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## Projektni zadatak

AuCoS - Audience Collaboration System

Purpose:  $\cdot$  enable a team (whole audience)  $\cdot$  to contribute/participate in the group work or learning/teaching  $\cdot$  by sending text messages  $\cdot$  to the moderator/teacher/lecturer  $\cdot$  to be jointly used

Method:  $\cdot$  audience uses their mobile phones connected to Internet  $\cdot$  they access a web page and enter their text upon request from moderator  $\cdot$  moderator uses all inputs in any computer application (text processor, mind mapper, whiteboard, ....)

## Technology:

Two components are required: a web page receiving audience's input and resending it to the moderator and local application for moderator's computer receiving input from web application and sending it to any local application.

## Web application:

 $\cdot$  a page anyone can access with an input field for text to be contributed  $\cdot$  recognizes different participants by cookies sent to their phones  $\cdot$  accepts only first contribution from individual participant, or all or replaces previous input with the next one  $\cdot$  logs all contributions and allows moderator to download them (AuResS style)

## Local application:

· a program reading all input from web application, and resending it to local application emulating keyboard inputs o either to a specific selected application o or to the currently active application

the moderator can define text sequences to be sent:

o before the first contribution o before each contribution o at the end of each contribution o at the end of the last contribution

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Last update: 2023/06/19 16:20

