D2.3	Second prototype

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Remote Class System

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Abstract	This document focuses on the presentation of the Second Prototype of Classy, as it was formed following the feedback received by the first prototype pilots

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Introduction

Classy is about a digital classroom in which the user can attend classes, have interactional meetings, seminars, play games or even get virtual tours in a 3D environment.
This document describes what the Second prototype delivers

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Prototype

A Prototype is a piece of application delivering initial functionalities based on a concept. It is the basis of the development process that follows and its creation allows the evaluation of the concept and the project by the stakeholders.

Working demo

Experiences page

Once the user logs into Classy he/she can see the available premade environments , on top of the environment we have three buttons: the question mark it shows the description of the experience, the play button which starts the demo and the create session button which creates a new session with the corresponding environment.

There are currently 2 pre-made environments for the user to choose, one based on the Colosseum and one based on an ancient Greek temple.

Demo environment

By starting the demo he/she can enter into the Corresponding environment and actually visit it virtually while exploring this wonderful structure. This demo demonstrates how an online class will be held, the visitors of the Classy can take a glimpse of how their classes could be. With enough creativity and with the combination of the powerful experience editor that Classy provides the user can create awesome environments like this:

Changes on experience editor

Experience editor environment

The first change is the environment itself that the user sees when he/she starts a new experience, opposite to the old environment the new one gives a much better aesthetics. Apart from that there are two new major changes in the experience editor that have been made with the addition of two new buttons: the **experience settings** button and **experience preset** button.
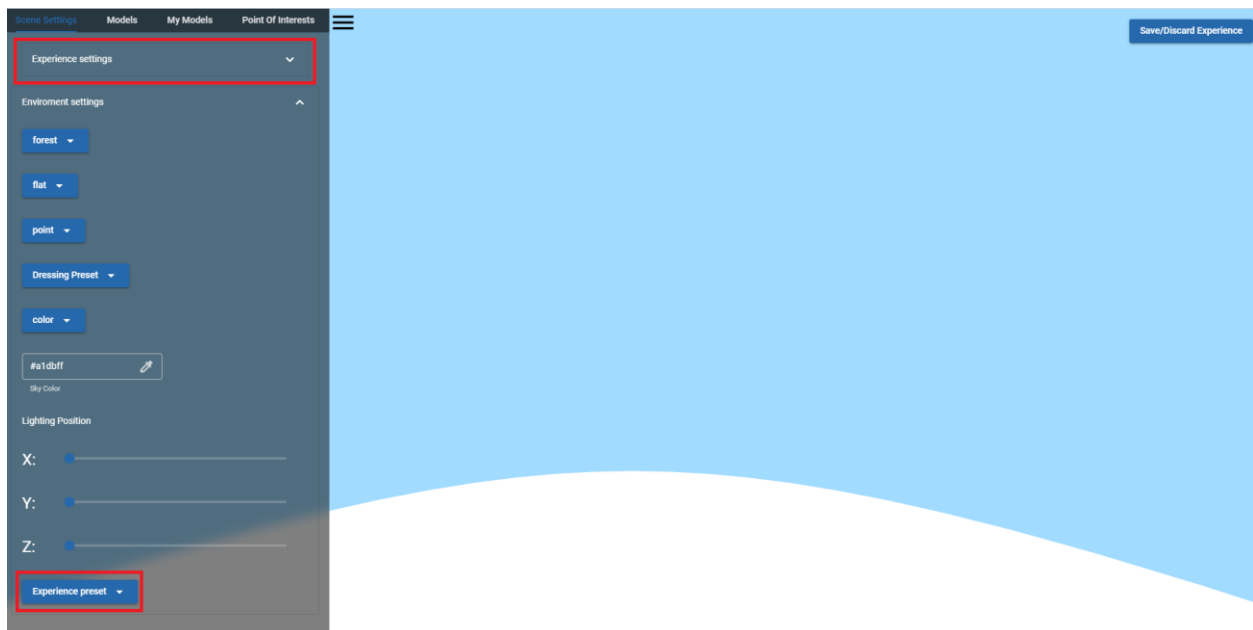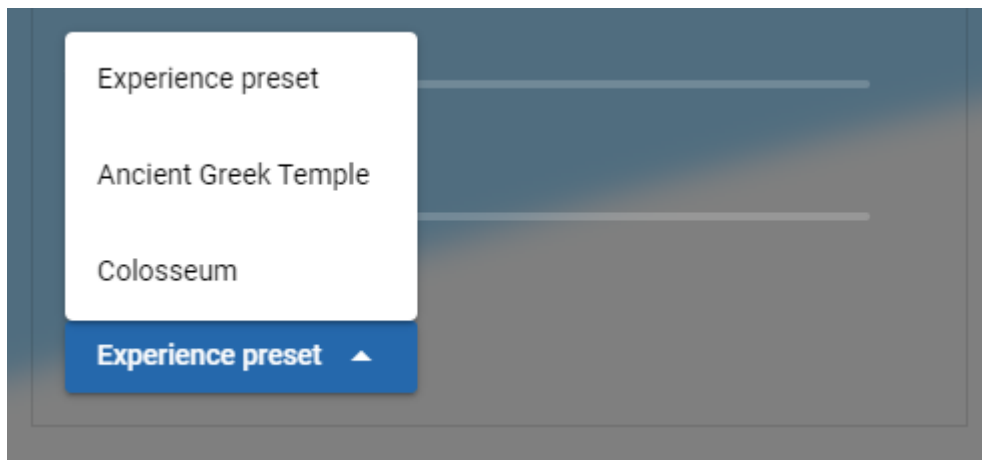
Experience settings

With the experience settings button we can edit the name and the description of the experience. This addition gives the option to users to change as many times as they like the name of the experience they create along with the description depending on the changes they are doing along the way of the creation of their experience.

Experience preset

The experience preset button allows the users to import one of the premade environments onto their experience and edit it. This new addition gives the power to the users to quickly scaffold a new experience that they can reuse and edit as they please. Each environment comes with the corresponding settings that allow the limitation of movement during a session only in special parts of the environment. This disallows abnormal usage of the platform (users passing through walls and 3d items)

Editing environment

This is the experience preset of the colosseum, we can move around and see the view from inside the arena. The new editor allows us to change a big amount of settings we think this experience preset needs in order to transform it into our own taste. This is just a glimpse of what we can do with the experience editor and with the combination of our creativity it can give us incredible power in order to create magnificent scenes. A lot of work was done to ensure the Sketchfab import feature works as it was supposed to, based on the input we had on the first Prototype. Amongst others, the new editor allows us to:

- Edit scene colors and lighting conditions
- Apply some general dressing of items , fog, ground settings etc that drastically alters the environment

My Sessions changes

My Sessions page

In the My Sessions page, every session that the user already created or will create in the future will get stored there. Even in the case the user hasn't made any experience yet, the system will point him/her in the right direction in order to generate the first Experience.

Session creation

Now when you create the session we added the option to schedule it, this is totally optional.

My sessions

When you create a session you can go to the My Sessions page to see it, from there you can start it, delete it or edit it, if you choose to edit it it will open a dialog to edit the experience name, but in order to start the live session you must press the start button.

My sessions

Experience Photo	Session Code	Session Title	Experience Based	Date/Time	Start	Delete	Edit
	ZIFBV	Session For Gre...	Greek Temple	2023-01-30 10:01	→|	🗑	✏

Records per page: 5 ▾ 1-1 of 1

Starting a live session

● Environment of the live session

When the live session starts it will show you the environment you are in, some new dialogs will appear there, the student status, the participants and the option to choose a microphone, even if no microphones appear in the dialog the default ones are already selected and you can press next.
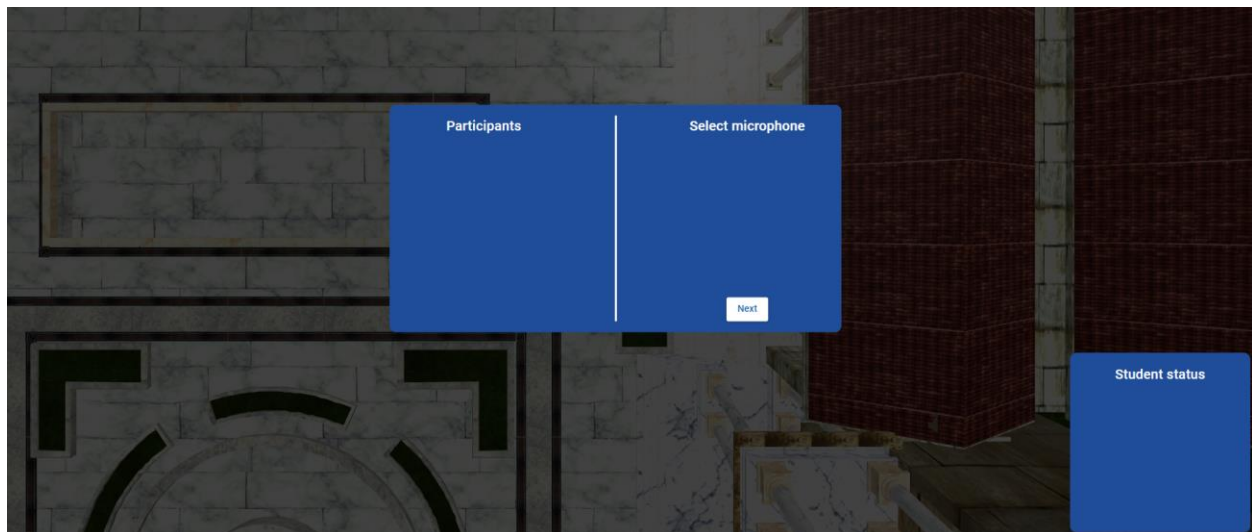
● **New functionalities**

The Classy now has some new functionalities and a better user interface, after you choose your microphone you click next and you can move around in the virtual environment while seeing our new additions in the left side bar in the participants tab with the options to mute them all or unmute them all, furthermore you can see in the right down corner the window with the students status, this new function is a powerful weapon for a teacher to have as well as it allows immediate interaction with the students. The new user interface gives a better feeling of the environment transferring the minds of the users to a whole new place making the virtual class as real as possible.

● **Minimized sidebar**

On top of that you have the option to minimize the sidebar to have a better view while moving around. The option to have a more clear view of your surroundings gives the teacher more control in the class, seeing all the students along with a view of the environment making the virtual class more real to him and to his students.

● **Exit the live session**

In order to finish the live session from the side bar you can exit the session going first in the end session tab and then pressing exit session.

Student login

On the other hand now the student in order to join the session must enter a pin in our new modified join window. The pin will be provided only by the teacher. After he/she enters the pin, they automatically join the class by pressing continue.

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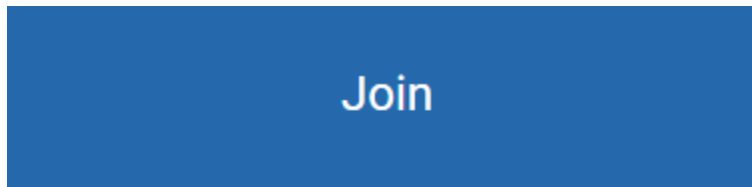
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Joined the session

Upon joining the session the student can see our new user interface in the environment. Entering a different environment every time they get into an online class automatically makes the class a lot more interesting for the students, who virtually travel into different places and learn new things in a whole new environment.
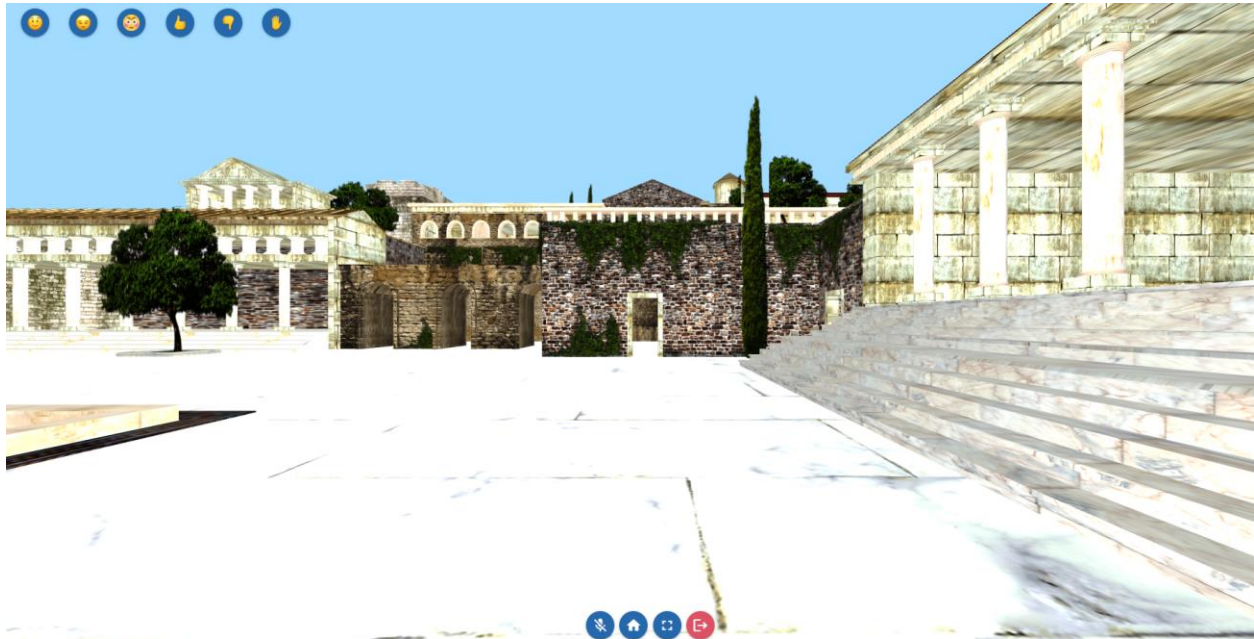
New websocket and emoji

We extended our websocket subsystem in order to have real time communication between the teacher and the students with emoji buttons which the student can interact with and the teacher to see in real time in the student status window. With these new functionalities the students can experience this new way of teaching on a whole other level with the virtual classes to be more interesting and more interactive between the teacher and the student.

Real time interaction

From the teacher view when the student interact with some emoji, adding more functionality into our new websocket, the teacher if he/she press on the name of the student the emoji status resets and also when the teacher presses the name in any dialog the screen turns to and looks the student, this provides real time and fast interaction between student and teacher and also student with student. This new feature provides to the teacher a powerful tool to watch and control the flow of the teaching, having direct feedback from the students, and also to immediately detect the status of a student and resolve whatever problem or question arise during the class in real time.
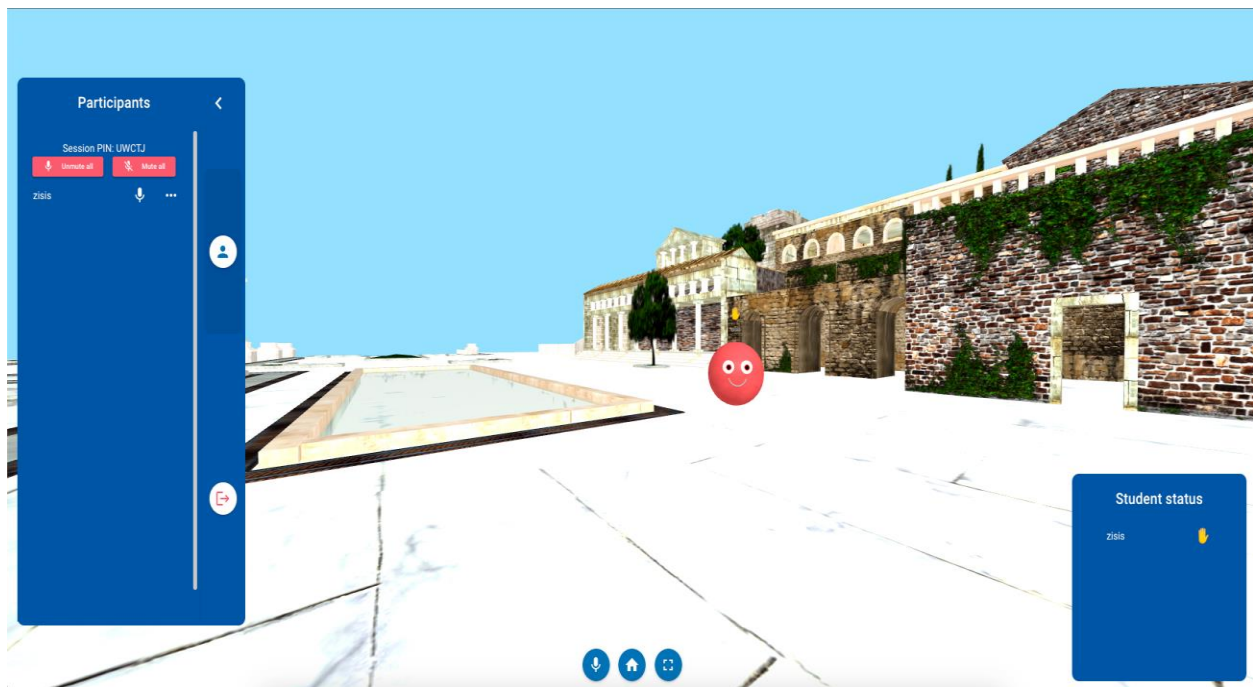
New buttons and functionalities

Moreover the students have some new buttons with new functionalities in the bottom of the screen, now they can mute or unmute their microphones, also they have the option to teleport to where they started, as well as the option to exit full screen or enter it and of course the option to exit the session. With these new additions the Classy gives the feeling of freedom to the students making the class an enjoyable experience.
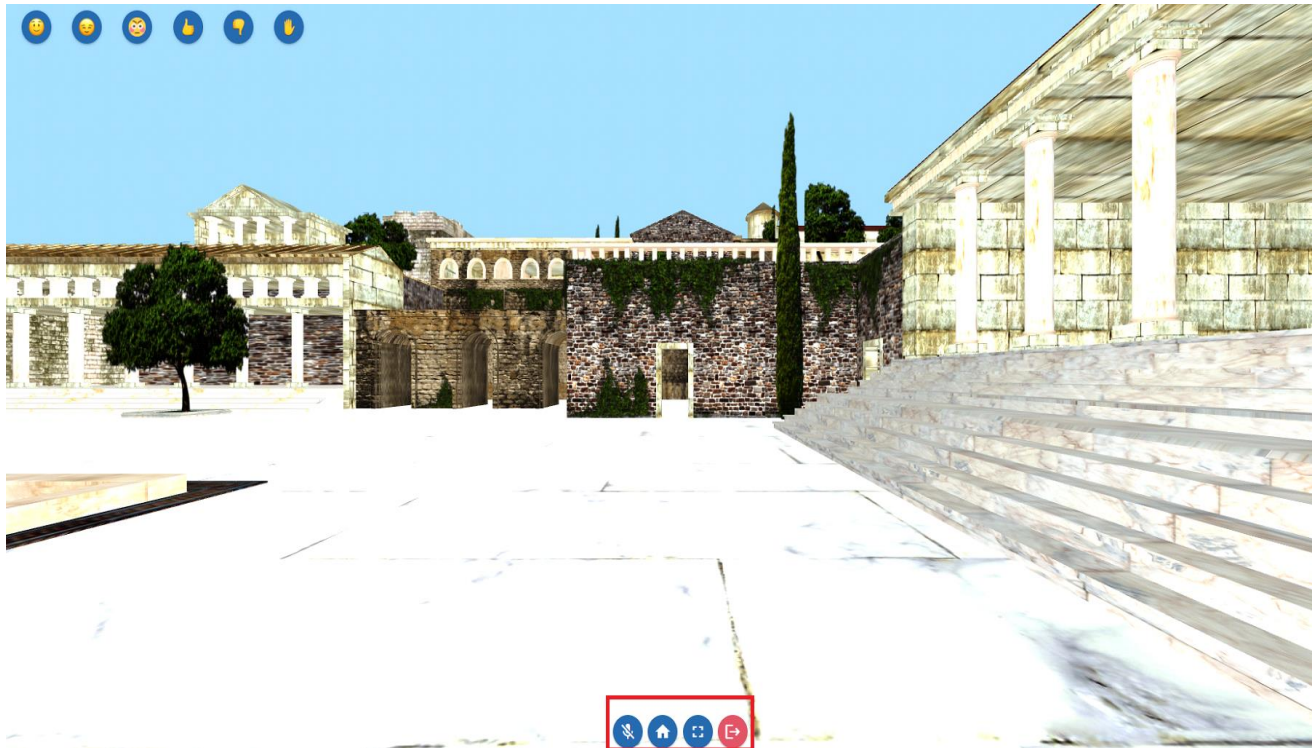
For the final product

Finishing touches

For our finishing touches some new additions will be added such as:
- **Chatting**

A chat functionality will be added to help with the communication for the duration of the class.
- **File sharing**

A file transfer subsystem that will allow the exchange of files between the teacher and the students.
- **Quiz creation**

A system that allows the teachers to create quizzes will be added and used in the sessions while automatically all the answers will be stored into the database and will be accessible from the teachers for further use.
- **File uploading**

A submodule of the system that will allow the teachers to upload their content (pdf or PowerPoint presentations) to be used for the duration of the lesson. The system will convert the uploaded documents onto interactive slideshows that can be placed anywhere on the experience through the editor.