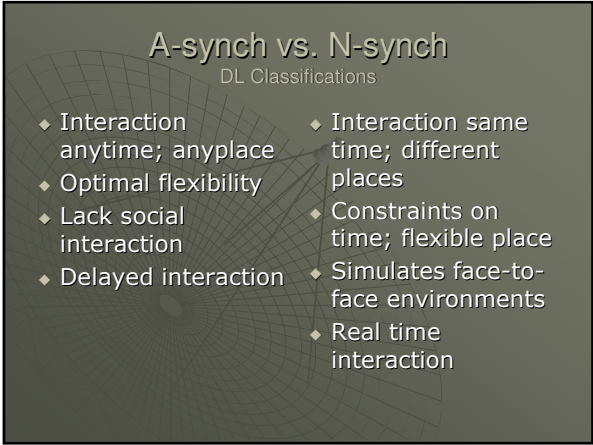


Features in Synchronous Learning Management Systems

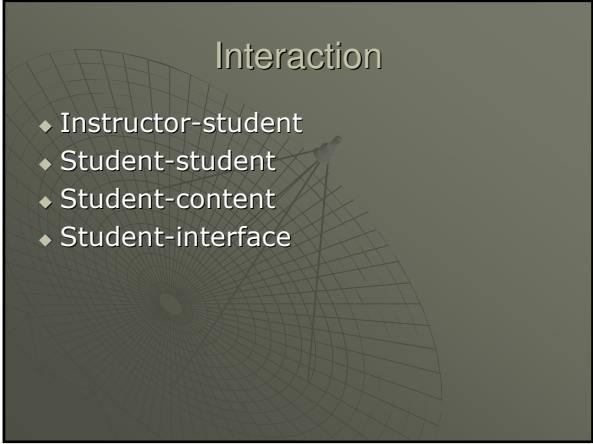
Asynchronous Learning Networks
Workshop
October 11 - 13, 2006



A-synch vs. N-synch

DL Classifications

- ◆ Interaction anytime; anyplace
- ◆ Optimal flexibility
- ◆ Lack social interaction
- ◆ Delayed interaction
- ◆ Interaction same time; different places
- ◆ Constraints on time; flexible place
- ◆ Simulates face-to-face environments
- ◆ Real time interaction



Interaction

- ◆ Instructor-student
- ◆ Student-student
- ◆ Student-content
- ◆ Student-interface

Functions of SLMS
User Interface

- ◆ Starting/Recording a Session
- ◆ Agenda & Participants window
- ◆ Whiteboard
- ◆ Quick Response Icons
- ◆ Text Conferencing
- ◆ Audio Conferencing
- ◆ Video Conferencing

Functions of SLMS
User Interface

- ◆ Feedback
- ◆ Break Out Rooms
- ◆ Web Safari
- ◆ File Sharing
- ◆ Application Sharing
- ◆ Survey/Evaluation
- ◆ Playback

Quick Response

- ◆ The Hand
- ◆ Affirmative/Negative
- ◆ Applause
- ◆ Laughter
- ◆ Stepping Out/In

Whiteboard

- ◆ Display graphic/text objects
- ◆ Lines/basic shapes
- ◆ Pointers
- ◆ Markup tools
- ◆ Highlighters
- ◆ Save image

Conferencing

- ◆ Text-based
- ◆ Audio
- ◆ Video

Web Browsing

- ◆ Web Safari (instructor controlled)
- ◆ Insert an Internet Browser (user controlled)

Sharing

- ◆ File Sharing
 - Express file transfer
- ◆ Application Sharing
 - Share application (instructor)
 - Ask to share application (student)
 - Give control of application (instructor and student)
 - Screen "snap" shot

Assessment

- ◆ Survey
- ◆ Evaluation
- ◆ Feedback

Record Keeping

- ◆ Attendance
- ◆ Playback
- ◆ Evaluation
- ◆ Grades

Courses Taught in Synchronous Learning Environment

- ◆ Electronic Drafting
 - 40 students in one section
 - CADD and ECIT majors
- ◆ Advanced Computer Aided Design and Drafting
- ◆ Introduction to Engineering Design Graphics (Upward Bound)
 - Concord University
 - Marshall University
 - Virginia Tech
