



ClassSpot™

CREATE INTERACTIVE CLASSROOMS STUDENTS LOVE

“In a classroom filled with interactive technologies, ClassSpot stands head and shoulders above the rest. Students and faculty are finally able to exchange digital information quickly and effectively, and they love it.”
INSTRUCTIONAL TECHNOLOGIST

“I question how I ever did group projects without it. Every university that wants to be on the cutting edge of technology to best suit their students should have TeamSpot.”
UNIVERSITY STUDENT

Your favorite class probably wasn't one where you scribbled notes furiously to keep up with the lecture. Chances are your favorite was one where the teacher gave you an opportunity to actively participate. You learned because you were engaged. Tidebreak now brings this level of engagement to technology-enabled classrooms with ClassSpot, creating interactive classrooms that students love.

Helping Classrooms Live Up to Their Potential

ClassSpot revitalizes the classroom, transforming teacher-centric presentation venues into interactive spaces where students more fully participate. Students and faculty can instantly co-create digital content and present materials as a part of class activities.

Working Together at the “Teaching Wall”

ClassSpot makes it easy for students to share digital content across devices to punctuate their discussions, show the results of their work or present digital content they find online. Faculty or students can take control of the room's screens by moving their laptop cursor off the edge of their desktop and “jumping” it onto the public screen. They can move files or URLs to any public screen just by dragging-and-dropping.

Simple For Faculty to Use

ClassSpot helps faculty manage interaction effectively without getting in their way. Faculty can learn the basics of ClassSpot in minutes and can “quick start” a class session in seconds. In one click they can temporarily “lock down” the public screens; they can also instantly see who is most actively participating.

A Unified Experience Across Campus

Together with TeamSpot™, Tidebreak's market-leading solution for informal learning spaces. ClassSpot delivers the advanced capabilities, ease of use, and system flexibility that academic institutions require to create state-of-the-art learning environments. See for yourself how ClassSpot is redefining “smart classroom” design.

Transform the “Teaching Wall”

- **Work together on the big screen:** Large displays driven by shared computers running ClassSpot software provide a public work area the whole class can use... at the same time
- **Intuitive control:** Faculty and students can “mouse up” from their laptop to a shared computer and take control with their mouse and keyboard
- **Get the class working together:** Faculty can allow multiple students to “drive” the large displays at the same time, or restrict control when necessary
- **Cross application:** Compatible with virtually all standard software applications
- **Draw on the screen:** Digital annotation features are compatible with any interactive displays

Share Content Effortlessly

- **Drag and drop transfer:** Anyone can send files, folders and web-links to any public worksurface, or students can send privately to faculty
- **Share a screen:** Send a desktop to the shared worksurface, view-only or interactive
- **Memorable whiteboards:** Use with a whiteboard capture system (e.g. Luidia’s eBeam®) to store whiteboard “snapshots” directly to archive

Distribute Results Simply

- **Capture as you go:** Session archive tracks information as the class shares content
- **Document archive:** Store versions of work documents in the archive for later re-use
- **Meta-comments:** Add short notes to the archive
- **Wrap Up and Go:** Archive is automatically distributed to class webspace, CMS or otherwise at end of class, according to faculty member’s preference

Up and Running in Minutes

- **Self service:** Each ClassSpot is self-contained, with a built-in webserver to deliver Client software to students and faculty
- **Simple setup:** No Client configuration necessary, just install and connect to a ClassSpot
- **Quick re-join:** Client remembers each ClassSpot it has joined, providing a simple re-join option
- **Beginner-friendly:** Context-sensitive online help assists first-time users
- **Ready Client™:** Pre-configured Client software on a USB drive joins the designated ClassSpot automatically when inserted into the computer

Safe, Secure and Flexible

- **End-to-end encryption:** SSL encrypted communications between Client and Host prevents outside interference
- **Room-aware authentication:** Time-sensitive display code ensures that only those physically present can connect
- **No special hardware required:** ClassSpot is a software-only solution and works with commonly available large displays, computers and networks
- **Cross-platform:** Supports both Windows and Macintosh OSX computers as Host or Client

Built for Campus-Wide Deployment

- **Simple software maintenance:** Client and Host can be dynamically loaded from network directory
- **Works for managed devices:** Compatible with DeepFreeze™ and other automated classroom PC management systems

Easy to Manage

- **Installs in minutes:** Host software can be installed and configured in less than 10 minutes

- **Track usage behavior:** TideScope utility shows system administrators how features are utilized
- **Onboard Client software distribution:** Host distributes Client software to users directly; no need to manually distribute software to users

System Requirements

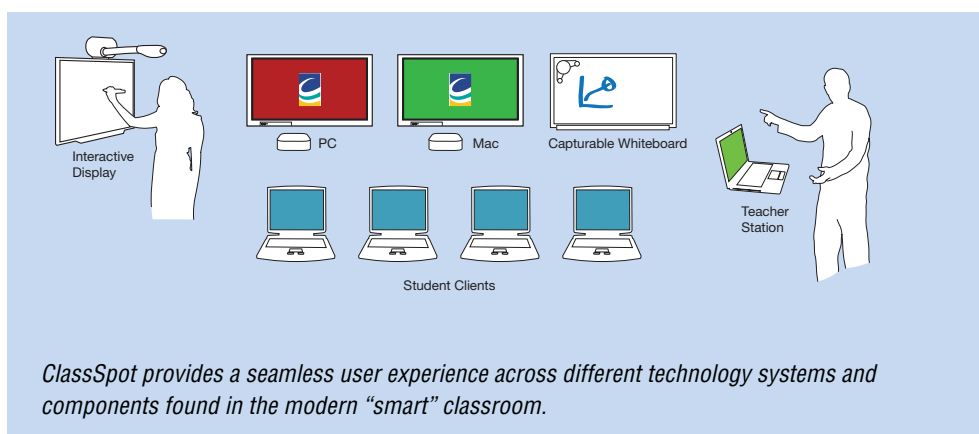
Note that installations can freely intermix Windows and OS X for both Hosts and Clients machines.

Windows

- CPU: 1.0 Ghz (Client) or 2 Ghz (Host) dual-core processor
- Operating System: Windows XP/2003 Server/Vista/7
- Memory: 512 MB RAM (Client), 2 GB RAM (Host)
- Disk Space: 150 MB (Client), 200 MB (Host)
- Network: 11 Mbps WiFi (Client); 100 Mbps Wired (Host) with under 100ms latency

Macintosh OS X

- CPU: 1.0 Ghz (Client) or 2 Ghz (Host) dual-core processor
- Operating System: Macintosh OS X 10.4 or later (Client), Macintosh OS X 10.5 or later (Host)
- Memory: 512 MB RAM (Client), 2 GB RAM (Host)
- Disk Space: 20 MB (Client), 50 MB (Host)
- Network: 11 Mbps WiFi (Client); 100 Mbps Wired (Host) with under 100ms latency



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