VIRTUAL CLASSROOMS
POWERING REAL-TIME EDUCATION

frozen mountain

The Problem

Educators are looking for new ways to teach students who for a variety of reasons cannot participate in a traditional classroom. Students want to learn in an environment where they can actually participate in conversations and lectures instead of watching pre-recorded course content. Distance education organizations know that online learning makes it possible for students from different countries and continents to learn together in a virtual classroom, but they often struggle with poor network conditions and underpowered devices.

The Solution

Using *LiveSwitch* for media transmission, educators are able to add chat and audio/video conferencing to their current online learning mangagement systems, upgrading them to create more interactive and immersive experiences for their students.

Benefits

- *LiveSwitch* enables location independent learning through the addition of live video to the course delivery.

- *LiveSwitch* provides a low bandwidth solution for regions with poor network infrastructure and low powered devices.

- Adding screensharing and whiteboarding makes distance learning a more interactive and immersive experience.

- *LiveSwitch* provides the opportunity to apply the concept of "flipped classrooms" in new and interesting ways that fully engage students.

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A teacher hosts a course in an online classroom and students join remotely. Students gain access to:

- Live instructor/classmate video
- Screensharing
- Whiteboarding
- Text chat
- And more!

e=mc

liveswitch™
WebRTC Server

Streaming Media
- - - - Signaling & Chat

‹ How It Works

This diagram is an example of how *LiveSwitch* can be used in a education application.

Streaming Media

Any client-side device or application built with the *LiveSwitch* SDK can send or receive streamed media or data in real-time to or from other clients via the *LiveSwitch* media server. *LiveSwitch* manages, routes, transcodes, and mixes all traffic on a per-client basis seamlessly, scalably, and efficiently.

Signaling

Signaling allows two end-points (senders, receivers, or both) to communicate information about the streaming connection between each other before establishing a connection. Once connected, text chat and server-side content pushing can be done via WebSockets.
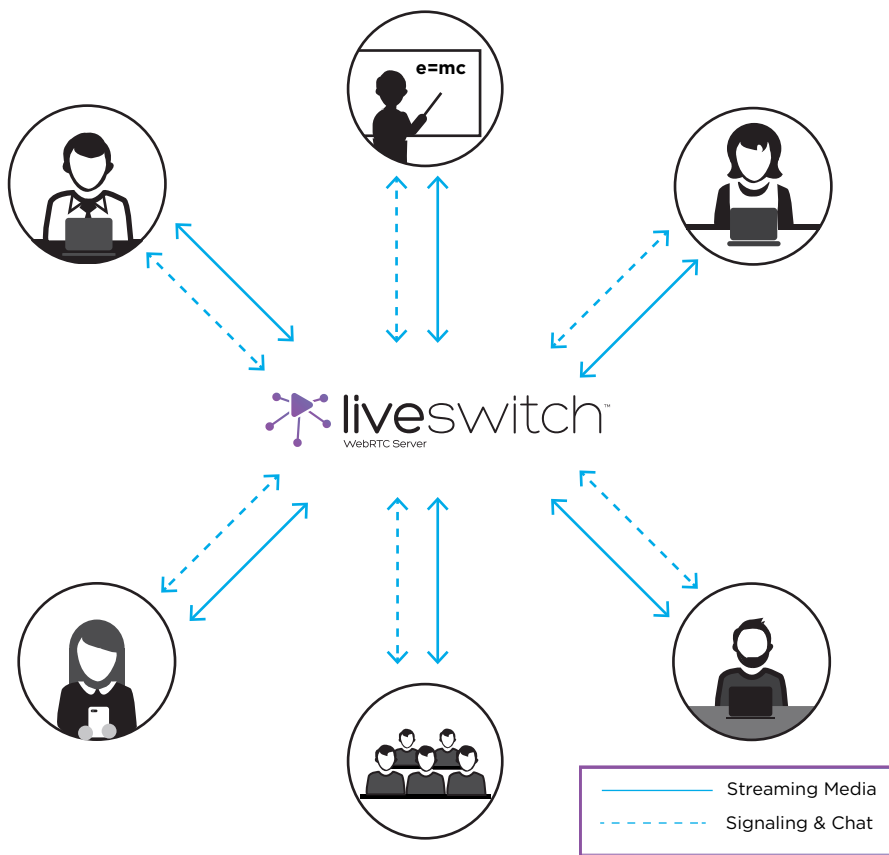
The WebRTC Solution that Plays Nice with Everyone

FIREFOX   WINDOWS   APPLE   MAC   LINUX   JAVA   XAMARIN   ANDROID   SAFARI   CHROME   EXPLORER/ EDGE