



Collaboration

What is ELMO Collaboration?

ELMO
CONNECTING MINDS

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What is Collaborative Learning?

Collaborative Learning was built off the understanding that students working in groups collaborating on projects and assignments produces stronger results and solutions than one would individually.¹ Collaborative Learning transforms the traditional lecture or teacher focused classroom into a classroom which is centered around student collaboration.²

By collaborating on projects, students are able to better understand content and solve problems as the teacher acts only as the facilitator.³ Although it is important to make sure students are individually accountable for their work, it is just as important to assess these groups as a whole, helping students learn to work as a team. It is important to keep the groups small. Keeping the groups small increases student participation by allowing everyone in the group to contribute.⁴

1, 2, 3) Sansivero, Gina. "CHALLENGES & ADVANTAGES OF COLLABORATIVE LEARNING: SEEN Magazine - SouthEast Education Network. N.p., n.d. Web. 29 Dec. 2016.

4) Inc., Knoll. "Creating Collaborative Advantage Creating Collaborative Advantage." Creating Collaborative Spaces That Work (1996): n. pag. Web.



Collaboration
Can result in a **0%**
55
LESS
STUDENT
FAILURE
RATE





Advantages of Collaborative Learning Over Traditional Teaching

Collaborative learning does not just benefit students, but teachers benefit as well. Collaborative learning makes classroom management easier. When teachers assign tasks to students in groups, they can easily monitor progress by checking in on multiple students at once instead of each student at a time, which can be time consuming. Studies have shown that Collaborative Learning can increase multiple skills which can help students throughout life, such as: **Teamwork, participation, productivity, self-esteem, socialization, efficiency and student retention.**¹ By allowing students to collaborate on projects, they are more apt to respond and answer questions raised within the group resulting in solutions with a wide range of perspectives. Also, whether it is BYOD or 1:1, many classrooms today are allowing students to use devices such as iPads, tablets, PC's, chrome-books, etc; creating collaborative learning spaces is a powerful way to implement these student devices within the classroom. Today's college and career readiness standards reflect the importance of collaboration skills, and both colleges and employers are looking for individuals with these skills. Therefore, having students work in teams to research a topic or solve a problem and then present their findings within their group or to the class as a whole is becoming part of what we do inside the classroom to prepare students for the world.

1) Sansivero, Gina. "CHALLENGES & ADVANTAGES OF COLLABORATIVE LEARNING:." SEEN Magazine - SouthEast Education Network. N.p., n.d. Web. 29 Dec. 2016.

5 Key Steps When Creating a Collaborative Learning Space

1

Keep the groups small to increase student participation and social interaction.

The most highly used and effective spaces support social, and small group interactions.¹

2

It is important to offer the appropriate technology.

Technology must be reliable, easy to use and most importantly, must connect the group.²

3

Take advantage of BYOD!

Allow students to connect their own devices, BYOD is being adopted by more and more schools each year.

4

Provide a display.

It is important for the students to have a central display point where they can share their content with the rest of the group.

5

Provide the students with a sense of privacy.

You can use the furniture you have or pair your learning space with specially made furnishings that suit your needs giving the groups the sense that they are working in private.³

1,2,3) Inc., Knoll. "Creating Collaborative Advantage Creating Collaborative Advantage." Creating Collaborative Spaces That Work (1996): n. pag. Web.



Problems schools face when Implementing a Collaborative Learning Space

The cost of the devices and the necessary upgrades to the schools network infrastructure.

Devices and upgrades can be costly & many schools encounter the problem of budget constraints when looking to implement collaborative learning spaces.

Not enough network capacity

Many schools are facing a “traffic jam” on their networks. Too many devices and not enough network capacity either with their internal systems or their ISP’s ability to provide a fast lane to the internet.

Accommodating multiple devices & platforms

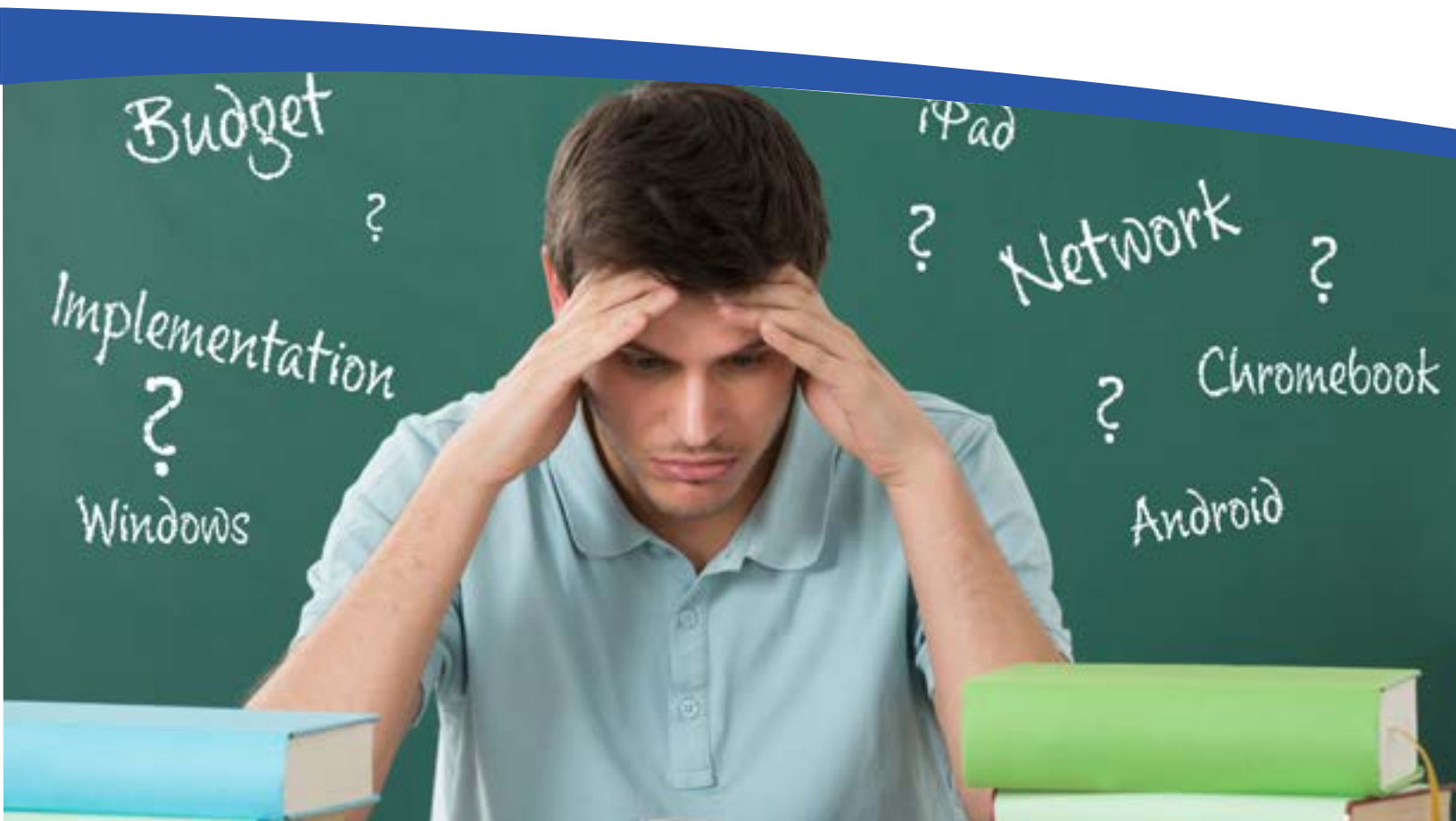
Many schools have added new devices while continuing to leverage their investment in older technologies, creating a situation where students in the same classroom might be using different devices.

Assessing the quality of student collaboration

Most existing solutions do not provide an easy way for teachers to assess the quality of the small-group interaction that is occurring. It is tough for a teacher to listen to enough group conversation to assess how students are working together and provide feedback.

How can ELMO Help?

Given issues with bandwidth, network capacity, devices, an avalanche of new software and apps, limited budgets and adoption timelines, the ELMO Huddle Space is a great solution.



What is ELMO Huddle Space?

The Huddle Space is a simple easy to implement device that facilitates the collaboration process in such a way that all members of the group are active participants. Huddle Space is perfect for 1:1 & BYOD classrooms. It's a simple 8 HDMI input connection source equipped with video and voice recording allowing you to connect any HDMI compatible device. Connect up to 8 users at once and begin collaborating. The Huddle Space comes in three different models, the HS-G1, the HS-G2 and the HS-G3. Each model can be paired with a battery attachment for complete portability. All Huddle Space models are compatible with third party HDMI wireless transmitters to make your Huddle Space completely portable.



Huddle Space G1 (HS-G1)

The HS-G1 is the most simplified version of the three models, equipped with 8 HDMI inputs, video and voice recording, and HDMI/VGA/DV-5V (for wireless HD transmission) outputs.



Huddle Space G2 (HS-G2)

The HS-G2 is equipped with 8 HDMI inputs, HDMI/VGA/USB/DC-5V (for wireless HD transmission) outputs, video and voice recording, a remote control and an external microphone input.



Huddle Space G3 (HS-G3)

The HS-G3 is equipped with 8 HDMI inputs, HDMI/VGA/USB/HDBaseT/Audio/DC-5V (for wireless HD transmission) outputs, video and voice recording, a remote control, and an external microphone input.



Why the ELMO Huddle Space?



Compatible with any device

The Huddle Space can accommodate any type of HDMI equipped device; iPad, Chromebook, Windows, Mac, Android, etc. Even your favorite ELMO document camera.

Cost effective & portable

The Huddle Space is a cost effective solution with the basic unit selling for under \$600. There are no updates, subscriptions, or recurring fees. It can be placed in a fixed location or kept portable with the optional battery pack, it is perfect for learning spaces with flex desks or fixed tables.

Seamless switching from one device to another

Switching from one student's device to another is as simple as pressing a button; each input has a corresponding button, and when a button is pressed, that student's screen is broadcast to the shared display.

No drain on network resources

The Huddle Space doesn't require any additional hardware on a school's network, and broadcasting content from a student's device happens over an HDMI cable instead of using Wi-Fi bandwidth.

Built-in assessment

A built-in conferencing microphone on the top of the unit captures the conversation happening as students are presenting and collaborating, giving teachers additional insight into how students are working together.

Specifications

INPUTS	G1	G2	G3
EXTERNAL MIC INPUT	✗	✓	✓
HDMI INPUT x8	✓	✓	✓
MICROPHONE (Built-in)	✓	✓	✓
DC INPUT 12V	✓	✓	✓

OUTPUTS	G1	G2	G3
HDMI OUTPUT	✓	✓	✓
HDBaseT OUTPUT	✗	✗	✓
DC 5V OUTPUT	✓	✓	✓
RGB OUTPUT	✓	✓	✓
AUDIO OUTPUT	✗	✓	✓
USB	✗	✓	✓
SD CARD SLOT	✓	✓	✓

FUNCTIONS	G1	G2	G3
PLAYBACK FEATURE	Via media player on computer		
REMOTE CONTROL OPERATION	✗	✓	✓
MASS STORAGE MODE	✗	✓	✓
CLOCK FUNCTION	✓	✓	✓
BATTERY PACK (optional)	Option	Option	Option

LED LIGHT INDICATIONS		LED COLOR	LED STATUS
POWER LED	Standby	Red	ON
	Power ON	Blue	ON
CHANNEL LED	When Selected	Green	ON
MIC MUTE LED	When MUTE is on	Green	ON
	When recording	Green	ON
RECORD LED	When recording is not possible *1	Green	Quickly flashes 3 times, then off
	When recording limited *2	Green	Flashes (continuously)

*1. When the SD card cannot be recognized or when there is insufficient capacity on the SD card or when the product is connected to a computer via the USB cable.

*2. When an input device is not connected or when HDCP signal (copy-protected signal) is input.

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