The Koret Interactive Learning Center: Features and Presentation Scenarios

Features:

• Height-adjustable presentation desk for 'Distance learning mode
• Touch screen for AV and room controls
• Input for gooseneck microphone
• A/V inputs for laptop, S-video, and composite
• Center presentation desk for 'Classroom mode'
• Multiple gooseneck microphone inputs for panel discussion
• A/V inputs for laptop, S-video, and composite
• Touch panel input, for optional relocation of touch screen
• 4 high-quality projectors/screens
• 2 positioned centrally for distance learning mode
• 2 positioned farther apart for normal classroom mode, for teaching from center of the room
• 65" plasma screen for confidence monitoring
• Wolfvision Document camera built into ceiling above presentation desk
• 4 High-Definition cameras built-in
• 32 built-in student desk microphones, with push-to-talk
• Auto-control mic-to-camera triggering - push-to-talk mics trigger camera selection and preset close-up shot of student
• Polycom HD videoconference system
• Touch screen control devices (2)
• Classroom touch screen can be located at one of three inputs
• Distance learning presentation desk
• Central classroom presentation desk
• Input panel at rear of room
• Second touch screen, with identical controls, located in control room for remote operation
• Mode selection
• Distance learning
• Classroom teaching
• Assignment of any visual source to any of four projectors and one plasma monitor
• Audio level controls for all mics, including each individual student mic
• Videoconference controls
• Send sources control, for selecting what gets sent to the far side
• Camera PTZ controls
• Document camera zoom and focus
• Lighting presets and other room controls, projectors, screens, etc.
• Advanced mode for more complex routing scenarios
• Anycast Live Content Producer - portable video and audio mixing station for professional mixing of cameras and other video and audio sources
• Transition effects
• Camera PTZ (point-tilt-zoom) control
• Picture-in-picture effects
• Audio mixing
• Output to our encoders for on-demand or live streaming
• Output sent to remote location in a videoconference
• Connection interfaces in two locations: separate control room and back of classroom
• A/V systems connected to another room (Room 140, our mock court room) for audio and visual sharing
• Nearly infinite flexibility in routing: any visual source, including the cameras, can be sent to any screen in either room
• At the push of a button audio is combined, and all mics in both rooms are amplified in both rooms

Presentation Scenarios

Locally presented lecture connected to remote audience via videoconference
• Using distance learning mode, presentation slides can be shown on left screen, while the remote audience is shown on right screen.
• Rear camera is trained on presenter, and that camera image is shown on plasma monitor so presenter can see themselves
• Optionally remote audience can be routed to plasma so presenter can see both audiences
• Technician can be in classroom or in control room
• Technician or presenter can switch what is sent to remote site, between cameras and slides
• Technician can run cameras using the touchscreen, with cameras in auto mode
• Student mics will trigger cameras automatically
• Technician simply needs to switch back to presenter camera
• Alternatively cameras can be run with Anycast station with cameras in manual mode
• More detailed control over camera control
• Ability to set shots in preview, before making smooth transitions

Remotely presented lecture connected to local audience via videoconference
• Receive and project remote lecture and remote slides, usually sent as picture-in-picture
• Alternatively project slides locally on one screen, remote presenter on the other
• Remote presenter will see close-ups of any student asking a question
• Technician can switch back to send wide shot of classroom in between questions

Seminar-style workshop involving two or more groups of participants in different locations, connected via videoconference
• Technician can switch between all four cameras to get the best possible angle on students or groups of students during discussions
• Multiple remote sites can be projected
• Wireless handheld microphone can also be helpful in unconventional arrangements and room use

Classroom lecture, recorded for on-demand streaming and/or podcasting
• Anycast station allows for recording picture-in-picture for combining camera shot of presenter with other visual sources, such as slides
• Student audio is captured with desk microphones, meaning remote viewers can hear every question
• Technician can be in control room for entire class, removing any potential disruption or distraction
• Technician can also do everything from back of class, if lecturer wants A/V assistance in the room
• Interface panel located in rear of class allows for connecting Anycast and touch screen, or any other media recording device
Panel discussion, recorded and streamed live

- Center teaching station expands to fit four presenters
- Outer 'Classroom mode' screens would be used, displaying slides or other visuals, same content on both screens
- Multiple mic inputs allow for up to four gooseneck microphones

Classroom lecture presentations involving a combination of visual sources

- If lecturer has hand-written notes as well as slides, we can project document camera on left screen and slides on right

Special event with spillover crowds

- All above scenarios can utilize the additional room for spillover crowds
- Spillover audience can hear presenter audio, as well as audience questions
- Spillover audience can ask questions and presenter will hear them
- Spillover audience can see presenter, by assigning camera to spillover room projector
- Spillover audience can see presentation slides, by assigning slides to spillover room projector
- Spillover audience can see remote site in a videoconference, and remote site can hear and see spillover audience questions
- Recordings and webcasts can include cameras and audio from spillover room, to capture questions from spillover audience
- Koret Interactive Learning Center can also serve as spillover room for events or mock trials originating in room 140