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# OLPC & Classroom Presenter

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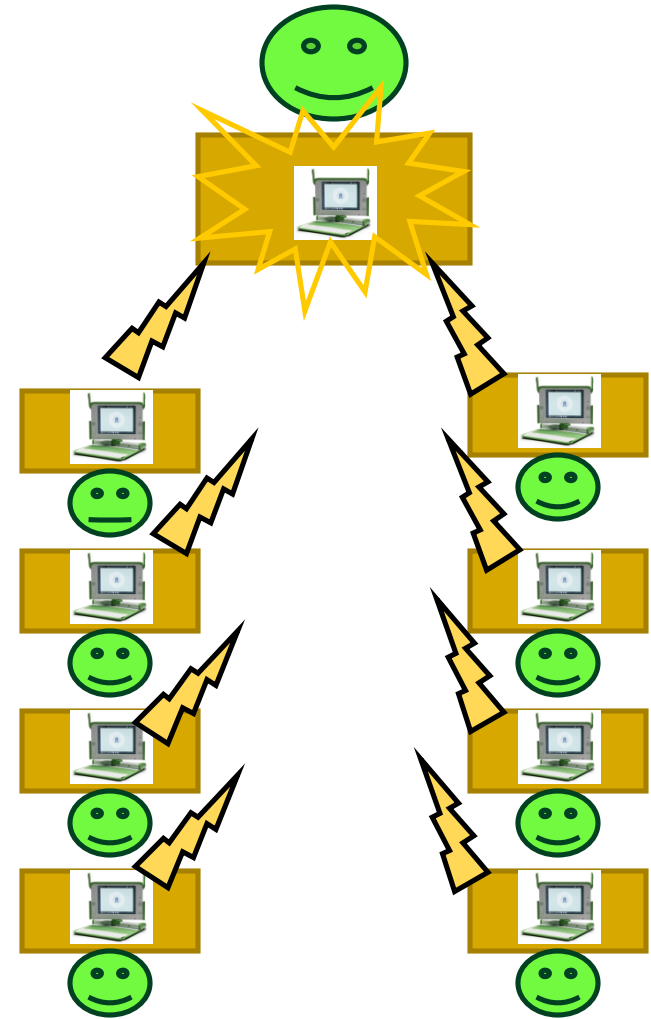
# Basic concept

## ■ Vision

- Porting Classroom Presenter to OLPC XO
  - Cheaper hardware and software increases availability
- Expands educational value of the XO
  - Teachers and students to be more engaged with classroom content via activities and exercises
- Will come prepackaged with all the software and some templates for teachers to get started making collaborative presentations

# Scenario

- Teacher has Classroom Presenter server running
- Students come to class
- Students log onto their XO and connect to the teacher's XO via wireless
- Students see class content on their XO and perform exercises
- Teacher collects submissions and discuss as a class



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# Architecture

- Will run on the XO's GUI environment (Sugar)
- Will utilize the XO's wireless capabilities
- Software written primarily in C and Python
- Simple client/server model
- Will follow similar architecture to that of the original Win32 version

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# Timeline

## ■ Winter

- Understand the XO's hardware and software, as well as how to develop software with Sugar
- Design software architecture and functional specifications for Alpha
- Engage and interact with OLPC community
- Find a school where early versions of the product can be field tested

## ■ Spring

- Complete Alpha version

## ■ Summer

- Work out bugs, add new features, support Alpha users

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## Related Work

- Based on Classroom Presenter research project for Tablet PCs by Natalie Linnell and Richard Anderson
- OLPC community and on-going development of XO software