

Projektni zadatak

AuCoS - Audience Collaboration System

Purpose:

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

Method:

- audience uses their mobile phones connected to Internet
- they access a web page and enter their text upon request from moderator
- 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:

- a page anyone can access with an input field for text to be contributed
- recognizes different participants by cookies sent to their phones
- accepts only first contribution from individual participant, or all or replaces previous input with the next one
- 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
 - either to a specific selected application
 - or to the currently active application
- the moderator can define text sequences to be sent:
 - before the first contribution
 - before each contribution
 - at the end of each contribution
 - at the end of the last contribution

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