Ambient Awareness of Classroom Activities

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Abstract. Ambient information displays are backchannels that are designed to work in the periphery of attention. We present a prototype 'Ambire' that combined features from classroom management systems, screen sharing applications, and ambient information displays. Ambire is an open-source web-based tool for streaming the content of students 1:1 devices onto a large screen. All screens rotate slowly in Ambire. The rotation may be stopped, paused, forwarded or tracked back. We posit that a solution such as Ambire will provide qualitative benefits to classroom activities in terms of increased peer learning, sharing, collaboration, and community spirit, and be in stark contrast to ordinary teacher- controlled classroom management systems.

Activities and goals

The main goal of the workshop is to create an interactive and lively platform for researchers and designers to share their experiences, and to develop new perspectives of how collocated group activities can best be studied and supported by design. We scaffold this goal with a mix of presentation and interactive group work in three phases.

Phase 1: Mutual grounding

The initial phase of the workshop is aimed at developing common ground through presentation of position papers and an overview of key related work. The workshop organisers present an overview of relevant methods, techniques, concepts, approaches and key works concerned with collocated group experiences and their support through (mainly mobile) technologies. Participants present their position papers to fellow participants.

Phase 2: Charting the space

This phase is concerned with charting the design and study space for collocated group experiences. Through interactive group work we identify the emergent key themes and issues and then use these in order to categorise, compare and juxtapose the techniques, methods, approaches and concepts from the first phase.

Phase 3: Consolidation and synthesis

The final phase is aimed at synthesizing a repertoire of the key approaches, techniques, methods and concepts to address the key challenges in building and studying group experiences. The repertoire will provide workshop participants with a more

complete and versatile tool set to design and study group experiences in a more encompassing way.

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