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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