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What is Virtual Classroom (VCR)?

- The explosion of the knowledge age has changed the context of what is learnt and how it is learnt – the concept of virtual classrooms is a manifestation of this knowledge revolution.

- **Virtual Education** is a term describing **on-line education using the Internet**. This term is primarily used in higher education. Some, so-called, **Virtual Universities** have also been established.

- A **virtual classroom (VCR)** is an advanced learning environment, created using internet, computers, supplicated video conferencing devices, in which either teacher is not physically present (for remote learning) or students are not present (distance education) in the classroom.
Objective of VCR

- To support live on-line classes for distance learning and remote education.
- To pool academic resources thereby improving access to advanced educational experiences.
- To improve the quality and effectiveness of education by collaborative learning and teaching process.
- To hold and participate in the meetings, webinars, Conferences/Symposium/Workshop, interviews, etc. through video conferencing.
- To increase and improve the accessibility of educational resources to the persons with disabilities.
VCR Accessories

1. Projector
2. LCDs
3. Server Machine
4. Video conferencing System and its accessories
5. High-Definition Multimedia Visualizer
6. Interactive Whiteboard or Touch Panel
7. Digital Canvas
8. HD Cameras
**FEATURES of VCR**

- **Live Video Streaming** Presentations with Powerful functionality that delivers easy viewing of slides and other documents, shared Internet access, virtual whiteboard, and a media center—all through an easy-to-use toolbar.

- **Application, file, and desktop sharing** enable you to view live demonstrations.

- Instructor can **view each student’s session** when you perform your hands-on labs, the instructor can access your remote system to demonstrate and assist while you sit back to absorb the classroom style mentoring you expect.

- **Public and private text chat** allows for increased interactivity between participants and can be easily saved as a text file.
Why VCR: Advantages

- **Offers Anytime Access:** Offer live classes, office hours, and group discussions at times that are convenient for instructors and students, not just when the physical facilities are available.

- **Ensures Comprehension:** Ensure students understand their lessons by asking for immediate feedback, answering questions, and giving in-depth verbal explanations of complex material.

- **Electronic whiteboard and polls, quizzes, and surveys:** A best practice of live instruction is to regularly offer interactive exercises. By offering whiteboard exercises and asking polling questions, students will remain highly engaged.

- **Flexible content area:** A Beauty Therapy class teaches very different information from a Computing class. A variety of content types can be viewed such as PowerPoint, Word, Excel, HTML, webpages, images, movie clips, PDF, Flash, CMS pages.
• **Recording of the Class:** It would be great if you could study for an exam by going back in time to the original class. Now you can, as archives retain everything that happened — from voice, to chat, to content — during the live class, allowing all classes to be played back, verbatim.

• **Access to persons with disabilities:** Just because a student has a disability doesn't mean they shouldn't be able to attend live on-line class. Live and archived classes can be close-captioned for the **hearing impaired** persons while also reaching out to the **visually impaired persons** by offering numerous keyboard shortcut keys, hot keys and compatibility with most screen readers. These accessibility features will ensure this technology is inclusive to all.

• **Appeal to Different Learning Styles:** Enable students to meet their developmental objectives by appealing to different learning styles, as many students are auditory and visual learners.

• **Create Community:** Create a sense of community among students and instructors who might not otherwise interact with one another.
• **Application sharing:** You can create collaborative exercises or teach complicated software applications just as if your students were seated right next to you. Application sharing allows you to work on any application, as everyone logged-in will follow every action your cursor makes. You can even pass control so students can collaborate right along with you.

• **Public & private text chat:** Some students are more comfortable writing than speaking, and our chat messaging allows the shy student to communicate textually so they can participate with their more talkative classmates.

• **Technology appropriate for Online Education:** Student hardware, software, networks and IT skills vary enormously. In order to accommodate as many students as possible, Live Classroom is designed to effectively operate in the most challenging user environments. Including a variety of platforms including AppleMAC (of which the college has a number). Whilst Barnfield’s main networks are of high quality, the low bandwidth requirements will mean it can be used in the college’s ICT centres that are located out in the community, which have slower links back to the main campuses.
Typical Class Activities in VCR

- Full on-line courses with modules
- On-line quizzes and surveys
- E-discussions and chats with students, parents and guests
- Group and individual learning activities
- Forums and synchronous chat sessions
- Web Quests, Hotlists, Scavenger Hunts, etc.
- Homework activities and assessment documents
What else you can do with VCR?

- Virtual classroom is a very multipurpose technology or platform which can be used for Webinars, Tuition, One-to-one training and tuition, mentoring, Interviews, Team meetings, Project meetings, Sales demonstrations, Client meetings, Technical support, Customer service, On-line user communities.

- It provides a set of tools and utility to enhance on-line learning.
Contribution of VCR to the e-learning Programmes

- Access to high quality and flexible learning technologies.
- Provide interactive and flexible approaches to e-learning including work based learning and assessment.
- Delivering more personalised learning experiences better suited to individuals’ learning styles.
- Implementation of technologies that will be supporting collaboration and presentation of achievements.
Digital Classrooms

- **Digital Classroom** combines & the best of the hardware, software, content and service that delivers new-age technology and traditional classroom teaching. The **Digital Classroom** helps the teacher in creating & delivering content digitally in the classroom.

- **Digital Classrooms** are providing more than 800 syllabus based multimedia learning resources (for IIT’s, Polytechnics, Engineering colleges) and presentation tools & technologies.
Goals of the VCR Project

- To improve the uptake in the use of the Virtual Classroom (VCR) by developing a number of staff to actively improve the use by, and support of, learners in the actual or virtual classrooms across all areas of the college.

- Incorporate a number of other available technologies - Live Classroom, On-demand Video.

- To provide an integrated and consistent approach to video generation and developments; to generate a pool of shared video resources.

- Develop a curriculum delivery model to provide supported learning in the virtual classrooms in three skill/topic:- areas Beauty & Holistic Therapy, Computing & IT and Training & Professional Development.

Dr. N.K. Jain
VCR Coordinator
Project Description

The project looks to implement and develop two technologies in parallel that will enhance the college’s e-learning systems. The use of Virtual Classroom technology alongside the college’s Virtual Learning Environment (VLE) will give an added dimension to this resource. We are looking to enhance this with the use of ‘On demand’ video technology. Live Classroom is a Virtual Classroom technology designed to work alongside VLEs such as WebCT and Blackboard. This enhances and develops the interactive and collaboration tools used. Whilst many tools are available in any VLE, this offers the use of real-time interaction as a learner would experience in a classroom, but using a variety of learning styles.
Thank you