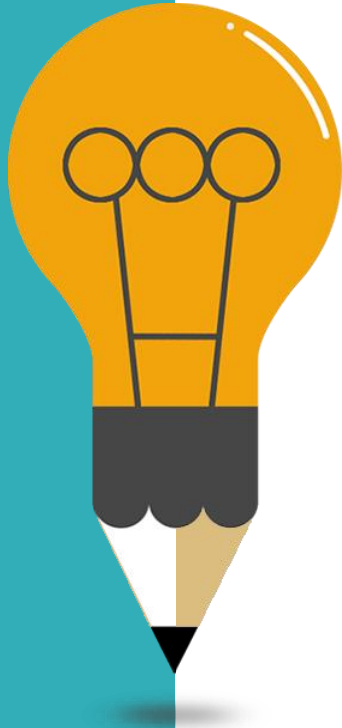


USING AUDIOVISUAL TECHNOLOGY ON CLASSROOM INTERACTION

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UNIVERSITI SAINS MALAYSIA



Points to share



01

Audiovisual

02

Interaction

03

IR → Education 4.0

04

Hands-on

Audiovisual as a classroom technology



01

Interactive Projector and Display

- Three screen (teacher, student & link)
- Controlled by teacher and student
- Keep students engaged all the times
- Resolution, ANSI Lumen, Connection (VGA/HDMI/USB), durability (3-LCD/DLP), Bulb, Lens (short/long throw)

02

Allow collaboration (tools/apps and devices)

- Teacher can shows students' work on display screen
- Instruction, compare & evaluate

03

Conferencing & Streaming

- Different locations, bringing expert into classroom, cultural education
- Distance education / flexible learning
- CMS

Audio



01

Accuracy

- Original sound
- Quality of microphone
- Single/multi direction

02

Enjoyability

- Audio control system (Amplifier)
- Training for lecturers

03

Intelligibility

- Speaker
- Type of Room Wall, Room Floor & Location of Audio Speaker

Learning Space



01

Concept

- Teaching Space
- Students' Lounge
- Showcase

02

Design

- Newest technology (multivisual)

03

Benchmarking

- University of Hong Kong Science and Technology

BEST LEARNING
EXPERIENCE

Interaction



Definition

Meaningful communication: student-teacher-LMS

Inclusive of

Engagement: Response and feedback

Total

Participation



Student & Mobile Technology



01

Target Group

- Identify your target group: background, prior knowledge & skills
- Gen Z (Post millennials and technology savvy)

02

Mobile technology

- Cheap
- Necessities
- Multi Platform (disadvantage)

03

Keyboard Warrior

Aggressively when online

Personalization & Online Rewards



Different background / prior knowledge & skills
No more 'one shoe fits for all'



Modular system



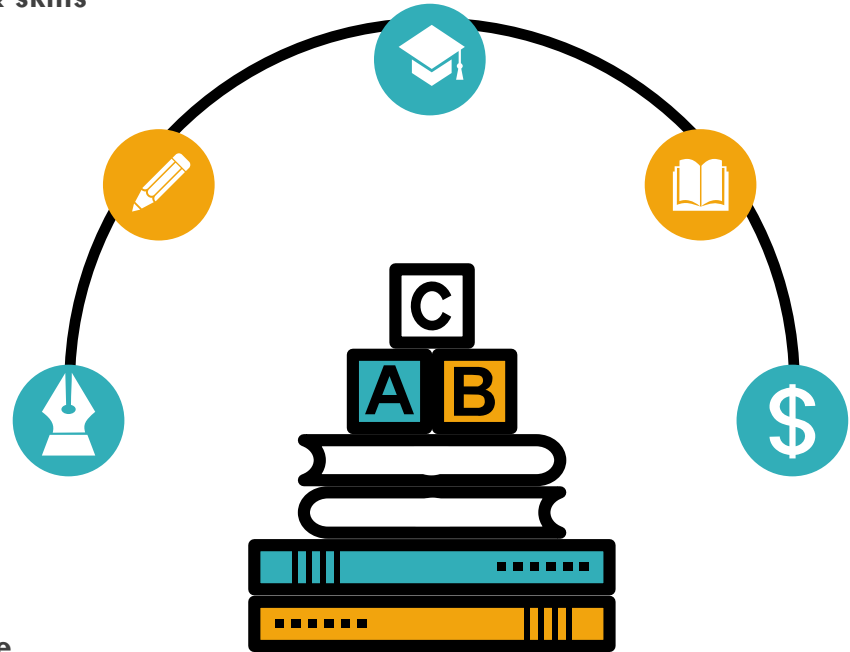
Work to learn



Digital badge
Microcredential
MOOC



Badge → Module → Credit hour → Degree



Internet & Cloud Sharing



Inventing the Future of Internet – Connected !!

- Imagineering Institute



Web 2.0 & CMS technology



Cloud technology

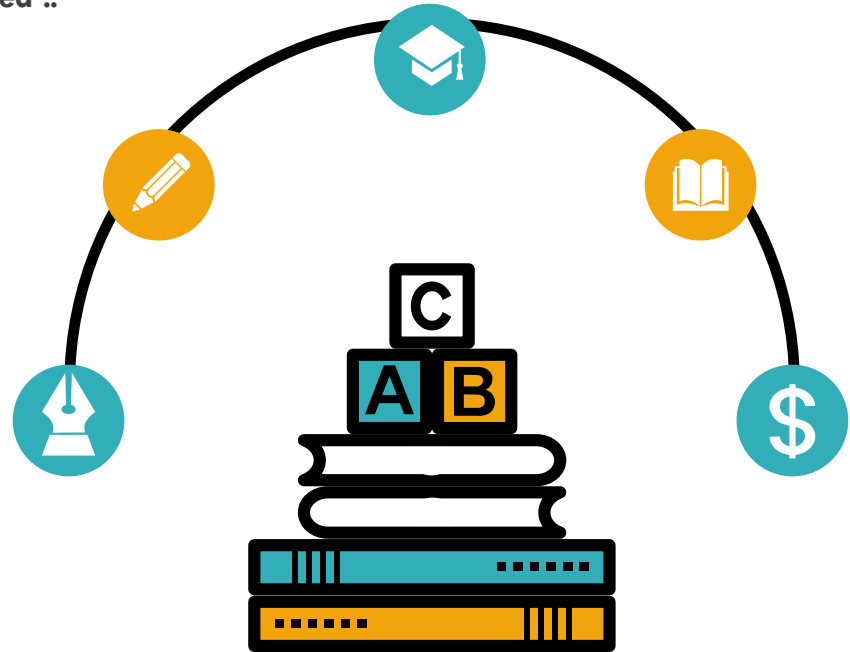
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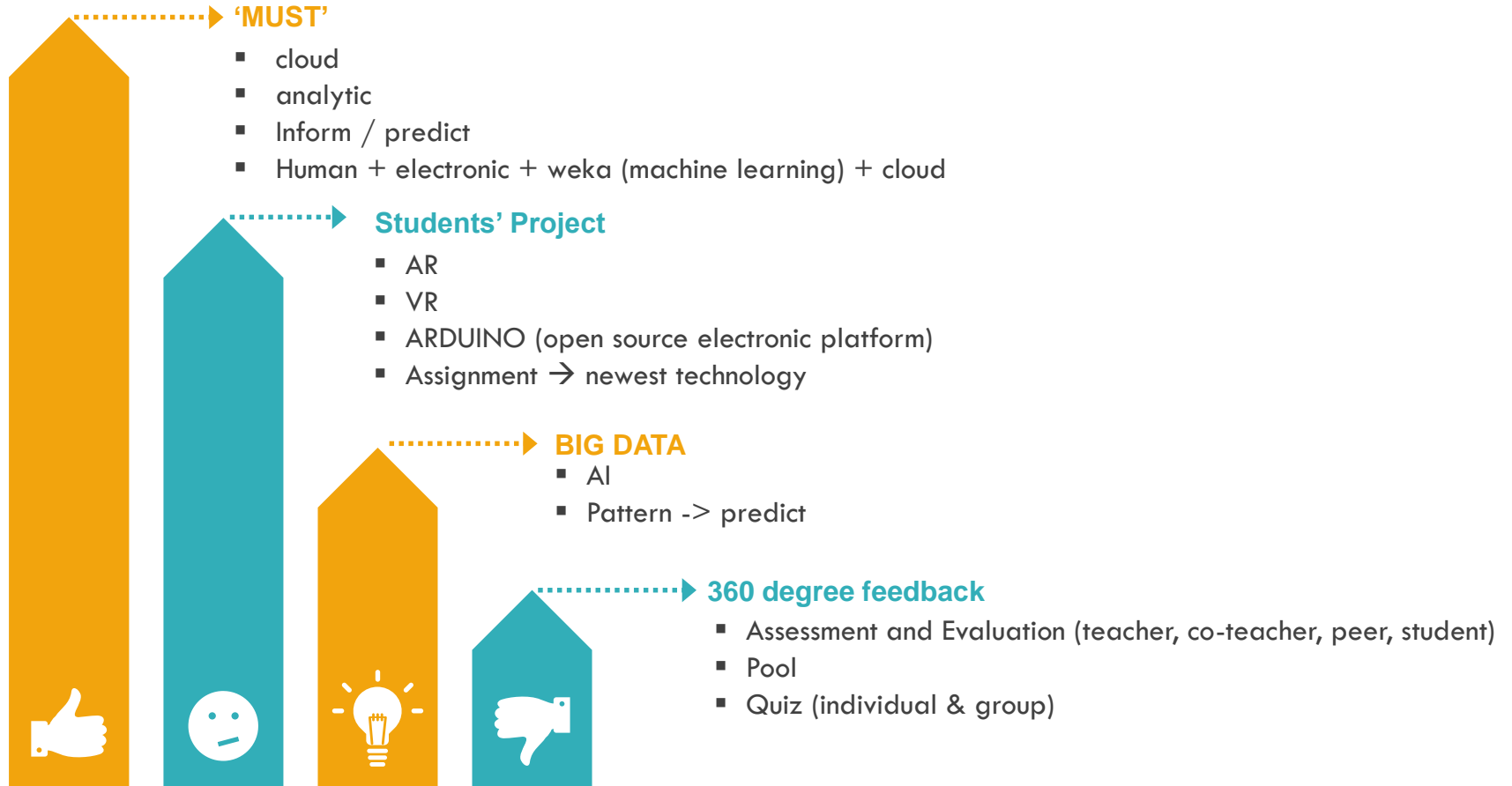
Decision making



Art, technology & creativity



IR → Education 4.0



Enhancing interaction

Activity	Tool	Feature	Level
Ice-breaking	Padlet wall Google Drawing (Mind Map)	Visual and text Draw (Nearpod)	Higher Edu
Pool	Mentimeter (Google Form for survey)		Higher Edu
<input type="checkbox"/> Individual Assessment <input type="checkbox"/> Group Assessment	Kahoot (Google Classroom) Quizlet live	Quiz Collaboration	All
Feedback (moderate questions)	Slido (Google Classroom)	Comment (text)	All











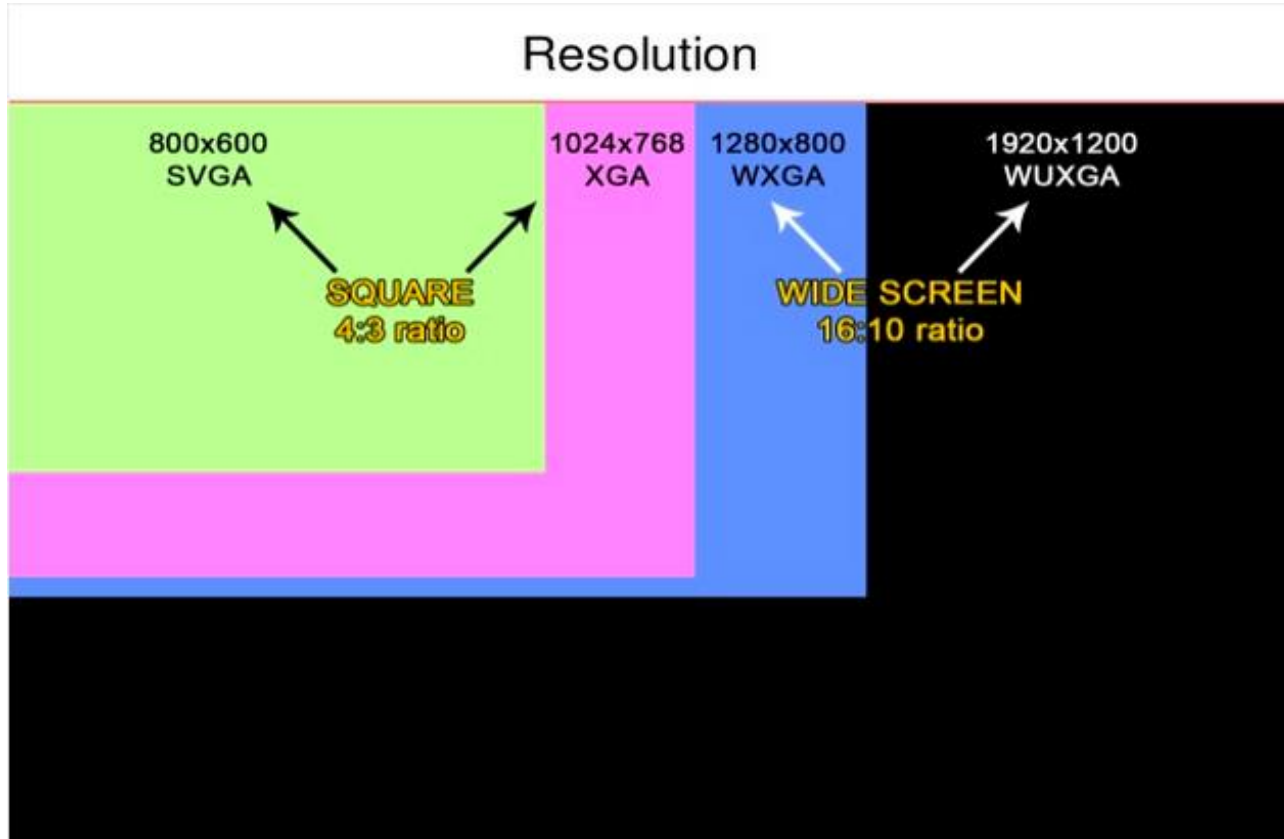




Terima kasih!

Pusat Teknologi Pengajaran dan Multimedia

PROJECTOR



PROJECTOR

Conference Room	2500 lumen
Classroom	2500 lumen
Home	1500 lumen
Cinema	1500 lumen

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