Videoconferencing in the classroom

Two locations = one conversation
History - 1960

- 1960 Picture Phone at the New York State Fair
In 1976, Nippon Telegraph and Telephone established video conferencing between Tokyo and Osaka for company use.
• In 1982, Compression Labs introduces their Video Conferencing system to the world for $250,000 with lines for $1,000 an hour.
In 1991, the first PC based video conferencing system was introduced by IBM – PicTel.
History - 1992

- One of the most famous systems in the history of video conferencing was the CU-SeeMe developed for the Macintosh system in 1992.
History - 2003

- 2003 saw the rise in use of video conferencing for off-campus classrooms
Use in Education

• Guest Speakers
Use in Education

• Connect Classrooms
ALIVE Project

- http://www.percussionstudio.com/index(1)alive.htm
This is a Jazz collaboration between the Manhattan School of Music, and East Irondequoit High School.

http://boces.streaming.monroe.edu/movies.py?retrievalid=800140_256k.mov&showhtml=yes&collection=BOCES
This is a sample of a video conference with divers as they assemble a mock space shuttle in the bottom of the Aquatic Center Pool.

http://boces.streaming.monroe.edu/movies.qtl?retrievalid=800155_256k.mov&showhtml=yes&collection=BOCES
Commander Robson and Commander Stryker teach the students in the Brighton Central School District about Buoyancy.

http://boces.streaming.monroe.edu/movies.qtl?retrievalid=800309_256k.mov&showhtml=yes&collection=BOCES
Use in Education

• Virtual Field Trips
  http://www.ports.parks.ca.gov/?page_id=23700
Use in Education

• Virtual Field Trips

K-12 VIDEOCONFERENCES
The Los Angeles County Museum of Art offers programs for K-12 students to explore the museum’s collection of over 100,000 works of art through live, interactive videoconferencing. Classes integrate art and language arts and are aligned with California State and National Content Standards. The following programs are tailored to grade levels:

PROGRAM TOPICS
- Treasures of Ancient Egypt
- Heroes and Myths in Ancient Art
- Drama in Art in Seventeenth-Century Europe
- French Impressionism: Color, Light, and Modern Life
- Learning to Look: Modern Art and the Imagination
- Learning to Look: Portraiture
- American Art and Patriotism
- Exploring Still Life
- Chinese Art
Use in Education

• Collaborate
Use in Education

- Collaborate
Use in Education

• ITS Support
Available Technologies

- Higher End
Equipment Needed
Adobe Connect

- Adobe Connect

What do you want to share?

- My Computer Screen...
- Documents
- Whiteboards
Other Software Choices

• Net Meeting
Other Software Choices

- iChat
Other Software Choices

- Skype
Check This Out

http://www.snapyap.com/
Collaborate, share, and learn

- Video Conferencing in Education is being used to collaborate with fellow students in other classrooms on science experiments, learn about different cultures, discuss perspectives on social issues, understand the impact of natural disasters, and share their work with other students.
Share out best practices

- Value
- Difference
- Comfort Level
- Adaptability
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