

METHOD AND SYSTEM FOR CLASSROOM ACTIVE LEARNING

FIELD OF THE INVENTION

[0001] The present invention relates generally to classroom information technology. Particularly, the present invention relates to methods and systems of classroom learning and presentation of lecture materials. More particularly, the present invention relates to the interactive classroom learning methods and systems using a network of coordinated electronic devices for presenting the lecture materials and facilitating the lecturer's and students' participation.

BACKGROUND

[0002] Traditionally, the use of information technology in classrooms and presentation halls is limited to ad hoc fashions. Often it merely involves the display of presentation slides or videos using an overhead projector or large video display monitor and an integrated sound system. Better-equipped classrooms or presentation halls would provide wireless network infrastructures for Internet connection and intra-room networking capability for the participants to be interconnected using their own mobile computing devices. Still more advanced classrooms or presentation halls would allow interactive lecture or presentation material contents to be accessed by the connected mobile computing devices, complimenting the lecture or presentation in progress.

[0003] However, there has not been any system that can deliver a seamless interactive lecture or presentation experience to the participants through the use of a plurality of information technology equipment of various types. For instance, while most arrangements of information technology equipment are capable of simultaneously delivering non-interactive contents through an overhead projector, the sound system, and perhaps to the participants' individual mobile computing devices by video-streaming

via wireless network; no existing system can deliver interactive contents comprising many different tracks to different equipment such that the content being displayed by the overhead projector can be different from the content being video-streamed to the participants' individual mobile computing devices, and yet the playback of each of the different track of interactive contents being real-time synchronized and controllable by the lecturer or presenter.

[0004] Another shortcoming of currently available systems is that the initial setup for delivering the lecture or presentation material contents to a range of different information technology equipment can be burdensome and time consuming, degrading the overall participants' experience of the lecture or presentation. For instance, the connection of each participant's mobile computing device to the classroom's or presentation hall's network infrastructure for content access can involve software and hardware network configurations, the device's and the participant's authentication and authorization. This process is prone to human errors and it must be carried out by each participant.

SUMMARY

[0005] It is an objective of the presently claimed invention to provide a method and system for conducting interactive classroom learning that can utilize a plurality of electronic audio and video equipment, mobile computing devices, and processing servers, interconnected via a ~~first~~ network infrastructure in a classroom or presentation hall to deliver seamlessly interactive multimedia contents to each of one or more participants in classroom or presentation hall; wherein the participants comprises one or more lecturers or presenters, and one or more students or audiences.

[0006] It is a further objective of the presently claimed invention to provide a number of interactive lectures and curriculums based on the aforementioned method

and system for conducting interactive classroom learning. The goals of building the interactive lectures and curriculums include:

- (a) enhancing students' interest in learning different skills such as language skills (e.g., speaking, writing, listening), mathematical skills (e.g., basic concept of decimals and unit conversion for capacity and volume), coordination of different parts of their body, IT skills (e.g., computer graphic manipulation), specific subjects (e.g. navigation skills, human anatomy and physiology, visual art), etc.;
- (b) enhancing classroom management;
- (c) encouraging students' participation in the class;
- (d) facilitating lesson preparation;
- (e) enabling real-time assessment and comparison of students' academic and learning performance; and
- (f) replacing conventional teaching tools by virtual platform.

[0007] One aspect of the presently claimed invention is the method and system used to control and coordinate the electronic audio and video equipment, mobile computing devices, and the processing servers to deliver the interactive multimedia contents to one or more of the participants in the classroom or presentation hall simultaneously and to facilitate the information input-output interactions to and from the participants; wherein the interactive multimedia contents can be divided into multiple parts or streams, and each being personalized for each or each subset of the participants.

[0008] Another aspect of the presently claimed invention is the rapid and highly automated participant authentication and network connectivity setup for new participants with their mobile computing devices joining the first network infrastructure in the classroom or presentation hall.

[0009] Still another aspect of the presently claimed invention is allowing the first network infrastructure to facilitate the simultaneous streaming of multiple parts or

streams of the interactive multimedia contents to the electronic audio and video equipment and mobile computing devices with a network latency of no more than 500 milliseconds, enabling a real-time synchronized interactive lecture or presentation experience among the plurality of participants in the classroom or presentation hall.

[0010] In accordance with various embodiments, the presently claimed invention comprises a first processing server for one or more classrooms or presentation halls; a mobile computing device for each of one or more participants in each of the classrooms or presentation halls, wherein the mobile computing devices can be tablet computers, laptop computers, Netbook computers, and/or combinations thereof; and optionally one or more electronic audio and video equipment in each of the classrooms or presentation halls, wherein the electronic audio and video equipment can be overhead projectors, electronic video displays, sound amplifying systems, and/or combinations thereof. In accordance with one embodiment, the first processing server, the mobile computing devices, and the electronic audio and video equipment are interconnected via the first network infrastructure, wherein the first network infrastructure can be a local area wired, wireless, or a combination of wired and wireless network. In the case of local area wired network, the first network infrastructure includes a router; and in the case of local area wireless network, the first network infrastructure includes a network access point.

[0011] In accordance with various embodiments, the first processing server is configured to exchange data with the mobile computing devices, wherein the data includes participants input and parts or streams of the interactive multimedia contents. The first processing server is also configured to allow participant control of the electronic audio and video equipment using one of the mobile computing devices and feed parts or streams of the interactive multimedia contents to the electronic audio and video equipment. The first processing server is also configured to control the first network infrastructure via the network access point or router, adjust and/or segment its connectivity coverage area, enable and disable network connections of and networked resource accesses by the mobile computing devices. In accordance with one

embodiment, the first processing server also comprises a data repository for storage of participant information, the interactive multimedia contents, and lecture or presentation materials. In accordance with another embodiment, the first processing server communicates with a second processing server for data retrieval and storage via a second network infrastructure, wherein the second process server comprises a data repository for storage of participant information, the interactive multimedia contents, and lecture or presentation materials.

[0012] In accordance with various embodiments, the mobile computing devices are grouped into at least two groups: a lecturer or presenter group, and a student or audience group. Mobile computing devices in the lecturer or presenter group are configured to interact with the first processing server to achieve the following functions:

1. Control and monitor the functions and status, including power on/off, sleep mode on/off, volume, and general conditions, of the electronic audio and video equipment;
2. Control and monitor the display, speaker, other functions and status, including power on/off, sleep mode on/off, interactive multimedia contents playback, access authorization to data in the first processing server, network resource access, network connectivity, volume, storage capacity, battery level, and general device conditions, of each of the mobile computing devices in the student or audience group;
3. Control and monitor the functions and status of the first network infrastructure, including connectivity coverage area segmentation, network connections and networked resource access authorization for the mobile computing devices; and
4. Control the delivery of the interactive multimedia contents and lecture or presentation materials to each or subset of the electronic audio and video equipment and each or subset of mobile computing devices, wherein the parts or streams of the interactive multimedia contents and lecture or presentation materials can be different for each or subset of the electronic audio and video equipment and each or subset of mobile computing devices according to a pre-

configured setting for the particular interactive multimedia contents or participant control input from the mobile computing devices in the lecturer or presenter group.

[0013] In accordance with various embodiments, each of the mobile computing devices in the lecturer or presenter group are configured to allow communication with each of the mobile computing devices in the student or audience group, wherein the communication can be text and/or graphical based. In accordance with various embodiments, each of the mobile computing devices is configured to be able to access the first processing server for viewing the lecture or presentation materials. In addition, each of the mobile computing devices is configured to receive participant's answers to materials displayed that require user input from the participant. The participant's input data is then sent to the first processing server for storage and can be viewed from the other mobile computing devices.

[0014] In accordance with an alternative embodiment, the active learning system is implemented on Cloud computing platform that includes a Cloud computing processing server or a cluster of one or more Cloud computing processing servers configured to allow ~~collections~~ connections to the mobile computing devices. The Cloud computing processing server or the cluster of Cloud computing processing servers can be remotely located outside of the classroom or presentation hall and are functional replacement of the first processing server. The video/audio equipment for output of the interactive multi-media contents can be connected to the Cloud computing processing server or the cluster of Cloud computing processing servers through an input/output device allowing the control by the presenter through his/her tablet or mobile device running a corresponding software program or mobile application.

[0015] In accordance with various embodiments, the Cloud computing based active learning system is configured to offer additional services in the form of paid contents and metered usage.

BRIEF DESCRIPTION OF THE DRAWINGS

[0016] Embodiments of the invention are described in more detail hereinafter with reference to the drawings, in which

[0017] FIG. 1A shows a block diagram illustrating an exemplary embodiment of the presently claimed classroom interactive learning system;

[0018] FIG. 1B shows a block diagram illustrating another exemplary embodiment of the presently claimed classroom interactive learning system implemented on Cloud computing platform;

[0019] FIG. 2 shows a flow diagram of a device registration process in accordance to an embodiment of the presently claimed classroom interactive learning system;

[0020] FIG. 3A and FIG. 3B show the flow diagrams of a participant authentication process in accordance to an embodiment of the presently claimed classroom interactive learning system;

[0021] FIG. 4 is a flow chart illustrating how the interactive multimedia content pages for a contest for questions with the fastest response are loaded in different devices and the interaction thereof according to one embodiment of the presently claimed classroom interactive learning system;

[0022] FIG. 5 is a flow chart illustrating how the interactive multimedia contents for a game to learn sentence composition are segmented and assigned to different participating students according to one embodiment of the presently claimed classroom interactive learning system;

[0023] FIG. 6 is a flow chart illustrating how the interactive multimedia contents for a game to learn rearranging different numbers in order with comparison operators are assigned to different participating students according to one embodiment of the presently claimed invention;

[0024] FIG. 7: FIG. 7A shows a schematic diagram and interface of a game for learning navigation skills using compass point according to one embodiment of the presently claimed invention; FIG. 7B shows a schematic diagram of how the information about another game for learning navigation skills is distributed among the participating students within the same group according to one embodiment of the presently claimed invention;

[0025] FIG. 8 shows an interface of a contest for questions about navigation with the fastest response according to one embodiment of the presently claimed invention;

[0026] FIG. 9 is a flow chart illustrating how a game for learning 3-D structure is demonstrated and played with different unfolded paper templates according to one embodiment of the presently claimed invention;

[0027] FIG. 10 is a flow chart illustrating how an exercise for learning calculation of capacity and volume is carried out and the interaction thereof according to one embodiment of the presently claimed invention;

[0028] FIG. 11: FIG. 11A shows a visual art skills exercise for finding shadow in a painting or photo; and FIG. 11B shows another visual art skills exercise for learning the change in shadows of an object by selecting different light sources from different position.

DETAILED DESCRIPTION

[0029] In the following description, methods and systems of classroom interactive learning and presentation hall interactive presentation and the like are set forth as preferred examples. It will be apparent to those skilled in the art that modifications, including additions and/or substitutions may be made without departing from the scope and spirit of the invention. Specific details may be omitted so as not to obscure the invention; however, the disclosure is written to enable one skilled in the art to practice the teachings herein without undue experimentation.

[0030] System:

[0031] Referring to FIG. 1A. In accordance with various embodiments the presently claimed invention comprises a first processing server **105** for one or more classrooms or presentation halls; a specifically configured mobile computing device for each of participants in each of the classrooms or presentation halls (**101** and **103**); and optionally one or more network-capable electronic audio and video equipment **102** in each of the classrooms or presentation halls, wherein the electronic audio and video equipment can be overhead projectors, electronic video displays, sound amplifying systems, and/or combinations thereof. The first processing server **105**, the mobile computing devices **101** and **103**, and the electronic audio and video equipment **102** are interconnected via a first network infrastructure **104**, forming an active learning solution (ALS) infrastructure for the classroom or presentation hall. The first network infrastructure **102** can be a local area wired, wireless, or a combination of wired and wireless network supporting the TCP/IP protocol. In the case of local area wired network, the first network infrastructure **102** includes a router; and in the case of local area wireless network, the first network can be based on Wi-Fi technology according to the various IEEE 802.11 standards and includes a network access point. The first network also includes network components providing anti-intrusion and access control functionalities.

[0032] In accordance with various embodiments, the first processing server **105** is configured to exchange data with the mobile computing devices **101** and **103**, wherein the data includes user inputs and parts or streams of the interactive multimedia contents. The first processing server **105** is also configured to allow participant control of the electronic audio and video equipment **102** using one of the mobile computing devices and feed parts or streams of the interactive multimedia contents to the electronic audio and video equipment. The first processing server **105** is also configured to control the first network infrastructure via the network access point or router, adjusting and/or segmenting its connectivity coverage area, enabling and disabling network connections and networked resource accesses of the mobile computing devices. In accordance with one embodiment, the first processing server **105** also comprises a data repository for storage of participant information, the interactive multimedia contents, and other lecture or presentation materials. In accordance with another embodiment, the first processing server **105** communicates with a second processing server **107** for data retrieval and storage via a second network infrastructure **106**, wherein the second processing server **107** comprises a data repository for storage of participant information, the interactive multimedia contents, and other lecture or presentation materials. The second network infrastructure **106** can be the first network infrastructure **104**; a separate local area wired, wireless, or a combination of wired and wireless network supporting the TCP/IP protocol; a wide area communication network or a telecommunication network supporting the Internet protocols.

[0033] In accordance with various embodiments, the mobile computing devices **101** and **103** are grouped into at least two groups: a lecturer or presenter group, and a student or audience group. Mobile computing devices in the lecturer or presenter group (**101**) are configured to interact with the first processing server **105** to achieve the following functions:

1. Control and monitor the status, including power on/off, battery level, network connectivity, volume, and general conditions, of the electronic audio and video equipment;
2. Control and monitor the display, sound volume, power on/off, sleep mode on/off, interactive multimedia contents playback, access authorization to data in the first processing server, network resource access, network connectivity, storage capacity, battery level, and general device conditions, of each of the mobile computing devices in the student or audience group;
3. Control and monitor the first network, adjusting and/or segmenting its connectivity coverage area, enabling and disabling network connections and networked resource accesses of each or subset of the mobile computing devices; and
4. Control the delivery of the interactive multimedia contents to each or subset of the electronic audio and video equipment and each or subset of the mobile computing devices, wherein the parts or streams of the interactive multimedia contents can be different for each or subset of the electronic audio and video equipment and each or subset of the mobile computing devices according to a pre-configured setting for the particular interactive multimedia contents or participant control input from the mobile computing devices in the lecturer or presenter group.

[0034] In accordance with various embodiments, each of the mobile computing devices in the lecturer or presenter group (**101**) are configured to allow communication with each of the mobile computing devices in the student or audience group (**103**), wherein the communication can be textual and/or graphical. In accordance with various embodiments, each of the mobile computing devices **101** and **103** is configured to be able to access the first processing server **105** for viewing lecture or presentation and other reference materials. In addition, each of the mobile computing devices **101** and **103** is configured to receive participant's answers to materials displayed that require user input from the participant. The participant's input data is then sent to the first

processing server **105** for storage and can be viewed from the other mobile computing devices **101** and **103**.

[0035] In accordance to exemplary embodiments of the processing servers **105** and **107**, the configuration of the processing servers **105** and **107** can be achieved by the installation and execution of specially designed server application software, which includes at least a user interface and server backend machine instruction codes.

[0036] Exemplary embodiments of the mobile computing devices **101** and **103** include tablet computers, laptop computers, and netbook computers that are wireless-networking enabled. The configuration of the mobile computing device **101** and **103** can be achieved by the installation and execution of specially designed application software, which includes at least a user interface and machine instruction codes. One exemplary embodiment of such application software installed in and executed by a tablet computer is a mobile application (App) running on the iOS operating system developed by Apple Inc. Another exemplary embodiment of such user interface is a mobile application (App) running on the Android operating system developed by Google Inc. In addition, various exemplary embodiments of the mobile computing devices include electronic components and circuitries for image capturing and near field communication (NFC). A NFC-enabled mobile computing device can retrieve data from a NFC-enabled device such as a NFC-enabled data storage or security access card.

[0037] Cloud Computing Based System:

[0038] In accordance with an alternative embodiment, the active learning system is implemented on Cloud computing platform that includes a Cloud computing processing server or a cluster of one or more Cloud computing processing servers configured to allow ~~collections~~ connections to the mobile computing devices. The Cloud computing processing server or the cluster of Cloud computing processing servers can be remotely located outside of the classroom or presentation hall and are functional

replacement of the first processing server. The video/audio equipment for output of the interactive multi-media contents can be connected to the Cloud computing processing server or the cluster of Cloud computing processing servers through an input/output device allowing the control by the presenter through his/her tablet or mobile device running a corresponding software program or mobile application.

[0039] Referring to FIG. 1B. In accordance with various embodiments the presently claimed invention comprises a Cloud computing processing server or a cluster of one or more Cloud computing processing servers (collectively referred to as Cloud computing processing server) **110** for one or more classrooms or presentation halls; a specifically configured mobile computing device for each of participants in each of the classrooms or presentation halls (**101** and **103**); and optionally one or more electronic audio and video equipment **102** in each of the classrooms or presentation halls, wherein the electronic audio and video equipment can be overhead projectors, electronic video displays, sound amplifying systems, and/or combinations thereof; and an input/output device **111** for connecting the electronic audio and video equipment. The Cloud computing processing server **110**, the mobile computing devices **101** and **103**, and the input/output device **111** are connected to the Internet, forming a Cloud computing based ALS infrastructure. The input/output device **111** provides Internet networked access and control capability to the electronic audio and video equipment.

[0040] The functionalities that are provided by the processing servers **105** and **107** in the non-Cloud computing based ALS infrastructure are then provided by the Cloud computing processing server **110**. In one embodiment, the Cloud computing processing server **110** is to serve a plurality of classrooms or presentation halls belonging to different organizations/institutes. Portions or whole of the interactive multimedia contents, and lecture or presentation materials residing in the Cloud computing processing server **110** can be designated as paid contents, which are accessible on pay-per-use or paid subscription basis. Optionally, the Cloud computing

based ALS infrastructure can be configured as metered pay-per-use, paid subscription, or per-user-licensing service.

[0041] Registering a new mobile computing device in the ALS infrastructure of the classroom or presentation hall:

[0042] Referring to FIG. 2. A mobile computing device that has not previously been registered with a particular ALS infrastructure of a classroom or presentation hall must first be registered with the ALS infrastructure before joining it. The registration of a mobile computing device with an ALS infrastructure comprises: **201.**) the mobile computing device entering the coverage area of the ALS infrastructure; **202.**) launching and executing an ALS application in the mobile computing device; **203.**) the mobile computing device connecting to the ALS infrastructure; **204.**) a first processing server in the ALS infrastructure recognizing the mobile computing device is not yet registered and instructing the mobile computing device to prompt its user for registration; **205.**) if the user of the mobile computing device has a computer-generated barcode, the user can command the mobile computing device to perform an image capture of the computer-generated barcode, wherein the computer-generated barcode can be a matrix or two-dimensional barcode such as a Quick Response (QR) code, and wherein the computer-generated barcode contains encoded information on the identity of the participant and the mobile computing device; **206.**) the mobile computing device decoding the computer-generated barcode and sending the decoded information of the computer-generated barcode to the first processing server for verification; **207.**) upon a positive verification, the mobile computing device is registered; **208.**) if the user of the mobile computing device does not have a computer-generated barcode, the user can enter a login ID and a password for registration in a user interface of the ALS application running in the mobile computing device; **209.**) the mobile computing device sending the login ID and password to first processing server for verification; **210.**) upon a positive verification, the mobile computing device is registered.

[0043] Connecting a mobile computing device to the ALS infrastructure of the classroom or presentation hall:

[0044] In order to access the networked resources, participate in an interactive lecture or presentation session, and view the interactive multimedia contents of an ALS infrastructure of a classroom or presentation hall, a participant must first authenticate and have his/her registered mobile computing device join the ALS infrastructure. In accordance to various embodiments, participants are divided into two groups: lecturer or presenter group and student or audience group. The processes of participant authentication and joining of a mobile computing device to an ALS infrastructure are different for these two groups of participants.

[0045] Referring to FIG. 3A. The participant authentication and joining of a mobile computing device to an ALS infrastructure for a participant in the lecturer or presenter group comprises: **301.**) the mobile computing device entering the coverage area of the ALS infrastructure; **302.**) launching and executing the ALS application in the mobile computing device; **303.**) the mobile computing device connecting to the ALS infrastructure; **304.**) a first processing server in the ALS infrastructure recognizing the mobile computing device has been registered and instructing the mobile computing device to prompt its participant for authentication; **305.**) if the participant of the mobile computing device has a NFC-enabled personal security access card, the participant can motion the personal security access card near the mobile computing device for the mobile computing device to retrieve the participant's personal security access information from the personal security access card; **306.**) the mobile computing device sending the participant's personal security access information to the first processing server for authentication; **307.**) upon a positive authentication, the mobile computing device joins the ALS infrastructure; **308.**) if the participant of the mobile computing device has a computer-generated barcode, the participant can command the mobile computing device to perform an image capture of the computer-generated barcode, wherein the computer-generated barcode can be a matrix or two-dimensional barcode

such as a Quick Response (QR) code and wherein the computer-generated barcode contains encoded information on the identity of the participant and the mobile computing device; **309.**) the mobile computing device decoding the computer-generated barcode and sending the decoded information of the computer-generated barcode to the first processing server for authentication; **310.**) upon a positive authentication, the mobile computing device joins the ALS infrastructure; **311.**) if the participant of the mobile computing device does not have a NFC-enabled security access card or a computer-generated barcode, the participant can enter a login ID and a password for authentication in the ALS application user interface running in the mobile computing device; **312.**) the mobile computing device sending the login ID and password to first processing server for authentication; **313.**) upon a positive authentication, the mobile computing device joins the ALS infrastructure.

[0046] Referring to FIG. 3B. The participant authentication and joining of a mobile computing device to an ALS infrastructure for a participant in the student or audience group comprises: **321.**) the mobile computing device coming into the coverage area of the ALS infrastructure; **322.**) launching and executing the ALS application in the mobile computing device; **323.**) the mobile computing device running the ALS application connecting to the ALS infrastructure; **324.**) a first processing server in the ALS infrastructure recognizing the mobile computing device has been registered and instructing the mobile computing device to prompt its participant for authentication; **325.**) the participant places his/her NFC-enabled personal security access card near the mobile computing device for retrieving the participant's personal security access information from the personal security access card; **326.**) the mobile computing device sending the participant's personal security access information to the first processing server for authentication; **327.**) upon a positive authentication, if no participant from a lecturer or presenter group has joined the ALS infrastructure, **328.**) the mobile computing device joins the ALS infrastructure on a temporary basis, when participant from the lecturer or presenter group joins the ALS infrastructure, **329.**) the first processing sends a notification to his/her mobile computing device requesting his/her approval of the

mobile computing device of the participant from the student or audience group joining the ALS infrastructure; if at least one participant from a lecturer or presenter group has joined the ALS infrastructure, **329.**) a notification is sent to the mobile computing device of the participant from the lecturer or presenter group requesting the participant from a lecturer or presenter group to approve of the mobile computing device of the participant from the student or audience group joining the ALS infrastructure. If the participant from the lecturer or presenter group rejects the request, **332.**) the mobile computing device of the participant from the student or audience group is refused from participation in the interactive lecture or presentation session in the ALS infrastructure and denied access to any networked resource in the ALS infrastructure; otherwise **331.**) the mobile computing device joins the ALS infrastructure.

[0047] Classroom or presentation hall management:

[0048] In accordance to one embodiment of the presently claimed invention, participants in an ALS infrastructure of a classroom or presentation hall are divided into two groups: lecturer or presenter group and student or audience group. Through a ALS application user interface running in the mobile computing device, a participant from the lecturer or presenter group can control and monitor individually and collectively the mobile computing devices of the participants from the student or audience group. Status of the mobile computing devices that can be monitored include: sleep mode on/off, battery level, volume, download progress of interactive multimedia contents and lecture or presentation materials, contents being displayed on the mobile computing devices, and whether the mobile computing devices are locked/unlocked from participant operation. Functions of the mobile computing devices that can be controlled include: sleep mode on/off, volume, lock/unlock from participant operation, download and playback of interactive multimedia contents and lecture or presentation materials, sharing of the contents being displayed on any mobile computing device with any other mobile computing device and/or any of the electronic audio and video equipment.

[0049] Exemplary interactive multimedia contents and their playback in the classroom or presentation hall:

[0050] 1.) Literature composition:

[0051] A participant in the lecturer or presenter group, by commanding through and providing user input to the ALS application user interface running in his/her mobile computing device, can create sub-groups of participants for the student or audience group for a group participation or competition in a lecture session on literature composition. The participant in the lecturer or presenter group can select the members for each sub-group and optionally a leader for each sub-group. Parts or streams of an interactive multimedia contents are fed to the mobile computing devices of the participants in the student or audience group. Each sub-group can receive the same or different parts or streams of the interactive multimedia contents. This can be controlled and monitored by the participant in the lecturer or presenter group through the ALS application user interface running in his/her mobile computing device. The ALS application user interface running in the mobile computing device of each participant in each sub-group in the student or audience group displays the respective parts or streams of the interactive multimedia contents and provides a text input area for the participant to enter his/her text composition related to or inspired by the respective parts or streams of the interactive multimedia contents. Each participant's text composition is shown simultaneously in the ALS application user interface running in the mobile computing devices of other participants in the sub-group. The final text composition is resulted from combining the individual text compositions of each participant in the sub-group. The final text compositions from each sub-group are then sent to the mobile computing device of the participant in the lecturer or presenter group for review. The participant in the lecturer or presenter group can choose to display all final text compositions in all of the mobile computing devices and/or in one or more of the electronic video and audio equipment, such as an overhead projector, by commanding

through the ALS application user interface running in the mobile computing device of the participant in the lecturer or presenter group.

[0052] 2.) In session questions and answers:

[0053] The interactive multimedia contents can include one or more video clips, images, sound bits, and/or combination thereof; accompanied by a series of questions and possible answers. A participant in the lecturer or presenter group, by commanding through and providing user input to the ALS application user interface running in his/her mobile computing device, starts a video clips, images, and/or sound bits download and playback in all of mobile computing devices of participants in the student or audience group for a question-and-answer session. The corresponding questions are being displayed along side with the video clips, images, and/or sound bits. The questions shown can be multiple-choice questions with their corresponding selections of possible answers. The participant in the lecturer or presenter group can control the pace of the playback of the video clips, images, and/or sound bits, and lengths of time for answering the questions. Each student or audience enters his/her answer to each question in the ALS application user interface running in his/her mobile computing device. The answers from each student or audience are sent to the mobile computing device of the participant in the lecturer or presenter group for review. After the questions and answers session is concluded, statistics relating to the performance of the students or audiences, such as the percentage of corrected answers for each question, the number of corrected answers for each student or audience, answering time for each question and for each student or audience, and the number of student or audience who made certain answer selections on each question, are computed and made available for review in all of the mobile computing devices and/or one or more of the electronic video and audio equipment, such as an overhead projector, by commanding through the ALS application user interface running in the mobile computing device of the participant in the lecturer or presenter group.

[0054] 3.) E-textbook playback:

[0055] The interactive multimedia contents can include one or more interactive video clips, images, text, and/or combination thereof in the format of a textbook having multiple sections and/or chapters. A participant in the lecturer or presenter group, by commanding through and providing user input to the ALS application user interface running in his/her mobile computing device, starts the interactive multimedia contents download and playback in all of mobile computing devices of participants in the student or audience group and/or one or more of the electronic video and audio equipment, such as an overhead projector. The participant in the lecturer or presenter group can select and control the pace of the playback of the sections and/or chapters in the mobile computing device of each student or audience. Alternatively, the participant in the lecturer or presenter group can also surrender all or part of the selection and control of the playback of the sections and/or chapters to the students or audiences.

[0056] 4.) Voting:

[0057] The interactive multimedia contents can include one or more interactive video clips, images, text, and/or combination thereof in the format of a series of sets of selectable items. A participant in the lecturer or presenter group, by commanding through and providing user input to the ALS application user interface running in his/her mobile computing device, starts the interactive multimedia contents download and playback in all of mobile computing devices of the participants in the student or audience group and/or one or more of the electronic video and audio equipment, such as an overhead projector. The participant in the lecturer or presenter group can select and control the pace of the playback of the sets of selectable items in the mobile computing device of each student or audience. Alternatively, the participant in the lecturer or presenter group can also surrender all or part of the selection and control of the playback of the sets of selectable items to the students or audiences. Each student or audience casts his/her vote on the selectable items in each set of selectable items in

the ALS application user interface running in his/her mobile computing device. After the voting session is concluded, statistics of the overall vote of the students or audiences on each set of selectable items are computed and made available for review in all of the mobile computing devices and/or one or more of the electronic video and audio equipment, such as an overhead projector, by commanding through the ALS application user interface running in the mobile computing device of the participant in the lecturer or presenter group.

[0058] Examples of interactive lectures or curriculums are illustrated below with the aid of figures:

[0059] Example 1 - Contest for Questions with Fastest Response:

[0060] In FIG. 4, the lecturer launches an in-class quiz or questions by first showing a short video relating to the lecture via the lecturer's tablet. When lecturer retrieves the relevant content from the e-Textbook stored in the cloud server, a content page **401** is popped up on lecturer's tablet or mobile device and an icon **401a** is present on the content page **401**. By selecting the icon **401a**, it will bring the lecturer and student to two different content pages (**402**, **403**), as shown on their tablet/mobile device respectively, and the same content is simultaneously projected to the screen by an overhead projector (**404**). Icon **401b** functions as "back to index" and by selecting icon **401c** the lecturer will be brought to control panel and activity checklist function bars after clicking on it. Steps **402** and **403** proceeds simultaneously in lecturer's tablet/mobile device and student's tablet/mobile device. In step **402**, information of the video content can be found such as the name of the video **402b**, time duration of the video **402c**, total number of questions to be answered in the video **402d**, and the number of questions remains unanswered **402e**. By clicking on icon **402a**, it brings the lecturer and students to the video playback page (**405**, **406**) respectively. In step **403**, the page present on student's tablet/mobile device has an animation **403a**. The animation **403a** remains as waiting mode until the lecturer clicks the icon **402a** to start

the short video of the contest. Once the lecturer clicks the icon **402a**, the animation **403a** will go to counting mode where a clock-like animation will start to count down while the short video to be played is being loaded. After the loading of the short video is finished, the content page in student's tablet/mobile device will start the streaming of the short video (**406**). Simultaneously, the same animation **404a** will be projected to the screen by the overhead projector (**404**) and after loading the short video, the same content page as shown in step **406** will be projected to the screen (step **407**) simultaneously. At the same time, lecturer's tablet/mobile device will go to the same content page (**405**) but with a control bar **405a**, which allows lecturer to control time of playback, volume, and the screen size of the video shown on the display of lecturer's tablet/mobile device. Any changes made on the video using the control bar **405a** by the lecturer will be synchronized with the video being played in student's tablet/mobile device and on the screen from the overhead projector. After the video is played, the video page in the lecturer's tablet/mobile device will automatically jump to a multiple choice question page (**408**). An icon **408a** is for initiating the question once it is selected by the lecturer. The multiple choice page also contains other information such as the time limit for answering **408b** which can be adjusted by the lecturer before initiating the question, a chart for showing the number of participants choosing each of the available choices **408c**, and the correct answer of that question **408d**. Once the icon for initiating the question **408a** is selected, the answer page with multiple choices will be loading, and a waiting animation will be popped up on the display of student's tablet/mobile device (**409**) and on the screen by the overhead projector (**410**) before the answer page is successfully loaded. Each student can select his/her answer within the time limit for answering as shown on the answer page (**411**) in his/her tablet/mobile device. A real-time statistic for the number of participants choosing each answer and the number of participants unanswered will be shown on the display of the lecturer's tablet/mobile device (**412**). The icon **408b** for initiating the question in **408** is automatically changed into an icon **412a** for announcing the result when the answer page starts **412**. Once the time for answering the question is up, a message informing the time is up will be popped up on the display of the student's tablet/mobile device

(413). An animation showing the time is up will also be popped up on the screen by the projector simultaneously (414). If the icon for announcing the result is selected by the lecturer, the first fastest three who answer correctly will be shown on the lecturer's tablet/mobile device (415); only the first fastest three who answers correctly will receive a content page 416 which informs the first fastest three each of their ranking, the time used for answering the question, and their respective scores in that question; for others who answers correctly after the first fastest three will receive a content page 417 informing that their answers are correct with the time they used respectively for answering the question and their respective scores in that question; for those answering incorrectly will receive a content page 418 informing that their answer is incorrect, the time they used respectively for answering the question and the correct answer; for those unanswered will receive a content page 419 informing that the time is up and what the correct answer is. Simultaneously, the name of the first three fastest, their respective time used for answering the question, their scores, the number of participants choosing each answer will be shown on the screen by the overhead projector (420). The advantages of this contest over other conventional multi-media lectures include synchronizing video playback in all tablets, real-time question/answer system with substantially no time lapse, immediate review of individual's result and ranking by the participant, and immediate statistics of student result. If that question is followed by another question, an icon 415a for initiating the next question will be available on the page 415. After selecting the icon 415a by the lecturer, the next question will be loaded. If that question is the last question in the contest, the icon 415a will be changed into an icon "Finish" for closing the contest and it automatically brings lecturer back to the first content page of the contest after selecting the "Finish" icon 421. Lecturer can choose to review the overall scores of the participants by launching the control panel after selecting icon 401c and decide whether to project the content under review on the screen by the overhead projector. Lecturer can also check the statistic of student's individual or overall performance for each question according to different layouts under the control panel. On the other hand, students can only check the number of correctly answered questions versus the total number of questions he/she

has answered and the total scores from the correctly answers under the control panel function.

[0061] Example 2 – Sentence Composition:

[0062] In FIG. 5, a sentence composition game and its related contents are retrievable from the e-Textbook stored at the cloud server and opened at the lecturer's tablet/mobile device **(501)**. Basically, each sentence is segmented into different segments and each segment is assigned with a segment number. Each segment may contain one or more than one words. A student or a group of students will be assigned to put different segments of the sentence in a correct order. In the content page **501**, after selecting an icon "sentence composition" **501a**, it will bring the lecturer to a game mode selection page where there are at least four modes for the lecturer to choose. One of the at least four modes of sentence composition is to assign one of the segments of a sentence to a particular student **(502)**. Both participating and non-participating students in this game will be shown in a panel view where their photo, name and student number according to the sitting plan in the classroom will be displayed in the panel. Available segments of a sentence to be assigned to a particular student / group of students will be shown as icons on the same page where the lecturer can drag one of the segments along to the tile of a particular student. Once that student is assigned with one of the segments of a sentence, the respective tile showing that student's photo, name and student number will turn into green color in the panel, representing the status of being assigned. In another mode of this game **(503)**, lecturer can select more than one segment of a sentence at one time by using two fingers pointing on the selection panel of the segments followed by dragging the selected segments on to the panel. Those students not having been assigned with any segment yet will be randomly distributed with one of the selected segments after the two fingers move away from the touching screen. In yet another mode of this game **(504)**, different segments of the sentence are randomly distributed to the participating students and each student is assigned with a color for grouping purpose. In a further mode of this

game (505), lecturer distributes each segment to each particular student and assigns group to each student. By combining with and arranging the order of different segments received by other students within his/her group, a complete sentence can be formed. It is the task for the students to interact with his/her classmates within his/her group to form the sentence by rearranging their positions.

[0063] Example 3 – “Who is larger”

[0064] In FIG. 6, a game for arranging at least two different numbers with a comparison operator ($>$ or $<$) and its contents are retrievable from the e-Textbook stored and opened at the lecturer’s tablet/mobile device (601). The lecturer distributes different numbers and comparison operator set including two random real numbers and a comparison operator ($>$ or $<$) to each group of three students. Within each group, each student will receive either one of the two numbers or the comparison operator. The numbers and comparison operators are shown on the students’ tablets/mobile devices. There are at least four game modes: one mode is to assign one student with either one of the two numbers, followed by assigning another student with another number and a third student with a comparison operator (602); another mode is to drag a group of two numbers plus a comparison operator to a panel by using two fingers first touching on the group selection bar and dragging the selected group onto the panel showing students’ photo, name and student numbers (603). In such way each of those not having been assigned with either one of the numbers or comparison operator will be randomly assigned with either one of the two numbers or a comparison operator from the selected group; a yet another mode is to randomly distribute either one of the two numbers or a comparison operator (604). In the case where the total number of participating students is not a multiple of 3, the remaining student/students will be shown as “not assigned” status on the panel; a further mode is to distribute either one of the two numbers or a comparison operator from a group to three designated students by lecturer (605). By combining with and arranging the order the numbers and comparison operators received by the students within each group, a complete

mathematical statement can be formed. It is the task for the students to interact with his/her classmates within his/her group to form the correct mathematical statement by rearranging their positions.

[0065] Example 4 – Compass Point Game:

[0066] In FIG. 7, it is provided a game for students to learn how to determine directions using compass point, where the game includes two parts namely “Playground” and “Orienteering”. In FIG. 7A, the part called “Playground” is designed for a group of ten students. The leader of each group is provided with an instruction card while the rest of the group members are distributed with nine pictures of playground facilities. Each group should follow the instruction card **701** to put the right picture in a 3x3 square matrix surrounding a particular picture of a playground facility in the center of the square matrix **702**. For example, an instruction card **701** provides five instructions, and each of the instructions gives at least one directional relationship among the facilities as mentioned in the instruction. In FIG. 7B, another part of the game called “Orienteering” is designed for a group of six students. The leader (Student A) of each group is provided with a virtual compass map while the rest of the group members (Students B-F) are distributed with five pictures of different facilities. In this part, the North pointer of compass bar in the compass map can either be at 12 o'clock position or at other position. Similar to the presentation format of the instruction card in “Playground”, students can determine the directional relationship among different facilities based on the position of the leader in the classroom having the virtual compass map and position of the group members in the classroom having the pictures of the facilities.

[0067] Example 5 – Contest for Compass Points with Fastest Response

[0068] Similar to Example 1, the contest of this example contains a series of multiple choice questions but the content relates to the direction of different objects.

Within a response time set for each question, participating students can choose one of the answers available. Real-time statistic in terms of the number of respondents for each question can be reviewed by the lecturer. Individual performance for each question and in the whole contest can be reviewed by the lecturer while the student can only receive a message whether his/her answer is correct and ranking of the time spent on that particular question until the contest is finished such that the student can further review his/her overall result in the contest such as the number of correct answers, scores relative to correct answer(s) made and the ranking among the participating students. In FIG. 8A, a content page **801** with a graphic having a number of objects is shown on the display of the lecturer's and student's tablets/mobile devices. Same content page will also be shown on the screen by the projector. After a preset time duration T_1 (e.g. 3 seconds), the content page **801** will automatically jump to a question page **802**. After another preset time duration T_2 (e.g. 4 seconds), the question page **802** will automatically jump to a multiple choice page **803**. Similar to Example 1, after the time limit for answering, the correct answer will be popped up on student's tablet/mobile device and on the screen by the projector. Real-time statistics for each question will be available to the lecturer during count-down of the multiple choice page **803**. After-quiz statistics will also be available to both lecturer and student with different sets of statistical data. Student can only review his/her own result for each question or in overall in terms of the number of correct answers, time spent on each question, the score in each question, and the overall score. The fastest three with correct answer for each question will be awarded with higher scores while the rest of students answering correctly within the time limit will be awarded with a minimum score. Lecturer can assess the individual's and overall class performance from the statistics.

[0069] Example 6 – Colored 3-D Folding Papers Exercise and Contest

[0070] In FIG. 9, lecturer firstly retrieve the content of this exercise from the e-Textbook stored in the cloud server and open it in their tablets/mobile devices. Students who have logged in the server can also access the cloud server to retrieve the

relative content from the same source. Once the content is successfully loaded in lecturer's and student's tablet/mobile device, a first content page **901** with an icon "Start" (**901a**) will be popped up. Lecturer can select the icon **901a** to initiate the exercise. The same content page will also be popped up on student's tablet/mobile device and on the screen in the classroom by the projector (**902, 903**). After selecting icon **901a**, the content page **901** will jump to second content page **904** where lecturer first has to choose an unfolded paper sample from a library containing different paper samples for folding into different 3-D structures. After choosing an unfolded paper sample, there are two commands for lecturer to choose. One of the commands is to start the exercise **904a** and another is to demonstrate how the exercise can be done **904b**. If the lecturer opts to demonstrate by selecting the icon **904b**, a demonstration page **905** will be popped up on lecturer's tablet/mobile device while the same demonstration page will be synchronized on student's tablet/mobile device and on the screen by the projector (**906, 907**). In the demonstration page **905**, lecturer can use different colors to fill in different segments of the unfolded paper sample for easy identification of which segment corresponds to which surface of the 3-D structure to be formed after folding. Filled color can be re-selected before an icon for initiating the folding **905a** is selected. After the icon **905a** is selected, the unfolded paper sample will be folded into the desired 3-D structure automatically. By using a pointer (e.g., mouse) or finger to touch on a touch screen, the lecturer can tilt and rotate the folded 3-D structure in different directions along three different axes. Similar to what lecturer is capable of manipulating the unfolded paper sample, once the lecturer chooses the command to start the exercise **904a**, student can learn which segment of the unfolded paper sample corresponds to which surface of the 3-D structure after folding **908**. After the 3-D structure is formed, student can also tilt and rotate the 3-D structure from one perspective view to another perspective view by using a pointer (e.g. mouse) or finger to touch on a touch screen in order to see those surfaces that cannot be seen in the first perspective view **909**. Besides the learning exercise, a quiz for testing the knowledge of students in 3-D structure construction from an unfolding paper sample is further provided. In one of the examples of the quiz, a series of different perspective views of a

3-D structure having different colors filled into different surfaces is provided by the lecturer for students to determine which color should be filled into which segment of the unfolded paper sample such that the color filled into each segment of the unfolded paper sample should match the color of the corresponding segment of the 3-D structure provided by the lecturer. Alternatively, color can be changed into other indicator such as animal character to be filled into each segment of the unfolded paper sample. This exercise can be an individual or group exercise. In the case of being a group exercise, lecturer can choose how to group the students and how to distribute different objects to each member of the group according to any of the foregoing examples.

[0071] Example 7 – Capacity and Volume Calculation Exercise and Contest

[0072] In FIG. 10, lecturer retrieves the content of this exercise from the e-Textbook stored in the cloud server and opens it in his/her tablet/mobile device. Students who have logged in the server can also access the cloud server to retrieve the relative content from the same source. Once the content is successfully loaded in lecturer's and student's tablet/mobile device, a first content page **1001** with an icon "Start" (**1001a**) will be popped up. Lecturer can select the icon **1001a** to initiate the exercise. Each pair of play cards showing an empty container with measurement marks and a volume of a liquid will be either randomly or selectively distributed to two of the participating students. The two students who have received the pair of play cards will be presented with two different content pages (**1002**, **1003**). During the exercise, two students' tablets/mobile devices are communicated with each other according to the data of the interactive media content being exchanged between the two students' tablets/mobile devices. In the content page **1002**, a bottle of liquid is shown on the display of the first student's tablet/mobile device. An icon **1002a** for the first student to pour the liquid out of the bottle is available for selection. Once the icon **1002a** is selected, the student can tilt his/her tablet/mobile device to one side (either left or right) until a threshold of the tilting angle against the horizontal plane is reached (e.g. 45°). The tilting motion of the student and the tilting angle can be sensed by a motion sensor

(e.g. motion sensing accelerometer) or program pre-installed in the student's tablet/mobile device. Once the tilting angle reaches the threshold, an animation of pouring liquid from the bottle will be played on the first student's tablet/mobile device. In another content page **1003**, an animation that the empty flask with measurement marks are being filled up with the pouring liquid from the bottle in **1002** will be played on the second student's tablet/mobile device when it receives a signal from the first student's tablet/mobile device through the processing server that the tilting angle of which has reached the threshold (e.g. 45°). The liquid being poured into the empty flask will stop when the pre-determined volume of the liquid is completely poured out of the bottle in **1002**. When it happens, the liquid pouring animation in the content page **1002** will stop playing (which means the liquid is completely poured out of the bottle), and the content page **1002** will be automatically shut down and directed to a blank page in the first student's tablet/mobile device. At the same time, the animation of filling up the empty container by the liquid in **1003** will end (which means the liquid is completely poured into the empty flask). The first and second students can then work together or alone to calculate the volume of the liquid according to the measurement mark that the liquid reaches in the flask in **1003**. Different measuring flasks can be assigned by lecturer in order to allow students to learn how to read measurement marks on different flasks and calculate the volume according to the level of liquid reaching in the flask.

[0073] Example 8 – Different Cross-sections of Object

[0074] This exercise is designed for a group of five to six students. Contents of this exercise are retrieved from e-Textbook stored in the cloud server and opened in lecturer's tablet/mobile device. As in other games, lecturer can group students and/or distribute different play cards among students manually or randomly in this exercise. By default, the leader of each group will receive an animation of a container structure in various shape (e.g., cylinder, triangular prism, cubic) filled with virtual water. The rest of the group members will be distributed with different cross-sectional views. As in one of the exercises for learning volume and capacity measurement, a pre-installed motion

sensor or sensing program in the student's tablet/mobile device is provided to sense the tilting motion and angle of the student's tablet/mobile device. When the leader tilts his/her tablet/mobile device to one side (e.g., left or right), a series of cross-sectional images can be captured by an image capturing module at certain degrees of tilting angle during the tilting of the tablet/mobile device (e.g., every 5°). The series of cross-sectional views of the container taken during the tilting of the tablet/mobile device will be distributed among the rest of the group members. Distribution of various cross-sectional views of the container among the students can be performed manually by the lecturer or randomly by the computing device. Group members can analyze the cross-sectional views to sequence them in order according to the tilting motion from vertical to horizontal position of the container. Alternatively, the object to be cross-sectioned can be in irregular shape such as food. Students can also be initially distributed with some cross-sectional view images from the library followed by being given an object in order to determine which of the images belong to the object assigned by the lecturer.

[0075] Example 9 – Visual Art Skills Exercise

[0076] Contents of this exercise can be retrieved by lecturer from the e-Textbook stored in the cloud server. Student logging in the system can also retrieve the exercise from the same source. This exercise can be divided into three parts. The first part of this exercise is called “finding shadow” (FIG. 11A), where a photo or painting is first loaded on lecturer's tablet/mobile device. After the photo or painting is loaded, lecturer can demonstrate how to circle the shadow of the object in the photo or painting on his/her tablet/mobile device by using drawing tools available in the program **1101**. Lecturer can also use the same circle tool to identify shadows in different intensities in the photo or painting. The demonstration page will be synchronized with student's tablet/mobile device and the screen in the class by the overhead projector. After demonstration, lecturer can select “start” icon to send a template of the photo or painting to student's tablet/mobile device through the server. Lecturer's further command to authorize the students to circle the shadow is required. Time is controlled

by the lecturer and he/she can stop the program at certain period of time after the authorization to circle the shadow is sent. All the students' work during the controlled time will be sent to lecturer's tablet/mobile device right after the program is stopped. Students' work can be previewed on lecturer's tablet/mobile device in a form of thumbnail. A particular student's work can be displayed on both lecturer's and students' tablets/mobile devices while the same student's work can be synchronized on the screen by the overhead projector if the lecturer commands to show to all.

[0077] In the second part of the visual art exercise, a computer graphic containing a 3-D object **1102** and various light sources from different directions **1103** is provided (FIG. 11B). Students can click or touch on each of the various light sources in order to learn the changes in shadow of the object under different light sources from different directions. Alternatively, lecturer can group students as in one of the foregoing examples and distribute manually or randomly an object image and a shadow image to each of two students. Students should pair up themselves by searching for the matching object/shadow in the class.

[0078] In the third part of the visual art skills exercise, students are given a photo or painting at each time to learn how to outline an object in the photo/painting or even use different colors to paint the outlined object. Students can also add other effects to the object such as adding straight or irregular lines. Some of these effects can be found in a visual art library or from the internet. Alternatively, students can freely draw on a paper template using the available drawing tools in the program. Lecturer has the authority of when and whether to share one student's work with other students on their tablet/mobile device and/or project the same to the screen through the overhead projector. Besides visual art effect, students can also incorporate other effects such as sound effect into the object. Background of the paper template can also be changed by using some background templates retrieved from a background template library or from the internet or creating by the students and being stored in the library.

[0079] The embodiments disclosed herein may be implemented using general purpose or specialized computing devices, computer processors, or electronic circuitries including but not limited to digital signal processors (DSP), application specific integrated circuits (ASIC), field programmable gate arrays (FPGA), and other programmable logic devices configured or programmed according to the teachings of the present disclosure. Computer instructions or software codes running in the general purpose or specialized computing devices, computer processors, or programmable logic devices can readily be prepared by practitioners skilled in the software or electronic art based on the teachings of the present disclosure.

[0080] In some embodiments, the present invention includes computer storage media having computer instructions or software codes stored therein which can be used to program computers or microprocessors to perform any of the processes of the present invention. The storage media can include, but are not limited to, floppy disks, optical discs, Blu-ray Disc, DVD, CD-ROMs, and magneto-optical disks, ROMs, RAMs, flash memory devices, or any type of media or devices suitable for storing instructions, codes, and/or data.

[0081] The foregoing description of the present invention has been provided for the purposes of illustration and description. It is not intended to be exhaustive or to limit the invention to the precise forms disclosed. Many modifications and variations will be apparent to the practitioner skilled in the art.

[0082] The embodiments were chosen and described in order to best explain the principles of the invention and its practical application, thereby enabling others skilled in the art to understand the invention for various embodiments and with various modifications that are suited to the particular use contemplated. It is intended that the scope of the invention be defined by the following claims and their equivalence.

CLAIMS

1. A system for conducting interactive learning session in a classroom or presentation in a presentation hall, comprising:
 - a first network infrastructure;
 - a first processing server connected to the first network infrastructure and configured to serve multimedia lecture or presentation material content data and exchange data from one or more mobile computing devices connected to the first network infrastructure;
 - the one or more mobile computing devices for receiving and displaying the multimedia lecture or presentation material content data, facilitating user input, and receiving the input data, comprising at least one mobile computing device adapted to be used by lecturer or presenter and one or more mobile computing devices adapted to be used by students or audience;
 - wherein the first processing server and the one or more mobile computing devices are interconnected via a first network infrastructure;
 - wherein the lecturer or presenter, by using the mobile computing device adapted to be used by lecturer or presenter, controls and monitors display, sound volume, power on/off, sleep mode on/off, interactive multimedia contents playback, access authorization to data in the first processing server, network resource access, network connectivity, volume, storage capacity, battery level, and general device conditions;
 - wherein the lecturer or presenter, by using the mobile computing device adapted to be used by lecturer or presenter, controls and monitors the first network infrastructure, adjusting and/ segmenting its connectivity coverage area, enabling and disabling network connections and networked resource accesses of each or subset the mobile computing devices; and
 - wherein the lecturer or presenter, by using the mobile computing device adapted to be used by lecturer or presenter, controls delivery of the multimedia lecture or presentation material content data to each or subset of mobile

computing devices, wherein the multimedia lecture or presentation material content data comprises one or more different parts each being delivered to each or subset of mobile computing devices according to a pre-configured setting for the multimedia lecture or presentation material content data or user input from the mobile computing device adapted to be used by lecturer or presenter.

2. The system of claim 1, further comprising:

one or more electronic audio and video equipment for receiving and displaying the multimedia lecture or presentation material content data;

wherein the lecturer or presenter, through the mobile computing device adapted to be used by lecturer or presenter, can control delivery of the multimedia lecture or presentation material content data to each or subset of audio and video equipment, wherein the multimedia lecture or presentation material content data comprises one or more different parts each being delivered to each or subset of audio and video equipment according to a pre-configured setting for the multimedia lecture or presentation material content data or user input from the mobile computing device adapted to be used by lecturer or presenter.

3. The system of claim 1, further comprising:

a second network infrastructure; and

a second processing server connected to the second network infrastructure and configured to store the multimedia lecture or presentation material content data to be retrieved by the first processing server also connected to the second network infrastructure.

4. The system of claim 1, wherein the one or more mobile computing devices performing a device registration process before connecting to the first network infrastructure, the device registration process comprising:

one of the one or more mobile computing devices attempting to connect to the first network infrastructure;

the first processing server determining whether the mobile computing device has been registered for connecting to the first network infrastructure; and

if the mobile computing device has not been registered, the device registration process further comprising:

the first processing server sending data to the mobile computing device instructing the mobile computing device to prompt the participant of the mobile computing device to register the mobile computing device with the first network infrastructure;

if the participant of the mobile computing device has a computer-generated barcode for device registration, the computer-generated barcode is optically captured and decoded by the mobile computing device, and decoded information of the computer-generated barcode is sent to the first processing server for verification;

else if the participant of the mobile computing device does not have a computer-generated barcode for device registration, the participant enters a login ID and a password for device registration into the mobile computing device, and the login ID and the password for registration are sent to the first processing server for verification; and

upon positive verification by the first processing server, the mobile computing device is registered with the first network infrastructure.

5. The system of claim 1, wherein the one or more mobile computing devices adapted to be used by lecturer or presenter performing a participant authentication process before connecting to the first network infrastructure, the participant authentication process comprising:

one of the one or more mobile computing devices adapted to be used by lecturer or presenter attempting to connect to the first network infrastructure;

the first processing server determining whether the mobile computing device has been registered for connecting to the first network infrastructure; and

if the mobile computing device has been registered, the participant authentication process further comprising:

the first processing server sending data to the mobile computing device instructing the mobile computing device to prompt the participant of the mobile computing device to authenticate to access the first network infrastructure;

if the participant of the mobile computing device has a near-field-communication (NFC) -enabled personal security access card, the participant motions the personal security access card near the mobile computing device for the mobile computing device to retrieve the participant's personal security access information from the personal security access card, the mobile computing device sending the participant's personal security access information to the first processing server for verification;

else if the participant of the mobile computing device has a computer-generated barcode for participant authentication, the computer-generated barcode is optically captured and decoded by the mobile computing device, and decoded information of the computer-generated barcode is sent to the first processing server for verification;

else if the participant of the mobile computing device does not have a NFC-enabled security access card or a computer-generated barcode for participant authentication, the participant enters a login ID and a password for participant authentication into the mobile computing device, and the login ID and the password for registration are sent to the first processing server for verification; and

upon positive verification by the first processing server, the participant is authenticated to access the first network infrastructure.

6. The system of claim 1, wherein the one or more mobile computing devices adapted to be used by students or audience performing a participant authentication

process before connecting to the first network infrastructure, the participant authentication process comprising:

- one of the one or more mobile computing devices adapted to be used by students or audience attempting to connect to the first network infrastructure;

- the first processing server determining whether the mobile computing device has been registered for connecting to the first network infrastructure; and

- if the mobile computing device has been registered, the participant authentication process further comprising:

 - the first processing server sending data to the mobile computing device instructing the mobile computing device to prompt the participant of the mobile computing device to authenticate to access the first network infrastructure;

 - if the participant of the mobile computing device has a near-field-communication (NFC) -enabled personal security access card, the participant motions the personal security access card near the mobile computing device for the mobile computing device to retrieve the participant's personal security access information from the personal security access card, the mobile computing device sending the participant's personal security access information to the first processing server for verification;

 - upon positive verification by the first processing server, a notice is sent to the mobile computing device adapted to be used by lecturer or presenter for approval by the lecturer or presenter;

 - before approval by the lecturer or presenter, the participant is allowed temporary access to the first network infrastructure;

 - upon approval by the lecturer or presenter, the participant is allowed full access to the first network infrastructure; and

 - if approval is denied by the lecturer or presenter, the participant is denied access to the first network infrastructure.

7. The system of claim 1,
wherein the one or more mobile computing devices adapted to be used by students or audience being divided into two or more sub-groups of one or more mobile computing devices adapted to be used by students or audience; and
wherein the division into two or more sub-groups being controlled by the lecturer or presenter by using the mobile computing device adapted to be used by lecturer or presenter.
8. The system of claim 7, wherein the lecturer or presenter, by using the mobile computing device adapted to be used by lecturer or presenter, facilitates group participation or competition in a lecture session on literature composition for the students or audience.
9. The system of claim 7, wherein the lecturer or presenter, by using the mobile computing device adapted to be used by lecturer or presenter, facilitates group participation or competition in a question-and-answer session for the students or audience.
10. The system of claim 7, wherein the lecturer or presenter, by using the mobile computing device adapted to be used by lecturer or presenter, facilitates a voting session for the students or audience.
11. The system of claim 7, wherein each of the students or audience is capable of exchanging data of one or more interactive multimedia contents generated from a mobile computing device with another student within the same group through the processing server such that another student within the same group is capable of responding to said interactive multimedia contents by using another mobile computing device.

12. The system of claim 11, wherein said interactive multimedia content comprises motion sensing data of one student's mobile computing device being transformed into a series of animations.

13. The system of claim 12, wherein said motion sensing data is detected by a motion sensor or a motion sensing program pre-installed in said student's or audience's mobile computing device.

14. The system of claim 1, wherein the first network infrastructure is the Internet; and wherein the first processing server is a Cloud computing processing server.