Sheffield Hallam University

Blackboard collaborate

How Blackboard Collaborate is being used at SHU

Audio and video

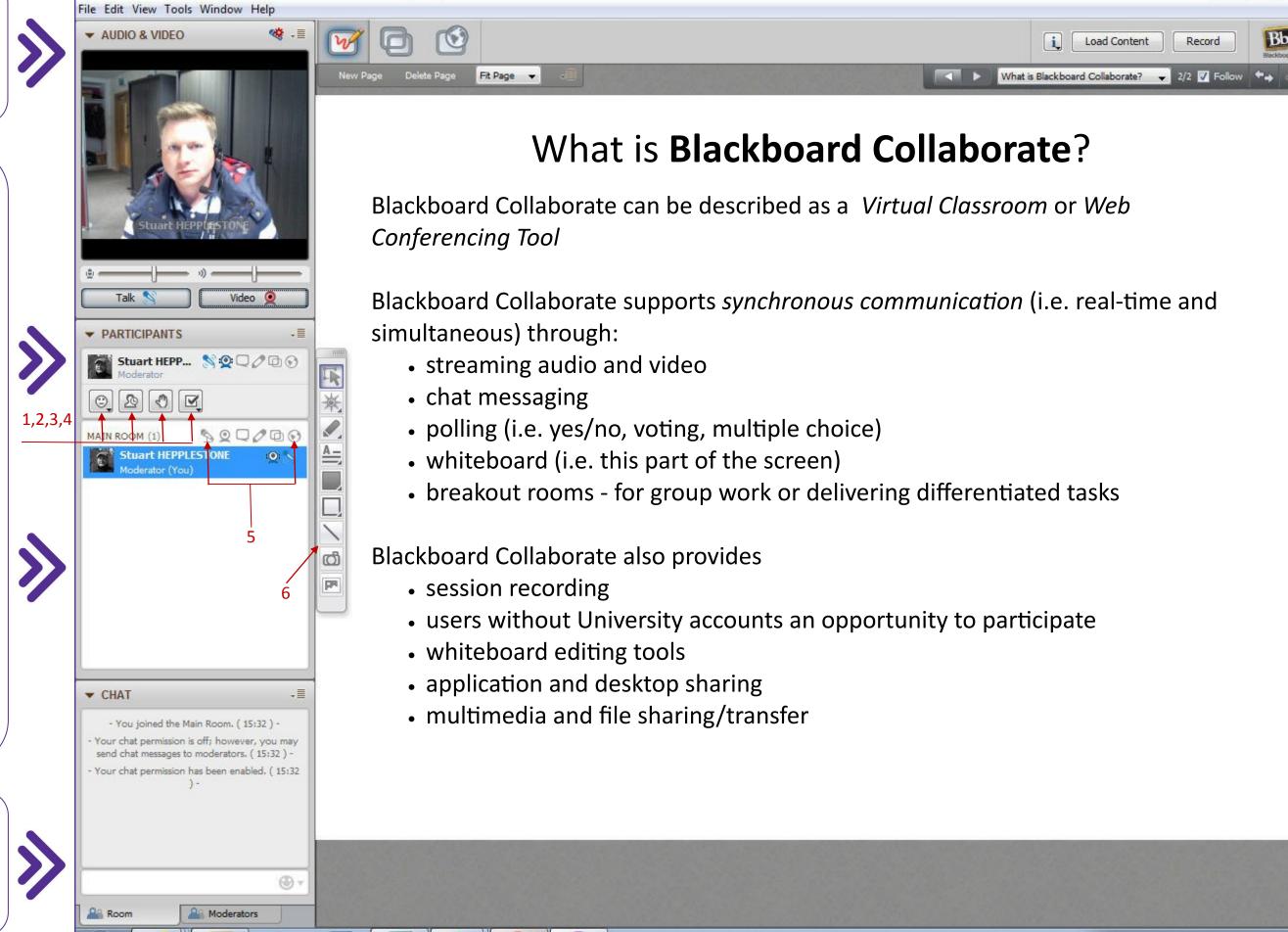
Allows the participants to see a live video of the moderator and other participants and provides controls for the volume

Participants

participants and the moderator in the session and displays participant interaction 1. Emoticons - feedback to the moderator

- 2. Step-away provide moderator with an update on your participant status
- that you want to ask a question or raise a query
- 4. Polling answer a question or moderator
- tools available globally or to individual participants (audio, video, chat, tools palette, desktop sharing or web tour)
- clip art)

Participants can post text chat messages to interact with others in the session or ask the moderator questions



Equipment needed

Moderator - delivering a session:

- At a minimum need to be able to stream voice (audio), hence need plug-in microphone, headset with mic, or other such device
- Most likely need to hear audio from participants as well. This requires speakers or headphones

Participant—accessing a session:

- At a minimum need to be able to hear audio, hence need speakers, headphones or other such device
- May need to interact using voice (audio) as well. This requires a plug-in microphone, a headset with mic or other such device



Getting started

Download the **guide**http://goo.gl/ZAIAL

Blackboard Collaborate can be set up inside any Blackboard site or, for non-Blackboard users, can be requested via IT Help



Download the **guide**http://goo.gl/kEiVu Download the **guide for moderators**

Download the **guide for participants**



http://goo.gl/7dlBS

Check the SHU e-learning blog for upcoming staff development http://elearningatshu.wordpress.com/

Watch an Introduction to Collaborate recorded session





Provides information about the

- 3. Raise hand alert moderator
- 5. Permission indictors the
- 6. Tools palette whiteboard editing tools (e.g drawing, text, pointing, screen grab,



respond to a poll set by the

Chat