PACE
UNIVERSITY

Classroom Technology Standards
Contents

Last Edited: 11/2/2022

Classroom Technology Standards

Classroom Learning Type Overview

This set of technology room types is meant to identify standards and guidelines for classroom learning spaces at Pace University.*

Note: This document's focus does not include room elements such as flexible furniture, lighting, room finishes, adjacent spaces, etc. that also contribute to a learning environment.

There are 4 room types that have been identified:
- Type 1: Standard Classroom
- Type 2: Lecture Hall Classroom
- Type 3: Active Learning Classroom
- Type 4: Computer Lab Classroom

General Requirements for All Room Types

- All room types except for Type 4 include Type 1 baseline functionality
- Primary equipment will be selected from Pace University standard bundles and designs whenever possible
- All classrooms will meet baseline quality and usability standards
- Screen and equipment controls (i.e. computer, audio etc.)

User Support

- Ed Media support contact information is posted in clear view of instructor area (on podium or touch panel)
- Ed Media support staff escalation is readily available. (Available through the ITS Help Desk ticketing system)
- Annual updates and replacement cycle funded and approved through the Student Technology Fee

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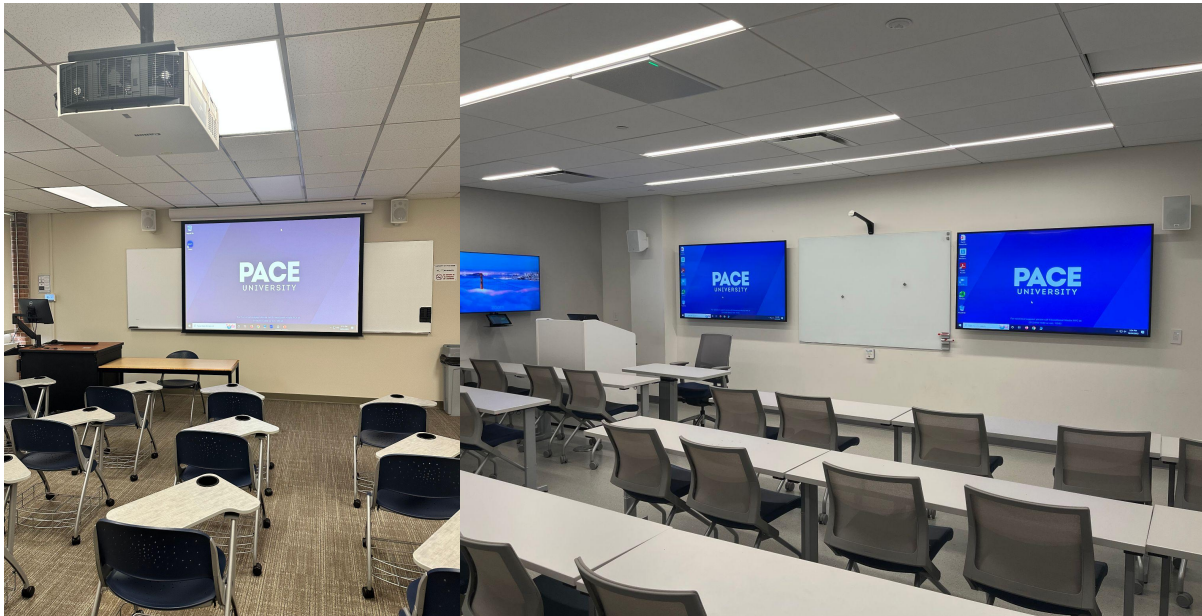
Type 1: Standard Classroom

Space is structured for lectures, basic digital/multimedia presentations, supports Hyflex modality and basic collaboration. Includes small, and medium sized seminar rooms.

This type describes the minimum baseline requirements for technology-enabled learning spaces.

Enabled Teaching Activities

- Presentation/lecture activities including display of rich media (images, video).
- Lecture capture to record class sessions via Panopto (software).
- Hyflex modality is available via Zoom (software).
- Ability to collaborate with students and other class participants in remote locations.
- Can be used across all disciplines.

Note:

Student engagement tools (i.e. laptops) are available upon request based on availability. Additional equipment such as webcam, and slide advancer are all also available upon request.

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Baseline Technology Requirements

- Display and Visualization
  - Projector or TV's mounted on either side of whiteboard - PC/BYOD Device
  - Ability to display far end participants via Zoom
- Sound
  - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and laptops
  - Dedicated Ceiling Microphones to capture room occupant(s) audio
- Input
  - Option of instructor's own BYOD device or dedicated computer
- Network/Wi-Fi
  - Wi-Fi coverage available in room for student collaboration
- Optional
  - Whiteboard Capture Device(s)
  - Dedicated Camera to capture presenter(s) video
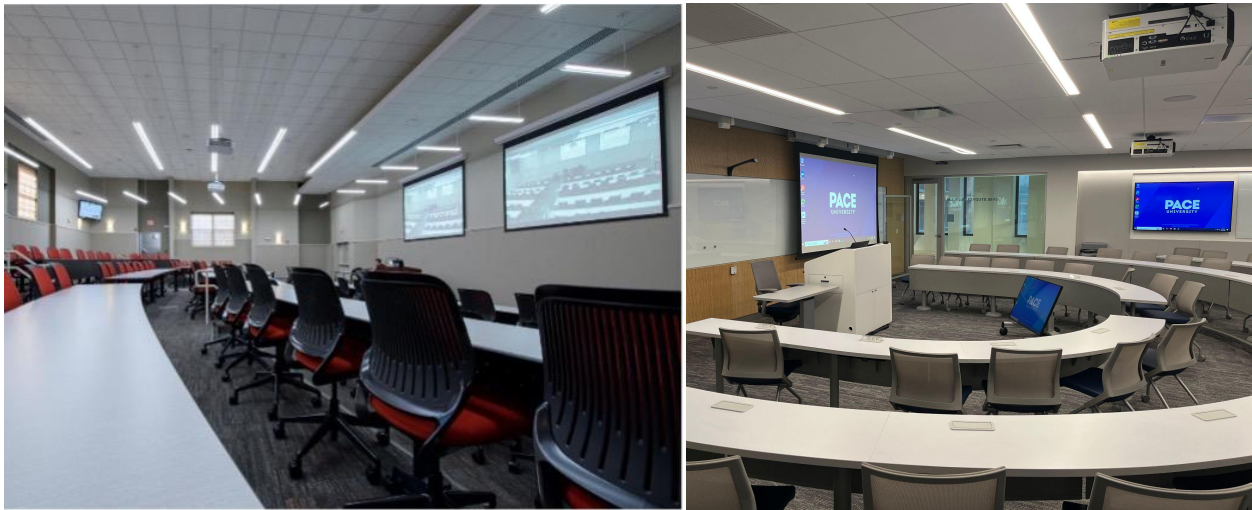
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Type 2: Lecture Hall Classroom

Space is structured for lectures and presentations that require advanced digital/multi-media capability or custom or specialized equipment to address field-specific needs. Includes large style lecture hall rooms.

Enabled Teaching Activities

- Display and visualize complex, detailed information for large classes; 2 or more displays (for example, nursing and science demonstrations, etc.).
- Lecture capture to record class sessions via Panopto (software).
- Hyflex modality is available via Zoom (software).
- Ability to collaborate with students and other class participants in remote locations.
- Can be used across all disciplines.

Note:

Student engagement tools (i.e. laptops) are available upon request based on availability. Additional equipment such as webcam, and slide advancer are all also available upon request.

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Baseline Technology Requirements

The technology requirements for Type 2 rooms are dependent on the room use, but at a minimum they include the requirements listed for Type 1 rooms.

- Display and Visualization
    - Projector or TV's mounted on either side of whiteboard - PC/BYOD Device
    - Ability to display far end participants via Zoom
    - Dedicated Camera to capture presenter(s) video
- Sound
    - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and BYOD devices
    - Dedicated Ceiling Microphones to capture room occupant(s) audio
    - Podium Microphone and/or Wireless Handheld Microphone(s)
- Input
    - Option of instructor's own BYOD device or dedicated computer.
- Network/Wi-Fi
    - Wi-Fi coverage available in room for student collaboration
- Optional
    - Whiteboard Capture Device(s)

Spaces

- PLV
    - Lienhard Lecture Hall
    - Pecker Lecture Hall
- NYC
    - Lecture Hall North, West, South
    - Civic W605, W623
    - Civic W509, W511, W513, W515

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Type 3: Active Learning Classroom

A flexible, dynamic learning space enables interactive collaboration. Active Learning Classrooms (ALC) challenge the traditional lecture style of teaching by enabling interaction among all room participants.

Enabled Teaching Activities

- Flipped Learning, Group collaboration and project work
- Space for students to work with or without computers or other devices.
- Lecture capture to record class sessions via Panopto (software).
- Hyflex modality is available via Zoom (software).
- Ability to collaborate with students in the room as well as remote locations.

Baseline Technology Requirements

The technology requirements for Type 3 rooms include the technology listed for Type 1 rooms.

- Display and Visualization
  - One or more mounted data display systems for teacher instruction; preferably large flat panel monitor(s)
  - Multiple peripheral data display systems for student use
  - Ability to display far end participants via Zoom

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- Sound
  - Audio amplification system suitable for room conditions with computer and BYOD devices
  - Dedicated Ceiling Microphones to capture room occupant(s) audio
- Input
  - Option of instructor's own BYOD device or dedicated computer
  - Ability for students to share content at local display for collaboration
  - Wireless Presentation
- Network/Wi-Fi
  - Wi-Fi coverage available in room for student collaboration
- Optional
  - Whiteboard Capture Device(s)
  - Dedicated Camera to capture presenter(s) video

Spaces

- PLV
  - Miller 21, M22, M27, Lienhard 302
- NYC
  - Civic W506, W518
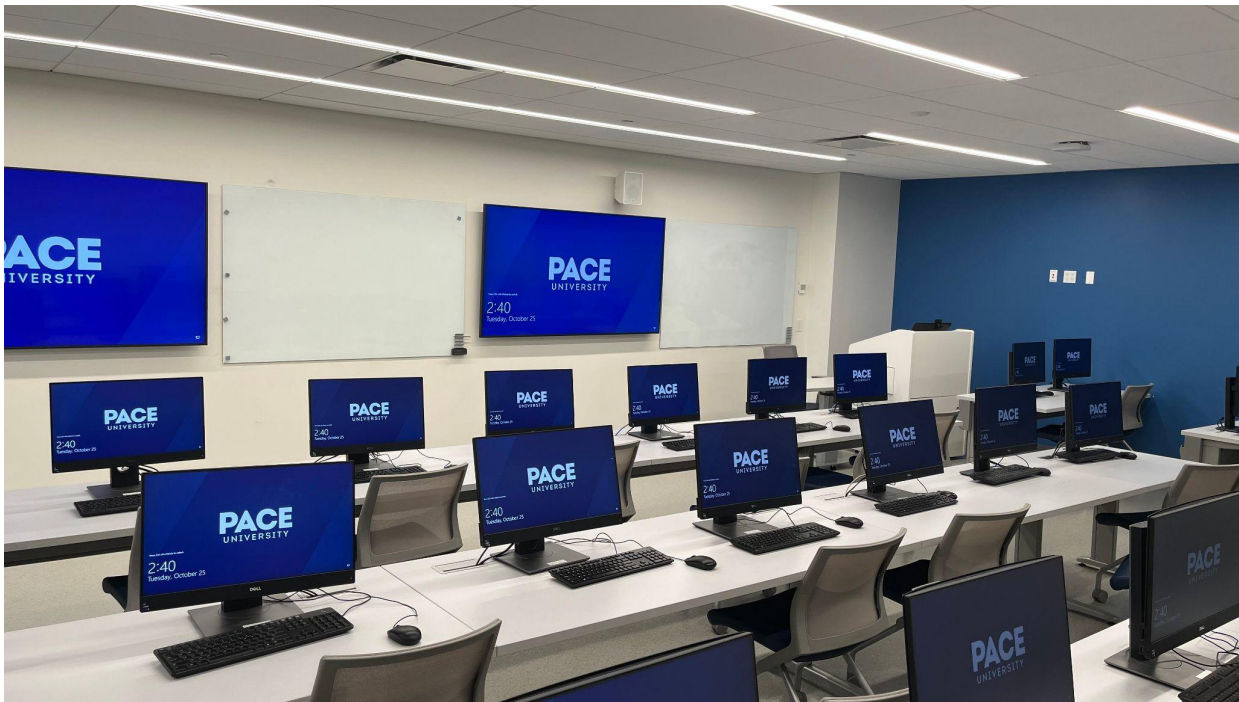
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Type 4: Computer Lab Classroom

Instructional Computer Labs are dedicated multi-user, technology-enabled spaces for instructional use of specialized software and equipment in support of course assignments and collaborative activities. Technology requirements will vary based on lab use.

Enabled Teaching Activities

- Presentation /demonstration from instructor computer
- Use of specialized software or equipment for course work and group projects
- Each student has access to a computer with specialized software

Baseline Technology Requirements

The technology requirements for Type 3 rooms include the technology listed for Type 1 rooms.

- Display and Visualization
    - Projector or TV's mounted on either side of whiteboard - PC/BYOD Device
    - Ability to display far end participants via Zoom

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- Sound
  - Audio amplification system and/or voice reinforcement suitable for room conditions with computer and BYOD devices.
  - Dedicated Ceiling Microphones to capture room occupant(s) audio
- Network/Wi-Fi
  - Wi-Fi coverage available in room for student collaboration
  - Individual student computers have hardwired network connection
- Other
  - Computer Resource Center staff can be contacted for issues
- Optional
  - Whiteboard Capture Device(s)
  - Dedicated Camera to capture presenter(s) video

Spaces

- PLV
  - Willcox 21, W34
  - Mortola E-Classroom
- NYC
  - Civic W200A, W200B
  - Civic W205, W206
  - Civic W603
  - Civic W101