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

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?

Use Issues
Explore novel input techniques for small devices.
For example:
• Drawing points/regions/boundaries
• Drawing/Editing diagrams
• Inputting text

Build Issues
Each platform has uses different language and API:
• C++
• C#
• Objective C
• Java