WebRTC Based Educational System (TD1-14)

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INTRODUCTION

- Overview
  Over the last decade, video conferencing has become of paramount importance in today’s community, however, most of the devices used to install or plug in applications in order to use the function. With the release of Web Real-Time Communication (WebRTC), there is an easy platform for people to create video or audio conferencing by using web browsers in Google Chrome.

- Aim and Objectives
  The aim of the project is to produce a WebRTC based online education system because of the highly-advanced development of WebRTC and online learning environments.
  - UseREAK
  - Low-cost

Some highlighted features
- Classroom
- Screen sharing
- Video Conferencing

METHODOLOGY

- SystemEteck
  The WebRTC based education system consists of the following main functions such as conferencing, broadcasting, screen sharing, and classroom.

- Conference
  Students or professors can create a room for the users to enter it, or even create a private platform for related parties to enter the room by using a direct link. Therefore, multiple users can have a face-to-face communication via the WebRTC video conferencing program at the same time.

- Screen Broadcasting
  Students and professors can use this main feature to share the videos or PDF documents when having lectures.

- Classroom
  Students and professors can create their own classroom for discussing the assignments, problems or other different kinds of matters in the “Chameroo” function. Therefore, this would be much more convenient than sending an email to related persons and hold the meetings. This e-classroom can definitely solve those traditional and time-taking procedures.