EdTech For Teacher By Teachers

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Hi, I'm Fred

I wear two hats:

I'm the Product Manager for BigBlueButton

I'm the CEO of Blindside Networks



Overview

Our experiences during the Pandemic

Our vision for virtual classrooms

How BigBlueButton as an open source project is pursuing that vision

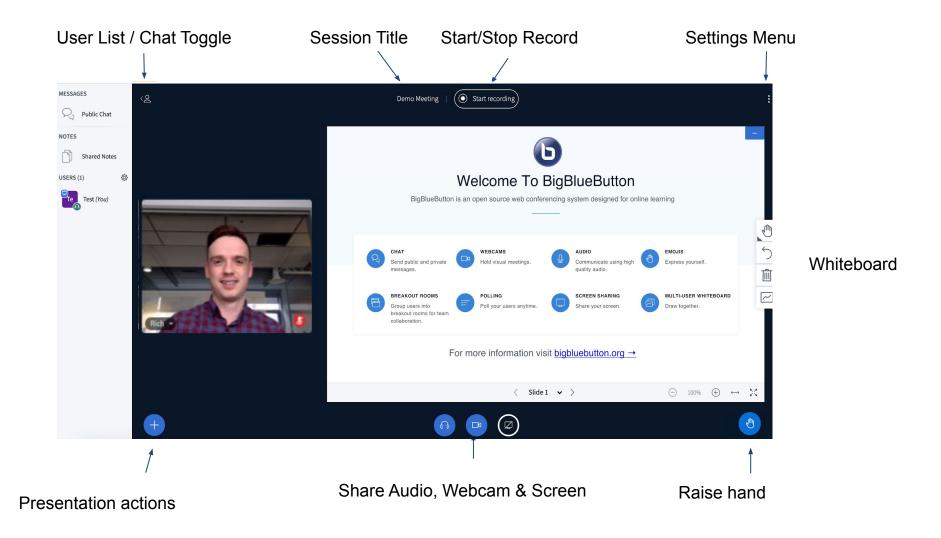
What is BigBlueButton?

An open source web conferencing system for online learning

A commercial virtual classroom system

A platform on which other developers/companies can build upon

An active ecosystem of teachers, developers, administrators, and commercial companies



Focus on engagement

Raise Hand

- Public/Private Chat
- Emoji
- Multi-user whiteboard
- Polling
- Shared Notes
- Breakout rooms

Instructor Only

Engage with Instructor, content, and each other

Types of collaboration

Collaboration

- 1. Virtual Office Hours
- 2. Flipped Classroom
- 3. Group Collaboration
- 4. Full Online Classes

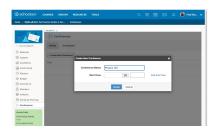
Context

- 1. K12
- 2. Higher Ed
- 3. Corporate Education

Embedded into the world's top LMS systems



Canvas Conferences
Instructure



Schoology Conferences
Schoology



Virtual Classroom **D2L**



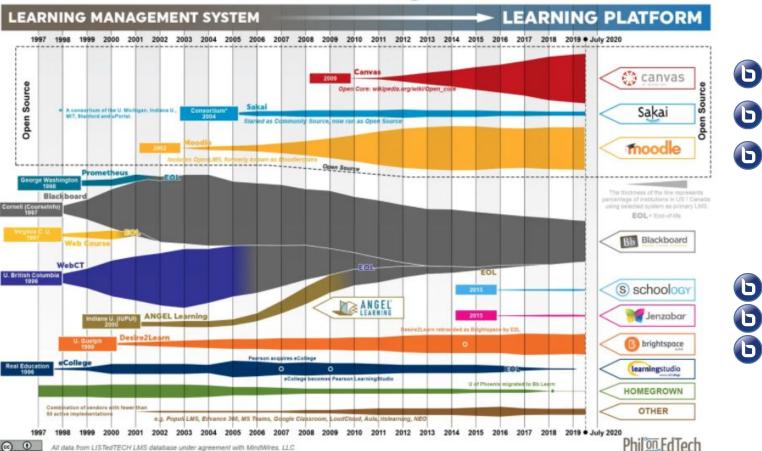
BigBlueButtonBN **Moodle**

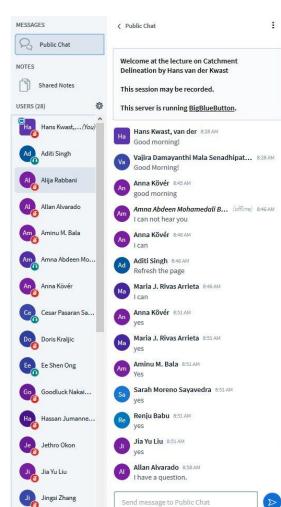


Meeting Tool Sakai

LMS Market Share For US & Canadian Higher Ed Institutions MID-YEAR 2020

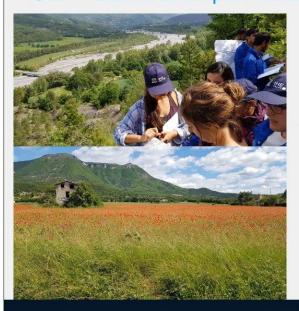
All data from LISTedTECH LMS database under agreement with MindWires, LLC





Use of DEMs: Example French Alpes

Lecture catchment delineation















Start recording









NOTES



USERS (13)











































NZILBB Brainbox















Canberra Corpus Collective (CCC)







Paul Foulkes, Elena Sheard, Catherine Travis, Gerry Docherty, Simón González &























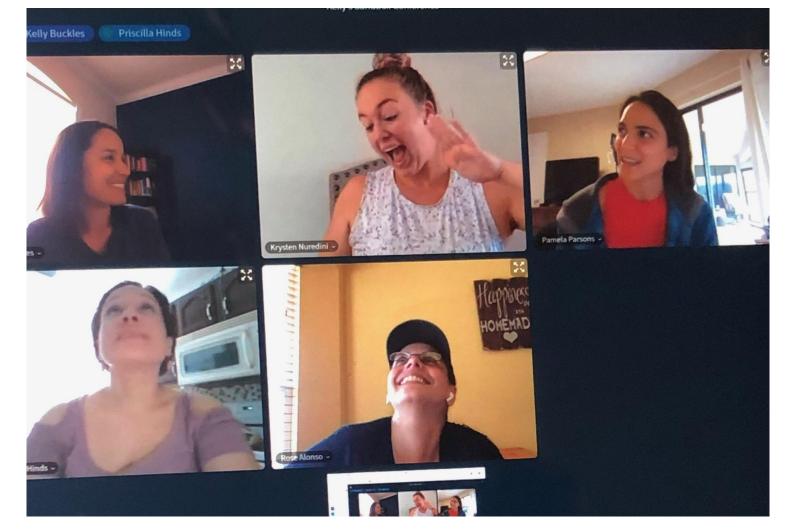












Why does BigBlueButton Exist?



SUSTAINABLE G ALS





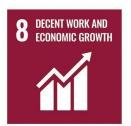
































Quality, inclusive education for all, as a key driver in eradicating poverty.





Access to safe, inclusive and health-promoting learning environments and comprehensive sexuality education.

Mobilize strong global multi-stakeholder engagement through the SDG-Education 2030 Steering Committee. regional partnership mechanisms and providing capacity building, data monitoring and reporting.



4 QUALITY EDUCATION

Foster peaceful and inclusive societies through Global Citizenship Education (GCED), including peace and human rights education as well as the provision of education in emergencies.

Leading the coordination and review/monitoring of SDG 4-Education 2030 at global and regional levels and supporting the implementation of SDG 4 -Education 2030 at country level



GLOBAL PRIORITY

5 GENDER EQUALITY Girls' and women's education, including ₫ through the Global Partnership for Girls' and Women's Education and combating gender-based violence.



Strengthen TVET systems to equip vouth and adults with the skills required for employment, decent work and entrepreneurship.

Climate Change Education to enable informed decision making and increase adaptation and mitigation capacities of communities and empower women and men to adopt sustainable lifestyles.





Strengthen national education systems to ensure access to inclusive, quality education and lifelong learning.

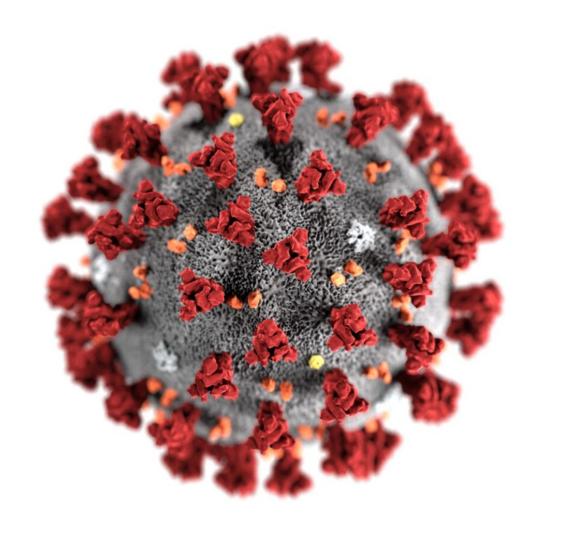




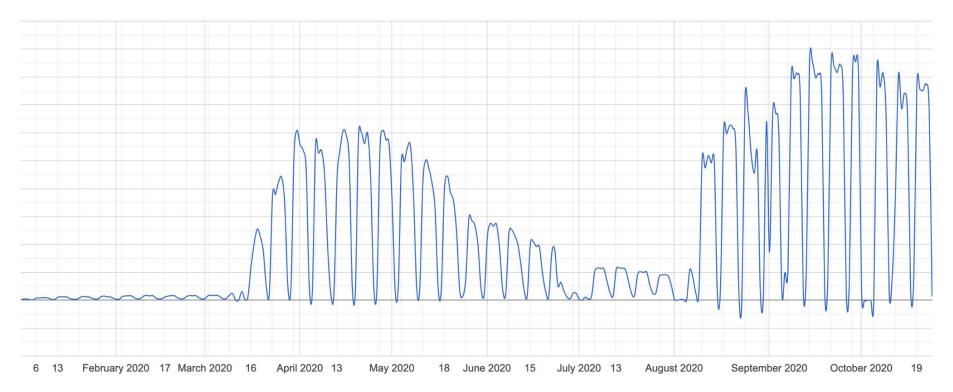
Education Transforms Lives

BigBlueButton

empowering the world's educators to teach online



What happened during the pandemic?





STUDY -

ADMISSIONS -

RESEARCH -

ABOUT -

MORE -

ENGLISH 中文

Q Search



Andreas B. Mundt

How it all

BigBlueButto on Powerfull Machines

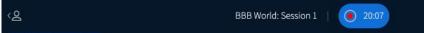
Scaling the Infrastructu

Upgrading to BBB 2.3

More than 185000 parallel users



⁶Note: The scale on the left is to low, because of the averaging window.









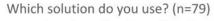
Vincent Heuveline

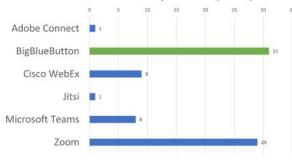






Urgent Need for On-Premises Solutions







Survey on Software Solutions in Universities, June 2021











What did we learn?

Traditional video conferencing tools (for business) are not well suited for online classrooms

Boardroom vs. Classroom

	Business	Education
Role	Manager	Teacher
Objective	Collaborate on tasks according to a corporate objective	Teach students new skills and knowledge according to a curriculum
Preparation	Review minutes	Review lesson plan
Collaboration	One-to-many	One-to-many, group collaboration, individual (no collaboration), and one-on-one coaching
Outcome	Updated minutes	Assign learning activities
Participants Role	Subordinates	Students
Frequency	Periodic	Regular
How users enter sessions	Corporate account	Learning Management System

The student's role is different than employee's role

	Employee	Student
Objective	Work towards a common goal, complete a task	Individually learn new knowledge and skills
Preparation	Complete task	Complete homework
Role	Listen to progress from others	Listen to understand
Engagement	Report on individual process	Apply new knowledge and skills to reinforce learning
Outside for meeting	Work towards a task	Study and learn
Assessment	Complete task	Demonstrate mastery

Three main objectives for teacher

You are a teacher and you have 60 minutes for the class. In that time you have three main objectives:

- 1. **Manage** the class to create an effective learning environment
- 2. **Engage** the class to effectively teach
- 3. Coach individual students

Manage the class

You want to

- 1. **Moderate** unwanted behaviour
- 2. **Reward** desired behavior

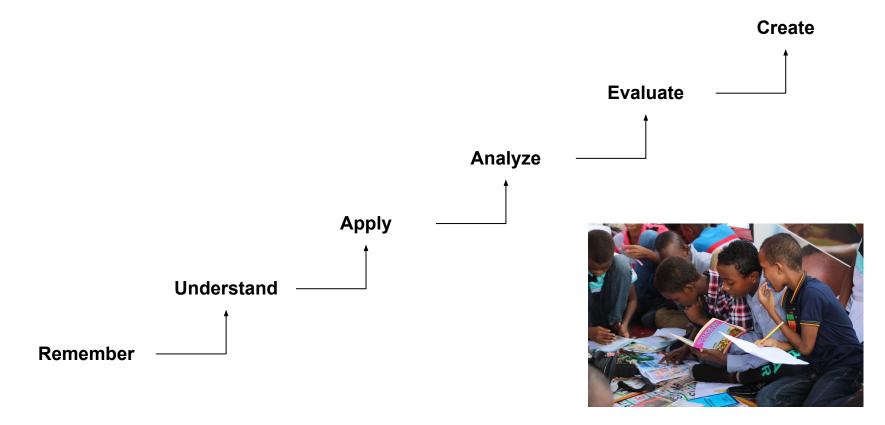


Engage the class

- Our brains go through different stages when learning
- Our brains are more open to learning when our assumptions are challenged



Bloom's Taxonomy



Coach individual students

We all remember that particular teacher that spent a few minutes with us and helped us move forward.



Challenges to individual engagement

- 1. They are already busy moderating and teaching the class as a whole
- 2. The modes of communication are more limited online in the virtual classroom vs. the physical classroom
- 3. Every student learns at their own pace, so how does a teacher track 25 individual students online to know when is the best time to coach the individual?

Vision for Virtual Classrooms

Can we turn the limitations into advantages?

Advantage #1: Everything is tracked.

Advantage #2: All students can participate.

Advantage #3: Switching modes is almost instantaneous.

Advantage #4: The virtual classroom is integrated with the LMS.

Advantage #5: The recording can be continuously reviewed.

Think of the virtual classroom as your teaching copilot.

- 1. Built-in classroom management capabilities
- 2. Focuses on helping you engage students according to theories of learning
- 3. Constantly helping the teacher (based on data in live class and LMS) to know
 - a. Student participation (via engagement)
 - b. Student learning (via answers to polls/quizzes)

BigBlueButton

By Teachers for Teachers

Classroom Management

Lock viewers

These options enable you to restrict viewers from using specific features.

Feature		Status
Share webcam	Unlocked	
See other viewers webcams	Unlocked	
Share microphone	Unlocked	
Send Public chat messages	Unlocked	
Send Private chat messages	Unlocked	
Edit Shared Notes	Unlocked	
See other viewers in the Users list	Unlocked	

Cancel

Apply

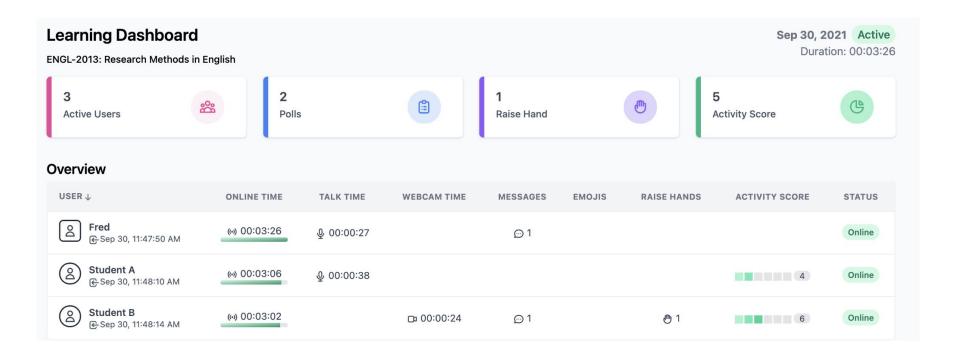
Engagement for Learning

Helping students learn

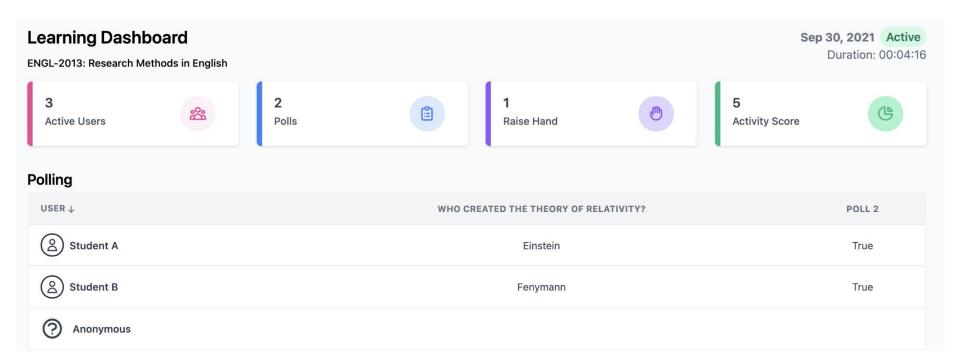
	Remember	Understand	Apply	Analyze	Evaluate	Create
Polling	✓	✓			✓	
Chat		1	✓	✓	✓	
Emoji					1	
Shared Notes						1
Multi User Whiteboard		1		1		
Breakout Rooms			✓	✓	✓	✓

Teaching Copilot

Learning Dashboard



Learning Dashboard



Open Source

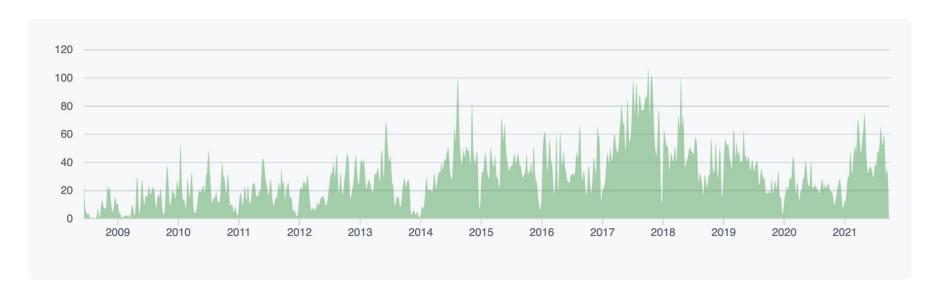


99 developers from around the world (and growing)

Jun 15, 2008 - Sep 30, 2021

Contributions: Commits ▼

Contributions to develop, excluding merge commits and bot accounts

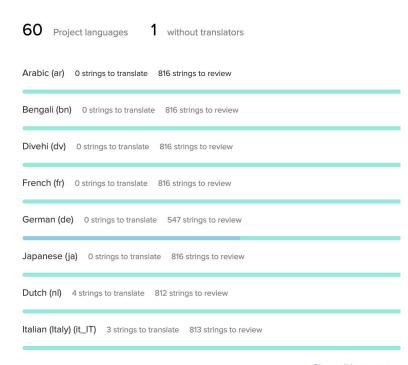


Community: Localization

BigBlueButton 2.3 is localized into 55+ languages

Future:

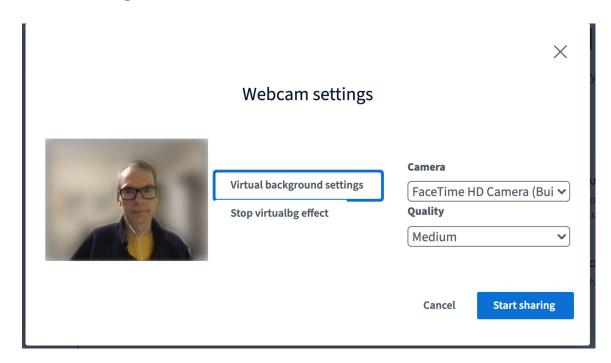
Continue to leverage Transifex



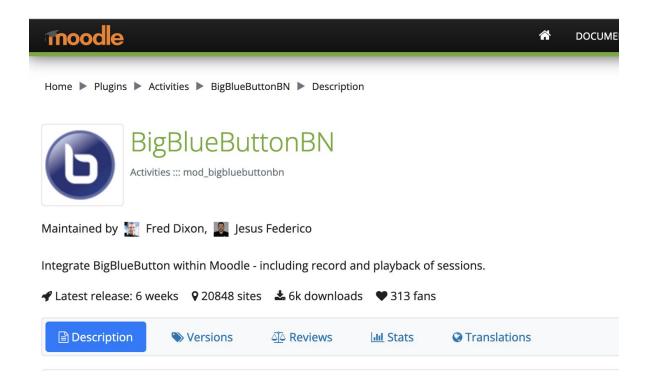
Recent pull request: Background Blur

LionGate AG has contributed a pull request to implement background blur!

https://github.com/bigbluebutton/bigbluebutton/issues/9131



BigBlueButtonBN Moodle (> 20k sites)



BigBlueButton is going into Moodle 4.0!



Summary

Education is key to our future.

The virtual classroom should function as a copilot for helping teachers teach and learners learn

The BigBlueButton project leverages a world-wide community of developers, teachers.

End

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