# ThinkHub Connect...

### **ACTIVE LEARNING ROOM TECHNOLOGY**

ThinkHub Connect™ is designed to enhance the learning environment for instructors and students alike. Gone are the days of one-way communication...instead, ThinkHub Connect provides a way for instructors and students to actively engage with their curricular content and with each other. Imagine a space where all devices and displays are connected to one another, providing seamless interaction from instructor to student, student to student, and group to group.



#### **SOLUTION OVERVIEW**

The ThinkHub Connect solution is a hybrid of ThinkHub, ViewHub, and AirConnect technology, all working in tandem to provide instructors a powerful presentation tool, while also enabling them to monitor and provide feedback on student work in real time. Students are able to connect their devices to collaborate on group work that can also be shared with the entire room.

## **Think**Hub

#### **BYOD Collaboration Software**

- Multitouch, multiuser, multiapplication
- Digital Canvas, expands up to 20x surface area of physical touchscreen
- Built-in Notes, Sketches, Web Browser
- Annotation toolset allows user to annotate any object on the Canvas

## **View**Hub

#### **BYOD Presentation Software**

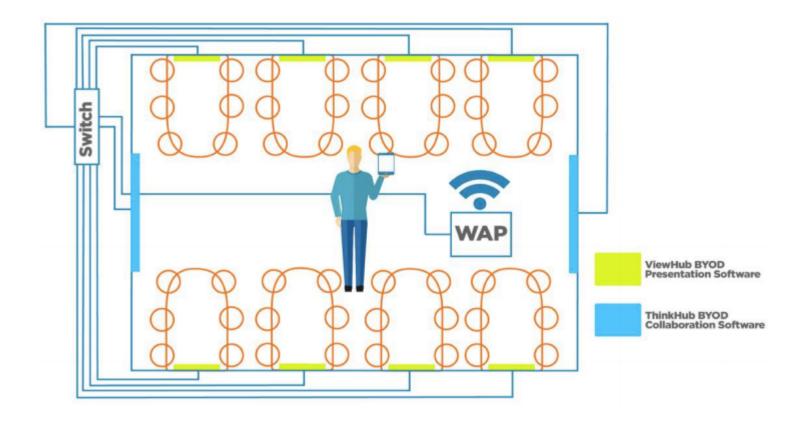
- Multiuser
- Supports up to 4 shared device screens at 1080p resolution
- Supports up to 16 shared device screens at 4K resolution

## **Air**Connect

#### **BYOD Connectivity Software**

- Mobile application for laptops, tablets, and smartphones
- Enables device sharing to ThinkHub / ViewHub
- Supports macOS, iOS, Windows, Android, and Linux devices
- Supports device sharing across different subnets within your network
- AirConnect View enables remote viewing of ThinkHub Connect sessions

# Think Hub Connect ACTIVE LEARNING ROOM TECHNOLOGY



## THINKHUB STATIONS

## INSTRUCTOR STATION (may also double as student collaboration station)

- ThinkHub stations mirror ViewHub stations in real time
- ThinkHub stations aggregate ViewHub station content onto ThinkHub screen
- Ability to annotate (annotations will be reflected on corresponding ViewHub station in real time)
- Ability to push content to all ViewHub stations

#### VIEWHUB STATIONS

#### STUDENT / GROUP WORK STATIONS

- Each ViewHub station allows users to wirelessly share device screens to the ViewHub display
- ViewHub stations allow up to 4 simultaneous device streams; up to 16 on 4K displays

# THINKHUB TABLET

#### INSTRUCTOR COMPANION DEVICE FOR REMOTE CONTROL

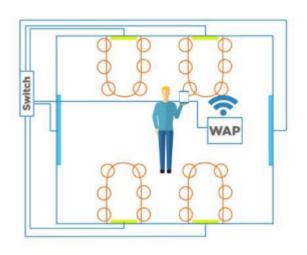
- Shows real-time feed of content being shared to the ThinkHub station
- Ability to annotate on ThinkHub station from anywhere in the room
- Ability to select ViewHub feed to display in full-screen mode on ThinkHub station
- Integrated Room Controls (audio, lighting, TH and VH station power)

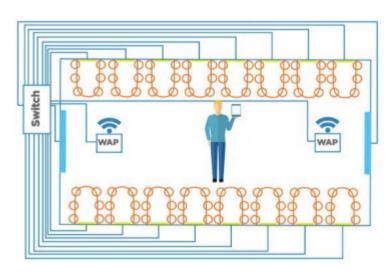


# Think Hub Connect ACTIVE LEARNING ROOM TECHNOLOGY

#### **SCALABILITY**

ThinkHub Connect solutions are highly scalable to fit environments ranging from small (10-25 person) classrooms to 100+ large-scale learning rooms.





THINKHUB CONNECT FOR SMALL CLASSROOMS (10-25 PERSON)

THINKHUB CONNECT FOR LARGE CLASSROOMS (100+ PERSON)

#### **REMOTE LEARNING**

ThinkHub Connect active learning rooms facilitate remote learning via T1V's AirConnect mobile app if students are unable to attend the session in person.

- Ability to view ThinkHub Canvas in real time
- Available for smartphones, tablets, and laptops
- FREE for all users

ThinkHub MultiSite enables instructors to reach multiple rooms at the same time, effectively enabling them to provide the same experience to students no matter which learning room they are in.

- Additional Add-On Module (additional fees apply)
- Real time, site-to-site ThinkHub Canvas mirroring
- Supports up to 10 locations simultaneously

With ThinkHub Connect, we are not limited to a single method of teaching or collaboration, but can host many different styles of learning. Faculty will no longer be bound to a physical location but have the freedom to teach from any location. Many new teaching styles are expected to be developed through this technology, and students will learn to work together in a more globally-minded classroom...

Mark Henry, Senior IT Professional Texas A&M College of Engineering

# ThinkHub Connect...

#### ADVANTAGES OF A SOFTWARE-BASED SOLUTION

We've re-engineered the learning room environment so our solution can evolve with the changing needs of instructors and students with the release of software updates. Solutions Managers now have the flexibility to layer on new features as needed, with the ability to control which features should be applied to which learning environments.

#### **THINKHUB** CONNECT **NETWORK** REQUIREMENTS

Each ThinkHub and ViewHub station requires the following:

- (1) Cat5 Connection
- Wireless bandwidth of 3 mb/s
- Hardline bandwidth of 3 mb/s
- Flexibility to layer on new features as needed
- Ability to control software versions across different rooms
- Option to upgrade to MultiSite for enhanced remote learning experiences
- Reduce room 'downtime' when updates are required; updates can be pushed remotely during non-peak hours
- Single point of contact for Support

#### VS. COMPETITOR **HARDWARE-BASED** REQUIREMENTS

Here's what you'd need WITHOUT ThinkHub Connect:

#### Per Station:

- (1) Control Panel
- (1) Cat5 Connection
- (4) Laptop Connection Cables (16) Windowing Processors
- (4) Transmitters
- (4) Cat6 Connections
- (1) Windowing Processor

Per Room:

(1) 64 x 64 Matrix (1) Control Processor

What you need to achieve the ThinkHub Connect solution via hardware

