

# 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