# Making the Case for Collaboration in Education

## EXECUTIVE SUMMARY

**Customer Name:** UNC Charlotte
**Industry:** Education
**Location:** Charlotte, North Carolina
**Number of Employees:** 3,000
**Number of Students:** 26,000

### CHALLENGE

▸ Stay current with recruitment demands of top companies in the area
▪ Foster increased collaboration and interaction amongst students
▪ Build an advanced learning environment for the community

### SOLUTION

▪ T1V Collaboration Table
▪ T1V Interactive Wall
▪ Custom software and user interface

### RESULTS

▪ Students and faculty have access the latest in touchscreen technology and multitouch software
▪ Student groups reserved the Interactive Tables 90% of operating hours
▸ Students and faculty able to use Interactive Wall to locate faculty publications, hold group brainstorming sessions, and display community announcements

## About UNCC

Since its inception in 1948, UNCC has played a pivotal role in the development of the Charlotte metropolitan region, now boasting more than 90,000 living alumni and adding approximately 4,500 new alumni to the workforce each year. In recent years, the city of Charlotte has risen to become the second largest banking center in the U.S., and is now the largest metropolitan area between Washington, DC and Atlanta, GA. Fortune 500 companies are attracted to Charlotte because of its lower cost of living and its well-educated populace – thanks in large part to UNCC's standards in higher education.

## Challenge: staying current with market demand

In staying current with the recruitment demands of top companies in the area, UNCC looked to update its J. Murrey Atkins Library with new educational resources that had real-world applications. Many students graduate and enter the business world unfamiliar with how to work effectively in teams, or with exposure to the most recent technology. So UNCC had the idea to find a comprehensive product that would provide its students access to cutting edge technology, would enable students to digest, analyze, and share information with one another, and would encourage team interaction and collaboration. Such a tool would not only help student in their learning process, but prepare them for their future roles in the professional world.

## Solution: T1V Interactive Technology: Collaboration Table and Interactive Wall

UNCC's Director of Digital Initiatives, Bob Price, worked with T1V to create an advanced learning environment for the UNCC community. T1V installed its Interactive Collaboration Tables and Interactive Wall in the J. Murrey Atkins Library. As part of its end-to-end solution, T1V worked with UNCC to create a fully customized user interface, inspired by UNCC's existing brand identity. The Interactive Wall is three 55" screens installed at the entrance of the Library. The Wall displays information on donors, recognizes students on the Dean's and Chancellor's Lists, and features prominent faculty members with publications in the library.

**T1V** EXPERIENCE INTERACTIVE

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**Collaboration is the way that people will work once they are no longer students. Regardless of their chosen field, our students need to develop and hone the skills required to work with other people, face to face and mediated by technology.**

*- Donna Lanclos, Associate Professor for Anthropological Research, UNC Charlotte*

To locate faculty publications, students can snap a picture of the displayed QR code and will be directed to its exact location in the library. In addition to showcasing community accolades, the wall doubles as a functional workspace. Students are able to use the T1V Presentation and Whiteboard applications to view and annotate PDFs and PPTs, watch videos, take notes, hold brainstorming sessions, and export any new work via email. The large screen makes it possible for multiple people to interact, and whether its conducting research or presenting materials, there is ample room for groups of people to gather and work together.

The Interactive Collaboration Tables are designed for team learning and collaboration – they are flexible in concept, allowing for physical movement around the table in addition to having multiple configurations for users sitting in different stations. Each Collaboration Table comes equipped with a touchscreen embedded in the physical table, as well as a secondary Media Screen for displaying content with the entire table. The table's multiuser touchscreen enables up to four users to simultaneously connect and interact individually or collectively. Users can display their individual workspace on the shared Media Screen – designed specifically for viewing mixed media (PPT Video, Pictures, PDF, Web, etc…). Students can "toss" content from their touchscreen to the Media Screen – or they can share from their laptop or mobile devices with T1V's cordless AirConnect™ technology. Alternatively, the Collaboration Table allows up to four external devices to physically connect to the table via VGA or HDMI cables. Students can also share files stored on their USB drives by plugging in to the table. This means fewer distractions and a more seamless group working experience – one that's designed to optimize collaboration, rather than confound it.

## Support

Since the T1V Collaboration Table and Interactive Wall were introduced in the J. Murrey Atkins Library, UNCC and T1V have maintained an active partnership in responding to feedback from users. Stanley Wilder, UNCC University Librarian, keeps an open line with T1V to communicate the wants and needs of their students. With this feedback, T1V is able to provide continuous software modifications to meet the demand of students while keeping pace with technology developments. T1V's ongoing support to UNCC has enabled the University to adapt to ever-changing study and learning behavior amongst students, ensuring they are providing their students the tools they need for classroom learning and beyond.

## Impact / Results

The Collaboration Tables were installed April 2012 – right in time for UNCC's final exam schedule. After the third day of activity, demand had become so high that the tables were upgraded to the Group Study System – meaning students had to go online to reserve the tables in advance. Once the tables became reserved areas in the library, the T1V tables were booked for 90% of library operating hours.

## What's next?

UNCC prides itself on being receptive to student and faculty input. Since installing T1V products, UNCC has made steps to add additional hardware to its Collaboration Table – including a Mac Mini with keyboard and mouse. This will provide students a public computer in the collaboration space – in effect supplying a more convenient means to share information at the table with team members.

**T1V** EXPERIENCE INTERACTIVE

> "There has been continued dialogue between UNCC and T1V about the product direction and ideas generated from our particular use case. The best part of the partnership is that we both believe in iterative development and the continuous improvement adding new functionality for student use.

*- Bob Price, Director Digital Initiatives, UNC Charlotte*

On the software side, UNCC is looking to add AirConnect™ - which will give students the ability to wirelessly share and connect to the Media Screen on the table. AirConnect™ works with multiple devices – so students are able to use their laptops and mobile devices to disseminate information across the platforms they use the most.

What's more, UNCC has visions of creating a center for collaborative teaching and learning, with T1V technology at the helm. The center would show teachers how their students can use the tables to learn and work more effectively and how collaborative working styles can be further integrated into teachers' coursework. Beyond the center, there is talk of placing the tables into the actual classroom to advance coursework and in-class teacher-student interactions. More utilitarian plans foresee a T1V library catalogue – essentially providing students an interactive library at the touch of their fingertips. Students could look up the location of physical books in the library, or browse books by navigating the touchscreen itself.

UNCC's partnership with T1V is – like our interactive technology – extremely collaborative in nature. As UNCC's campus evolves, T1V solutions will continue to evolve with it. Ultimately, whatever UNCC can imagine for its students, T1V can deliver.

## More Information

> To find out more about T1V and education, visit: http://www.t1v.com/markets/education/

> To find out more about T1V Interactive Walls, visit: http://www.t1v.com/intouch-interactive-walls/

> To find out more about T1V Interactive Tables, visit: http://www.t1v.com/intouch-interactive-tables-2/

## About T1V

T1V creates interactive touchscreen tables and walls that bring people together. Deliberately large in size and incredible durable, our products transform public spaces into more dynamic environments for groups of people looking to learn, share, and communicate both individually and collectively. Our team is made up of design, engineering, business and technology minds alike – resulting in unrivaled support to our customers from start to finish.

Based in Charlotte, NC, T1V works with retail, enterprise, events and exhibits, hospitality and education markets around the globe. Visit www.t1v.com to learn more about our products and how we can work with you and your industry.

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T1V's proprietary software is covered by multiple patents and patents pending including US Patents 8,522,153, 8,583,491, and 8,600,816.