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Classroom Learning Room Types Overview:

Type 1: Standard Classroom

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Classroom Learning Type Overview

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

*Note: This document's focus 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 Classroom
- Type 2: Lecture Hall Classroom
- Type 3: Active Learning Classroom
- Type 4: Computer Lab 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
- Screen and equipment controls (i.e. computer, audio etc.)

User Support

- Ed Media support contact information is posted in clear view of instructor area (on podium or touch 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 Classroom

Space is structured for lectures, basic digital/multimedia presentations, supports Hyflex modality 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).
- Lecture capture to record class sessions via Panopto (software).
- Hyflex modality is available via Zoom (software).
- Ability to collaborate with students and other class participants in remote locations.
- Can be used across all disciplines.



Note:

Student engagement tools (i.e. laptops) are available upon request based on availability. Additional equipment such as webcam, and slide advancer are all also available upon request.



Baseline Technology Requirements

- Display and Visualization
 - Projector or TV's mounted on either side of whiteboard PC/BYOD Device
 - Ability to display far end participants via Zoom
- Sound
 - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and laptops
 - Dedicated Ceiling Microphones to capture room occupant(s) audio
- Input
 - Option of instructor's own BYOD device or dedicated computer
- Network/Wi-Fi
 - Wi-Fi coverage available in room for student collaboration
- Optional
 - Whiteboard Capture Device(s)
 - Dedicated Camera to capture presenter(s) video



Type 2: Lecture Hall Classroom

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 large style 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.).
- Lecture capture to record class sessions via Panopto (software).
- Hyflex modality is available via Zoom (software).
- Ability to collaborate with students and other class participants in remote locations.
- Can be used across all disciplines.



Note:

Student engagement tools (i.e. laptops) are available upon request based on availability. Additional equipment such as webcam, and slide advancer are all also available upon request.



Baseline 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 and Visualization
 - Projector or TV's mounted on either side of whiteboard PC/BYOD Device
 - Ability to display far end participants via Zoom
 - Dedicated Camera to capture presenter(s) video
- Sound
 - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and BYOD devices
 - Dedicated Ceiling Microphones to capture room occupant(s) audio
 - Podium Microphone and/or Wireless Handheld Microphone(s)
- Input
 - Option of instructor's own BYOD device or dedicated computer.
- Network/Wi-Fi
 - Wi-Fi coverage available in room for student collaboration
- Optional
 - Whiteboard Capture Device(s)

Spaces

- PLV
 - Lienhard Lecture Hall
 - Pecker Lecture Hall
- NYC
 - Lecture Hall North, West, South
 - Civic W605, W623
 - Civic W509, W511, W513, W515



Type 3: 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 collaboration and project work
- Space for students to work with or without computers or other devices.
- Lecture capture to record class sessions via Panopto (software).
- Hyflex modality is available via Zoom (software).
- Ability to collaborate with students in the room as well as remote locations.



Baseline Technology Requirements

The technology requirements for Type 3 rooms include the technology listed for Type 1 rooms.

- Display and Visualization
 - One or more mounted data display systems for teacher instruction; preferably large flat panel monitor(s)
 - Multiple peripheral data display systems for student use

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- Ability to display far end participants via Zoom
- Sound
 - Audio amplification system suitable for room conditions with computer and BYOD devices
 - Dedicated Ceiling Microphones to capture room occupant(s) audio
- Input
 - Option of instructor's own BYOD device or dedicated computer
 - \circ $\;$ Ability for students to share content at local display for collaboration
 - Wireless Presentation
- Network/Wi-Fi
 - Wi-Fi coverage available in room for student collaboration
- Optional
 - Whiteboard Capture Device(s)
 - Dedicated Camera to capture presenter(s) video

Spaces

- PLV
 - Miller 21, M22, M27, Lienhard 302
- NYC
 - Civic W506, W518



Type 4: Computer Lab Classroom

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. 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



Baseline Technology Requirements

The technology requirements for Type 3 rooms include the technology listed for Type 1 rooms.

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- Display and Visualization
 - Projector or TV's mounted on either side of whiteboard PC/BYOD Device
 - Ability to display far end participants via Zoom
- Sound
 - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and BYOD devices.
 - Dedicated Ceiling Microphones to capture room occupant(s) audio
- Network/Wi-Fi
 - Wi-Fi coverage available in room for student collaboration
 - Individual student computers have hardwired network connection
- Other
 - Computer Resource Center staff can be contacted for issues
- Optional
 - Whiteboard Capture Device(s)
 - Dedicated Camera to capture presenter(s) video

Spaces

- PLV
 - Willcox 21, W34
 - Mortola E-Classroom
- NYC
 - Civic W200A, W200B
 - Civic W205, W206
 - Civic W603
 - Civic W101