

## Active Learning Classroom AS-244 QuickStart Guide

	Touch the <b>Classroom Controls</b> console. If using the <b>Instructor Computer</b> , try moving the mouse to check whether it is on. If it does not respond, turn on using the button located in the cabinet under the desk.
	If using a <b>mobile device</b> , plug it in using the cables marked "Instructor Laptop". Be sure to plug the sound cable into your device if you plan to play audio from it.
	If using the <b>Document Camera</b> , press the <b>Power Button</b> located on its base.
Image: Margine	<ul> <li>To manage devices in the room, keep the following in mind: <ul> <li>"Which device do I want to project, and where do I want to project it?"</li> </ul> </li> <li>To project a device on the student table displays, <ul> <li>To uch and drag one of the device icons from the middle of the screen to the Preview area.</li> <li>Select the Sync Table Displays to Preview option. <i>i.e. Touch and drag Table 3 PC to Preview and press Sync Table</i></li> </ul> </li> <li>To project a device on the projector, <ul> <li>To uch and drag one of the device icons from the middle of the screen to the Projector area. <i>i.e. Touch and drag Table 4 PC to Projector</i></li> </ul> </li> <li>To return table displays to their own (local) sources, <ul> <li>Select All Tables to Local Source (1 to 1) under System Presets.</li> </ul> </li> </ul>

When finished, please:

- Press the "System Off" button on the Classroom Controls console.
- Turn **OFF** the **Document Camera** by holding down the **Power Button** for five seconds.
- Clean the walls and tables of any marker work.
- Leave the PCs running if there is a class following yours.

For technical support: Call Classroom Support Services (562) 985-4962 or Email <u>ATS-CSS@csulb.edu</u>