

Contents

Classroom Learning Room Types Overview	2
General Requirements for All Room Types	2
User Support	2
Type 1: Standard Presentation – Collaboration and Lecture Ready	3
Enabled Teaching Activities	3
Baseline Technology Requirements	3
Type 2: Custom/Advanced Presentation – Collaboration and Lecture Ready	4
Enabled Teaching Activities	4
Technology Requirements	4
Type 3: Electronic Computer Classrooms	5
Enabled Teaching Activities	5
Baseline Technology Requirements	5
Type 4: Advanced Collaboration – Video Conferencing (synchronous; multiple sites)	6
Enabled Teaching Activities	6
Baseline Technology Requirements	6
Type 5: Active Learning Classroom	7
Enabled Teaching Activities	7
Baseline Technology Requirements	7

Classroom Learning Room Types Overview

This set of technology room types is meant to identify standards and guidelines for classroom learning spaces at Pace University.¹

Note: This document focuses does not include room elements such as flexible furniture, lighting, room finishes, adjacent spaces, etc. that also contribute to a learning environment.

There are 5 room types that have been identified:

- ❖ TYPE 1: STANDARD PRESENTATION – COLLABORATION AND LECTURE READY
- ❖ TYPE 2: CUSTOM/ADVANCED PRESENTATION – COLLABORATION AND LECTURE READY
- ❖ TYPE 3: ELECTRONIC COMPUTER CLASSROOM
- ❖ TYPE 4: ADVANCED COLLABORATION - VIDEO CONFERENCING
- ❖ TYPE 5: ACTIVE LEARNING CLASSROOM

General Requirements for All Room Types

- ❖ All room types except for Type 4 include Type 1 baseline functionality
- ❖ Primary equipment will be selected from Pace University standard bundles and designs whenever possible
- ❖ All classrooms will meet baseline quality and usability standards (to be defined)
- ❖ Screen and equipment controls (i.e. DVD, computer, laptop, etc.)

User Support

- ❖ Ed Media support contact information is posted in clear view of instructor area (on podium or near button panel)
- ❖ Ed Media support staff escalation is readily available. (Available through the ITS Help Desk ticketing system)
- ❖ Annual updates and replacement cycle funded and approved through the Student Technology Fee

¹ This document was adapted from the CIO's previous research and initiatives.

Type 1: Standard Presentation – Collaboration and Lecture Ready

Space is structured for lectures, basic digital/multimedia presentations and basic collaboration. Includes small, and medium sized seminar rooms.

This type describes the minimum baseline requirements for technology-enabled learning spaces.



Enabled Teaching Activities

- ❖ Presentation/lecture activities including display of rich media (images, video). Audio reinforcement is available by request
- ❖ Classroom capture to record lectures (software based)
- ❖ Use of web-based conferencing software for basic external collaboration (e.g. external speakers)
- ❖ Can be used by faculty members in all disciplines
- ❖ Ability to collaborate with students and other class participants in remote locations.

Note: Student engagement tools (i.e. iClickers, laptops, and ipads) are available upon request based on availability. Additional equipment such as microphone, web cam, portable document camera, Blu-Ray player, slide advancer, audio speakers, and video recorder are all also available upon request.

Baseline Technology Requirements

- ❖ Display and visualization
 - Mounted Data/Video display system – computer and projector
- ❖ Sound
 - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and portable audio device inputs
- ❖ Input
 - Option of instructor's own BYOD device or dedicated computer
- ❖ Network & Wifi
 - Basic plugin network connection for instructor laptop
 - WIFI and cell phone coverage available in room for student collaboration

Type 2: Custom/Advanced Presentation – Collaboration and Lecture Ready

Space is structured for lectures and presentations that require advanced digital/multi-media capability or custom or specialized equipment to address field-specific needs. Includes small classrooms and medium and large lecture hall rooms.



Enabled Teaching Activities

- ❖ Display and visualize complex, detailed information for large classes; 2 or more displays (for example, nursing and science demonstrations, etc.)

Technology Requirements

The technology requirements for Type 2 rooms are dependent on the room use, but at a minimum they include the requirements listed for Type 1 rooms.

Examples of technology requirements include:

- ❖ Display and visualization
 - Dual projection / high resolution monitor(s)
 - Interactive whiteboards in select small sized rooms
- ❖ Sound
 - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and portable audio device inputs
- ❖ Input
 - Overhead camera suitable for large format / high resolution images

Type 3: Electronic Computer Classrooms

Instructional Computer Labs are dedicated multi-user, technology-enabled spaces for instructional use of specialized software and equipment in support of course assignments and collaborative activities for student assignments/projects. Technology requirements will vary based on lab use.



Enabled Teaching Activities

- ❖ Presentation / demonstration from instructor computer
- ❖ Use of specialized software or equipment for course work and group projects
- ❖ Each student has access to a computer with specialized software
- ❖ Instructor is able to view and share an individual student's computer screen, and is able to lock student computers down to specified applications

Baseline Technology Requirements

The technology requirements for Type 5 rooms are dependent on the room use, but at a minimum they include the requirements listed for Type 1 rooms.

- ❖ Display
 - One or more mounted data / video display systems; preferably large flat panel monitors
- ❖ Network
 - Wifi and/or cell phone coverage for student collaboration
 - Individual student computers have hardwired network connection
- ❖ Other
 - Adequate, flexible access to power stations

Type 4: Advanced Collaboration – Video Conferencing (synchronous; multiple sites)

Advanced Collaboration Video Conferencing rooms include specialized equipment to support multi-site and/or large-scale collaborations such as distance learning, remote speakers, and virtual conferences.



Enabled Teaching Activities

- ❖ Distance learning with option for synchronous / real-time
- ❖ Multiple location or large format classes
- ❖ Virtual conferences
- ❖ Students are able to interact with students at local and remote locations

Baseline Technology Requirements

The technology requirements for Type 3 rooms are dependent on the room use, but at a minimum they include the requirements listed for Type 1 rooms.

- ❖ Display
 - Dedicated video monitor(s) and audio feeds for basic videoconferencing
 - In a distance learning scenario, multiple screens / images to view the other classroom as well as the instructional content
- ❖ Sound
 - Microphones set up to capture student questions and discussion from any location in the room (e.g. ceiling)
 - Conference call feature is available upon request
- ❖ Other
 - Ed Media support personnel will initiate the session and can be contacted for issues

Type 5: Active Learning Classroom

A flexible, dynamic learning space enables interactive collaboration. Active Learning Classrooms (ALC) challenge the traditional lecture style of teaching by enabling interaction among all room participants.



Enabled Teaching Activities

- ❖ Flipped learning, group collaborations, and project work
- ❖ Space for students to work with or without computers or other devices
- ❖ Smart desks and tables which can be moved and easily fitted to create collaborative seating arrangements or used as individual stations

Baseline Technology Requirements

- ❖ Display
 - 3 Large LED display systems can be used individually by breakout groups or display a singular image on all 3
 - HD Cameras allow recording of the space and web conferencing
- ❖ Network
 - Wifi and/or cell phone coverage for student collaboration
- ❖ Other
 - Mobile Instructor Station allowing instructor to hookup laptop and access a room PC for display
 - Charging Stations for student devices
- ❖ Optional (upon request)
 - Document camera(s)