy™ Virtual Classroom is developed using Java Servlets and its architecture is based on the J2EE standard. As a result of these development and deployment choices, the product is well equipped to address issues of scalability and availability. Clustering techniques may be employed for supporting load balancing, multilayer switches, and SANs.

System Requirements

- Any Operating System with support for JDK 1.5 (Any flavour of Windows, Linux, Solaris, etc.)
- Any Servlet API 2.3 compliant servlet engine.
- Any SQL compliant RDBMS with JDBC 1.4.0 support
- Any XML:DB compliant native XML database
- 512 MB of RAM (based on number of concurrent users additional memory may be required)
- 50 MB Hard Disk for the Virtual Classroom Server itself; additional disk space requirement will depend on the no. of sessions to be managed.

Licensing

The LearnITy™ Virtual Classroom is sold as a component of the LearnITy suite that comes in various packages (Lite, Workgroup, Enterprise, etc.)

Other Products in the LearnITy™ Suite

- LearnITy™ LMS
- LearnITy™ Assessor
- LearnITy™ Course Management System
- LearnITy™ Digital Knowledge Library
- LearnITy™ Training Management System

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