Active Learning Classroom Design

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- Student engagement
- Collaboration among all present physically and virtually
- Multiple types of interactions among faculty and students and students
- Infusing learning, information and technology resources in active learning
- Capture of interactions
- Skills demonstration
- Flexible physical environment including furniture and technology

Student engagement



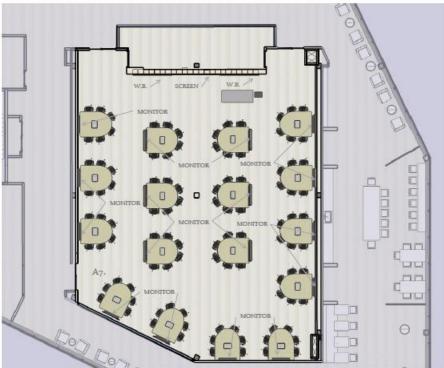
Collaboration among all present physically and virtually







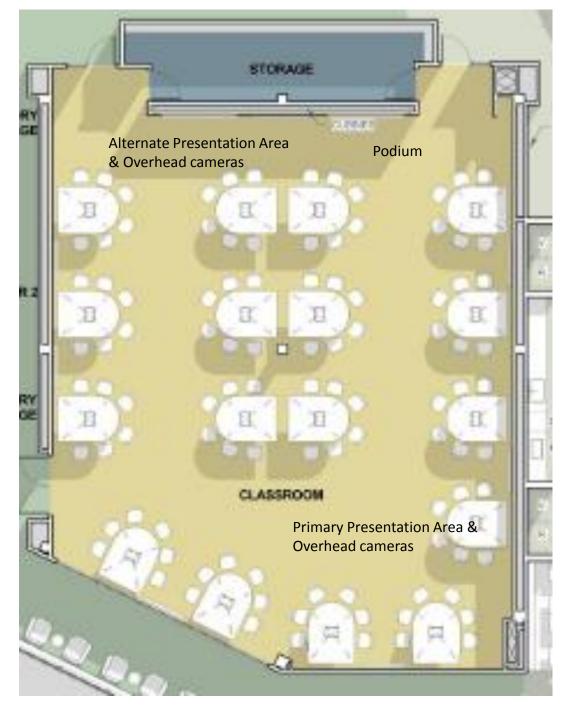




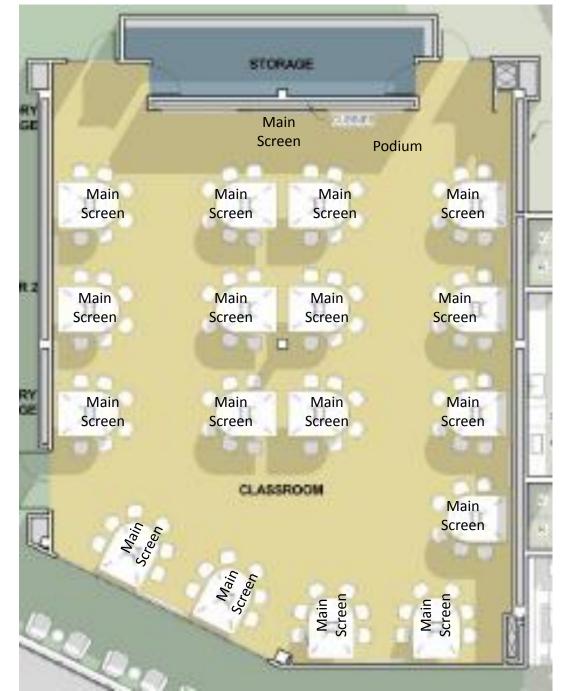
- Accommodates 102 students, seated 6 per table with 17 tables
- Each student has the ability to attached their laptop to the table's shared monitor
- Faculty have the ability to display room screen on all 17 shared monitors

Faculty controls all technology in the room from the Podium.

Faculty can do a skills development presentation, display it to the main screen, all student screens and record using the digital capture system.

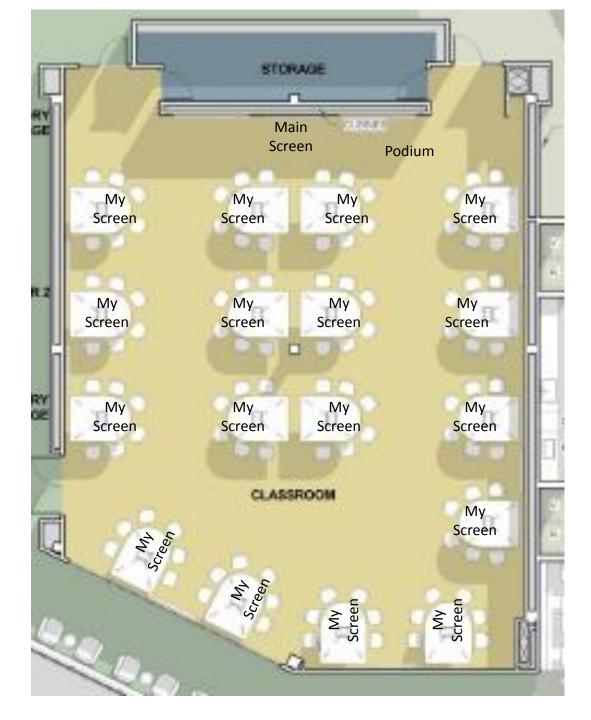


Faculty can record a lecture or student presentations using the digital capture system.



Support didactic, lecture & presentations from podium

Support active learning throughout room — students at each table can display their screen to the group



Each table contains a "puck" and the student who wants to share their laptop display with the group at the table presses their corresponding button number



The PUCK

Requires no software.

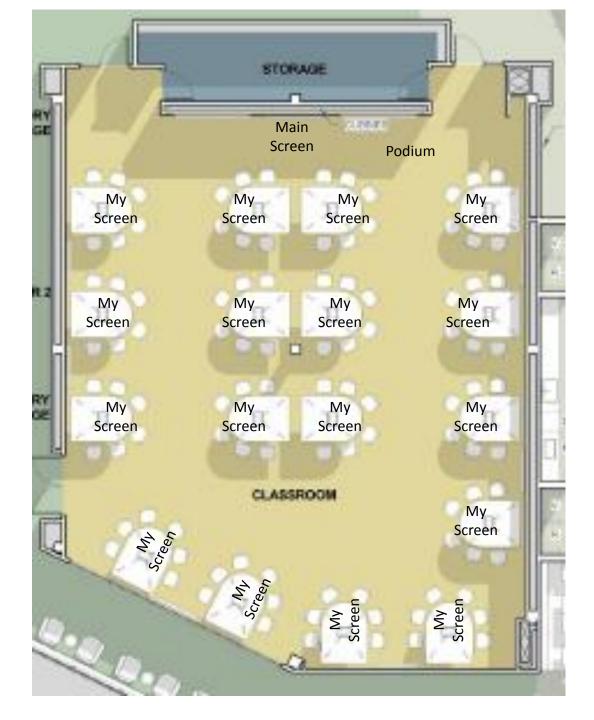
Connections are abundant and accessible.

It crosses computer platforms without intervention.

media:scape adapts to any company

setting with ease.

Faculty can display one of the 17 student screens onto the Main Screen



Faculty can display one of the 17 student screens onto the Main Screen and the other 16 table screens

