

Creating Classrooms for the Future

The quality of engaging, interactive academics depends on ProAV integration



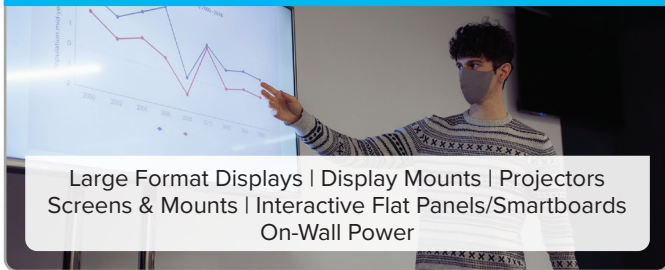
In today's hyper-connected world, sensible use of technology in education has become essential, providing collaborative and memorable experiences for all involved. But the use of technology in the classroom isn't just about digital devices – it relates to anything that facilitates a connection between teacher and student.

No other technology has the power to unite, impress, influence, entice, and empower students, instantly, like ProAV & Collaboration. From high impact display and projection systems, smartboards and tablets, distributed audio, collaboration peripherals and so much more, higher adoption of digital classrooms is growing steadily due to one major factor: when teachers leverage technology, learning outcomes improve.

Blueprint for the Digital Classroom

ON-SITE

Display /Projection



Large Format Displays | Display Mounts | Projectors
Screens & Mounts | Interactive Flat Panels/Smartboards
On-Wall Power

Integrated Technologies



Small Form Factor PCs | Video Conferencing
Wireless Device Connectivity
Cables & Adapters | Distributed Audio

REMOTE

Devices



Chromebooks | Windows-Based | Tablets

Peripherals



Wireless Mouse/Keyboard Combos
Webcams | Headsets

Contact 's specialist today!

Email srao@mindmatrix.net or call 4123810230. [Visit our website](#) for more information.

Hybrid: The New Face of Education

As we all set our sights toward returning to a more traditional learning experience, many districts are embracing a hybrid model (student learning both onsite and online) due to the versatility and flexible options. This premise requires more than simply implementing technology, it centers on the degree in which that technology is being used/consumed. Based on “traditional”, tried-and-true on-site teaching methods, ProAV and collaboration solutions compliment, even enhance, the academic experience.

- 1 Direct Instruction:** Teacher-led, front room lectures
- 2 Play/Game-Based Learning:** Student use of imagination, educational toys, or sports
- 3 Prompting:** Teacher-led guided questions and suggestions to achieve an outcome
- 4 Modelled Teaching:** Tasks are intellectually broken up into several small steps
- 5 Cooperative Learning:** Students work together to solve a problem
- 6 Think Pair Share:** Sharing ideas on a certain topic with one another
- 7 Two-Minute Presentation:** Quick, informal verbal speech about a topic
- 8 Fishbowl:** Internal circle of students discuss as outer circle observes
- 9 Peer-Assisted Learning:** Students take charge of the learning environment
- 10 Brainstorming:** Sharing student-centered thoughts on an issue

ProAV Solution Hybrid Alternatives:



Flat Panel/LCD Displays



Interactive Flat Panels (IFPs), Smartboards



Projectors, Screens



Laptops, Tablets, Small Form Factor PCs



Microphone, Speakers



Webcams, Headsets



Document Cameras



Unified Communications, UCaaS



Wireless Presentation Gateways



Secure Networking