

The goal:

To seamlessly enable students to more fully participate and contribute content to a discussion without interrupting the flow of the classroom. Potential examples of items that they might want to “play” as of mid-2012 might include:

- an image from a digital camera for the class to see
- a song they composed
- a blog entry they wrote
- a poem they wrote
- and more



An interactive surface that allows students to not only “play” content for the classroom to see and hear, but to share it as well:



A piece of the Next Generation Smart Classroom
Daniel S. Christian | June 2012