

## 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

Output: primjerice na: <http://www.text2mindmap.com/>

From:

<http://studentski-izvjestaji.zesoi.fer.hr/> - **Studentski izvještaji**



Permanent link:

<http://studentski-izvjestaji.zesoi.fer.hr/doku.php?id=teme:auress&rev=1352469238>

Last update: **2023/06/19 16:20**