Microsoft® Research
Faculty Summit
10
YEAR ANNIVERSARY

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Interactive Classroom for Microsoft Office

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Agenda

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- Interactive Classroom Goals
- Overview of the User Experience
- Demo
- Applying Lessons from Classroom Presenter
- Discussion

Key Market Trends

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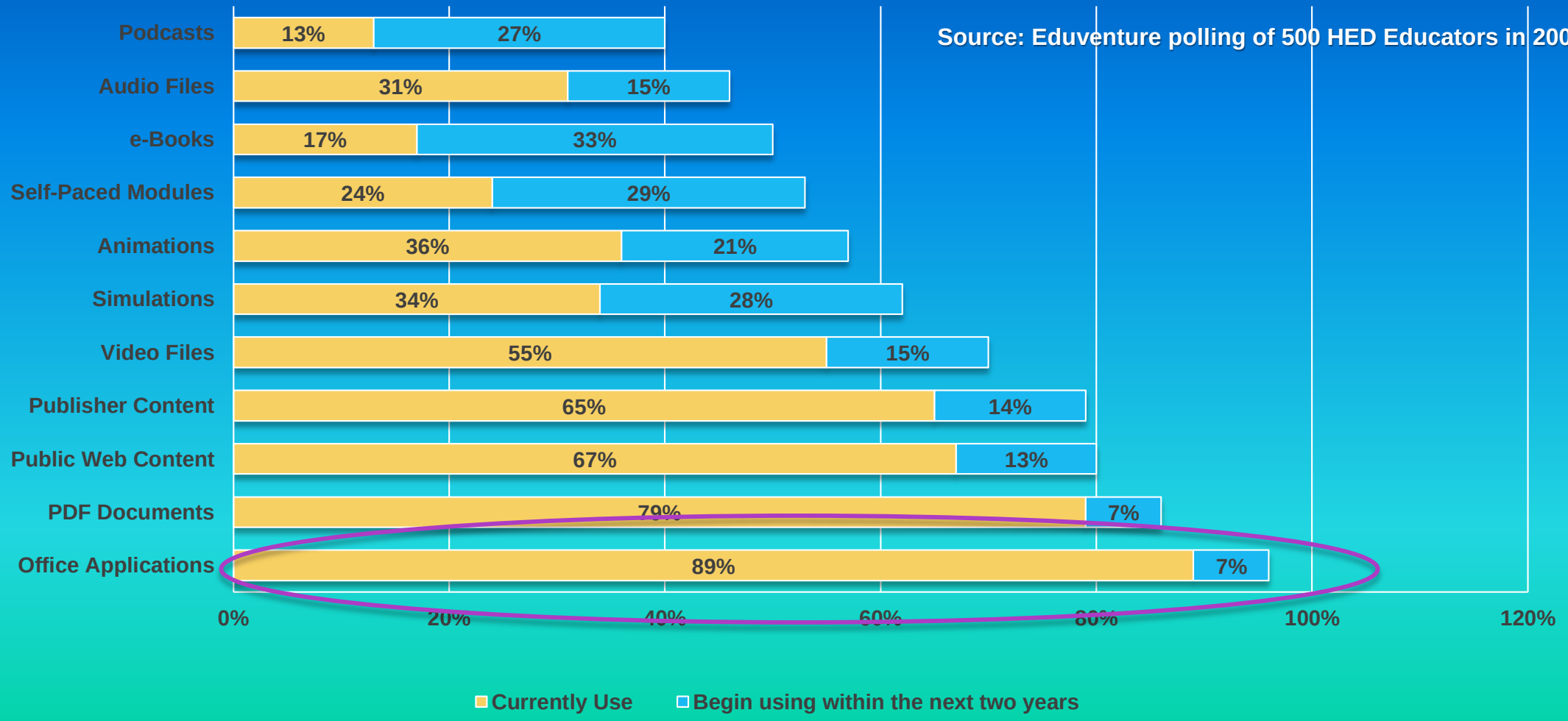
"What type of digital content do you currently use in your curriculum and/or plan to use in the next two years?"



Goals

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- Make Office more relevant in the core teaching and learning experience
  - Build on the pervasive use of PowerPoint by educators
  - Invest in experiences that make OneNote relevant to students
  - Take advantage of technology increasingly found in the classroom – interactive whiteboards, laptops, clickers, cell phones
- Support proven teaching and learning practices
  - Recognize and support the effectiveness of active learning and quick polls
  - Build on the research and real world experiences of Classroom Presenter from University of Washington

Interactive Classroom

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- Bridges lessons delivered in PowerPoint to students using OneNote in 1:1 classroom settings
- Enhances the learning experience by increasing student engagement and providing opportunities for real-time feedback
- Supports a range of technology enabled classrooms
  - Richest experience delivered in 1:1 learning environments with Windows, Office & Tablet PC's (Primarily K12)
  - Dynamic and interactive experiences in settings where students have a mix of devices – PC, Mac, Mobile (Primarily HE)
  - Maximize the experience in classrooms/lectures with a single PC, projector or interactive whiteboard & clickers (HE and K12)

User Experience

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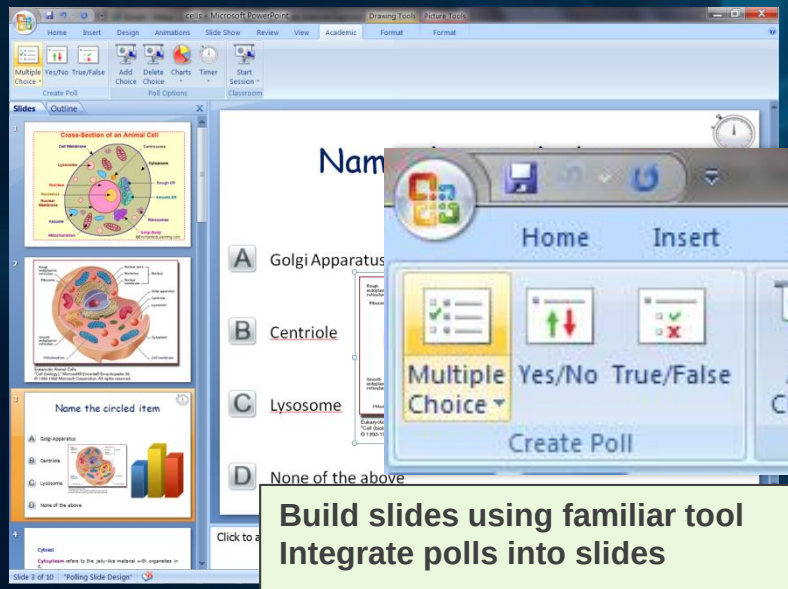
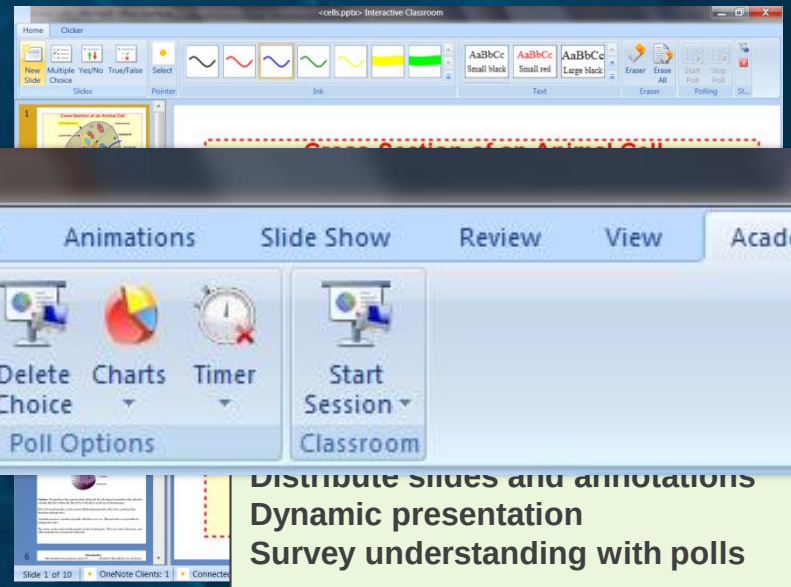
Add Quick Polls to Lecture



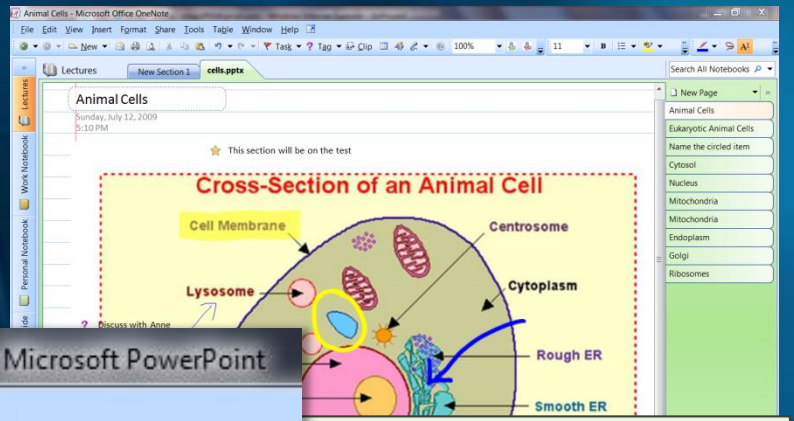
Build slides using familiar tool
Integrate polls into slides

Instructor and Class View



Distribute slides and annotations
Dynamic presentation
Survey understanding with polls

Student Views



<u>s with Windows & OneNote</u>
slides and annotations
rsonal notes
d to polling
& study from a single source

<u>Cross Platform</u>
(PC, MAC, Mobile, Cell Phone)
View slides and annotations
Respond to polling

<u>Clickers & Cell Phone</u>
Respond to polling

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demo

Interactive Classroom for Microsoft Office

Applying Experiences from Classroom Presenter

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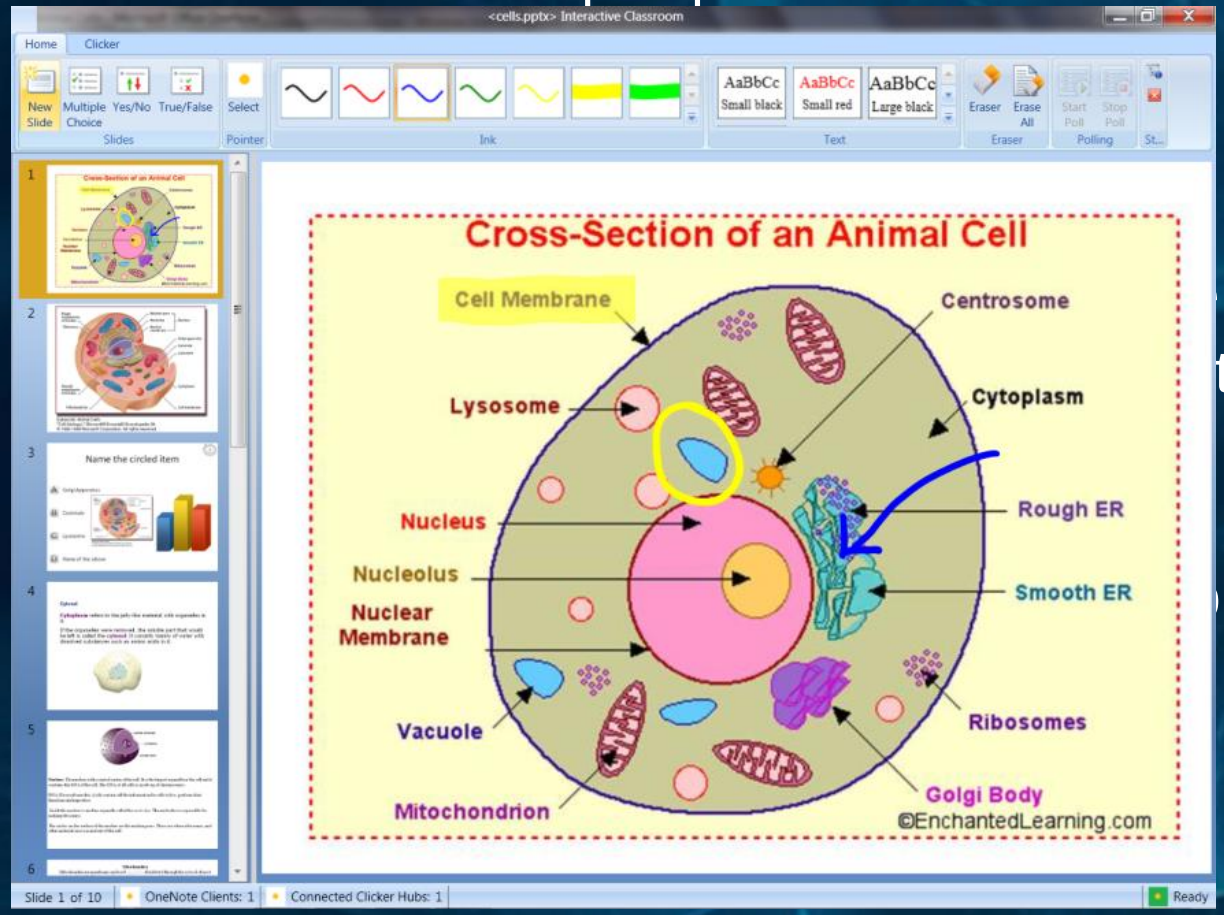
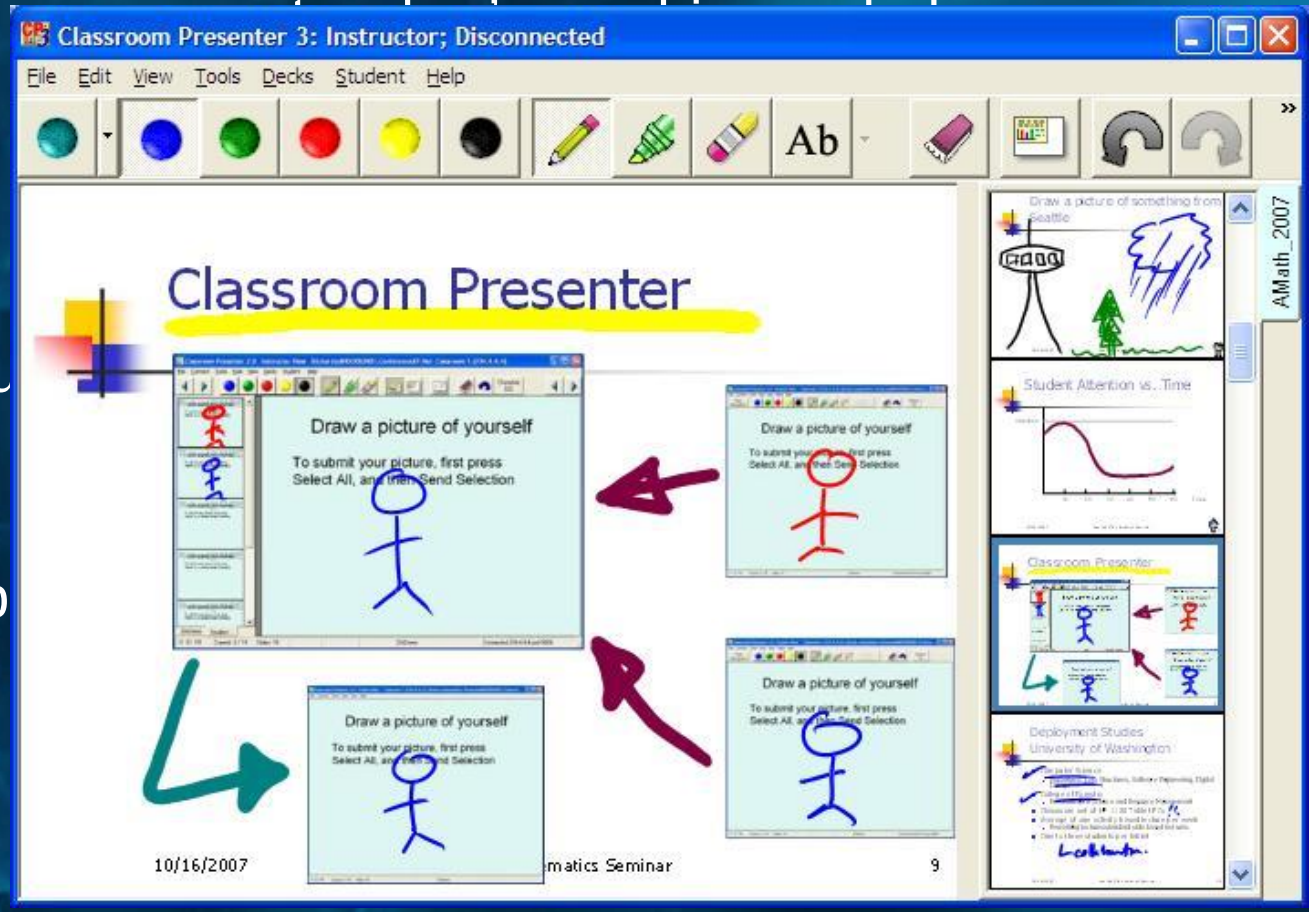
- User Experience
  - Nail the startup experience
- Networking
  - No server requirement; user





Value Proposition

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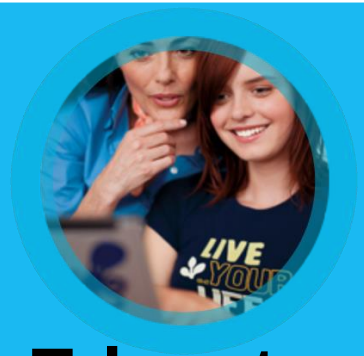
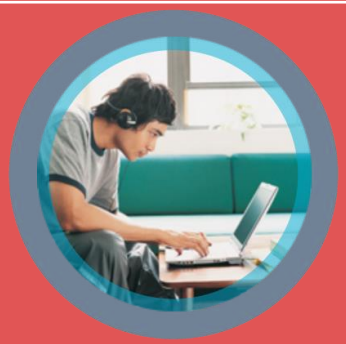


Educators:

Heighten the engagement and interactivity of students in class

Increases collaboration and communication process between educator and student

Gain insight regarding the need to adjust instruction/change instructor course of action



Students:

Creates equal opportunities for all students to participate and contribute

Changes rhythm and pace of a lecture, which enhances motivation for participation

Have a consolidated set of notes that match their educators

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QUESTIONS?

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