

METHOD AND SYSTEM FOR CLASSROOM ACTIVE LEARNING

ABSTRACT

[0083] 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. The method and system allow the control and coordination of the electronic audio and video equipment, mobile computing devices, and the processing servers to deliver the interactive multimedia contents to 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.

FIG. 15