# Contents

## 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.

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

There are 4 room types that have been identified:

TYPE 1: STANDARD PRESENTATION – HYFLEX READY

TYPE 2: ELECTRONIC COMPUTER CLASSROOM

TYPE 3: ACTIVE LEARNING CLASSROOM

TYPE 4: IMMERSIVE CLASSROOM

### General Requirements for All Room Types

All room types include standard presentation functionality. Primary equipment will be selected from Pace University's standard bundles and designs whenever possible. All classrooms will meet standard presentation functionality and usability (to be defined).

### 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.

# Type 1: Standard Presentation – HyFlex Ready



Space is structured for lectures, basic digital/multimedia presentations and basic collaboration. Includes small, medium, and lecture hall sized rooms. These rooms are zoom capable with built in mics and a webcam.

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

## Enabled Teaching Activities

Presentation/lecture activities including display of media, presentation, and web-conferencing.

Ability to collaborate with students and other class participants in remote locations. Can be used by faculty members in all disciplines.

**Note**: Student engagement tools (i.e. laptops) are available upon request based on availability. Teaching and learning tools, such as Poll Everywhere, Kahoot!, and Panopto are also available for all faculty to use. Please place a ticket with Educational Media (EdMediaHelp@pace.edu) for an account and/or training.

## Standard Technology Requirements

Display and visualization

Standard display system – Projector or large screen TV

Sound

Audio amplification system and/or voice reinforcement (microphone) suitable for room conditions with computer and portable audio device inputs.

Input

Option of instructor's own BYOD device or dedicated computer.

Network/WiFi

WIFI readily available in room for student collaboration.

## Type 2: 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

### Standard 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.*

Display

One or more mounted data/ video display systems; preferably large flat panel monitors

Network

WiFi readily available for student collaboration

Individual student computers have hardwired network connection

Other

Adequate, flexible access to power stations

Computer Resource Center staff can be contacted for issues.

### Spaces

**NYC:** CIVIC W200A, W200B, W205, W206 & E101

**PLV:** WILCOX W21 & 34, AND MORTOLA E-CLASSROOM

## Type 3: Active Learning Classroom



Active Learning Classrooms (ALC) challenge the traditional lecture style of teaching by enabling interaction among all room participants. The collaborative technology is designed to enhance active learning environments for instructors and students alike.

### Enabled Teaching Activities

Flipped learning, group collaborations, and project work

Space for students to work with or without computers or other devices

### Technology Requirements

*The technology requirements for Type 3 rooms do not include the technology listed for Type 1 rooms.*

Display

One or more mounted TV display systems.

Network
WiFi readily available for student and faculty collaboration

Additional Technology

Collaborative displays with multiple inputs via HDMI cables and/or Air Media/T1V Connect

### Spaces

**NYC**: CIVIC W506, CIVIC W518, and CIVIC WG07

**PLV**: Miller M21, Miller M22, Miller M27, and Willcox Pecker Lecture Hall

## Type 4: Immersive Classrooms



A multi-modality flexible classroom, which can accommodate the traditional lecture style classroom or a HyFlex environment. The immersive classroom would allow for collaboration with remote students as well as multi-campus course sections simultaneously.

## Enabled Teaching Activities

Presentation/lecture activities including display of media, presentation, and web-conferencing.

Ability to collaborate with students and other class participants in remote locations.

Can be used by faculty members in all disciplines.

Space for students to work with or without computers or other devices

## Technology Requirements

Display
> Multiple displays mounted around the perimeter of the room.

Network
> WiFi readily available for student and faculty collaboration

Additional Technology
> Whiteboard capture device – which can be viewed both in the room and/or over Zoom.

## Spaces

This is a prototype room, we are building 1 space in Miller hall (M36) for additional input from faculty.