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# The CSCL technology used in the Classroom - GS2.0

**Chiu-Pin LIN**
Graduate Institute of e-Learning Technology, National Hsinchu University of Education, Taiwan
chiupin.lin@gmail.com

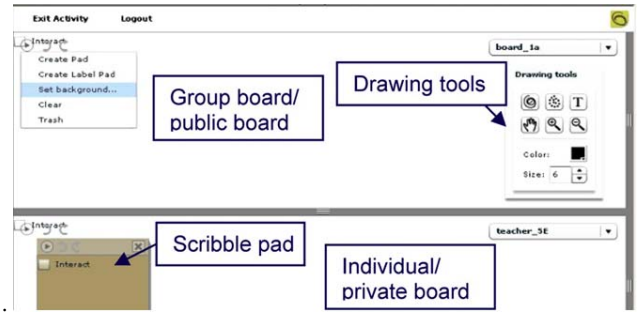
## Introduction

In recent years, computer technologies play an important role in supporting students' collaborative learning. One-to-one technology enhanced learning is the way that a student uses at least one powerful portable computing devices with internet access and communication capabilities. These devices will be used frequently and integrally as part of learning activities, becoming indispensable learning tools that will allow learners to learn with more fun in the classroom.

In this study, we will introduce Group Scribbles (GS) [1], a CSCL software co-developed by SRI International and NIE, which enables collaborative generation, collection and aggregation of ideas through a shared space upon individual effort and social sharing of notes in graphical and textual form in the face-to-face classroom.

## GS2.0

The CSCL technology used in classroom is Group Scribbles (GS) 2.0, a general purpose collaboration tool in the sense that we do not need a pre-defined topic or task. GS user interface presents each user with a two-paned window (Fig.1). The lower pane is the user's personal work area ("private board") with a virtual pad of fresh "scribble sheets" on which the user can draw or type with different colors. A scribble can be visible to others by dragging it into the "public board" in the upper pane which is synchronized across all devices. It enhances the characteristics of sticky paper notes and student response systems by providing their key features while avoiding some of their physical constraints. The essential feature of the GS is the combination of the private board where students can work individually and group boards or public boards where students can post the work and position it relative to others, view others' work, and take items back to the private board for further elaboration.




## Conclusion and future work

We already designed several learning activities based-on GS and the results indicated that GS is really easy for use and facilitate group interaction in the classroom. Although most of CUMTEL researchers are focus on small devices used in outdoor scenarios. But we believe that most of the learning occurs in classroom settings. And more and more 1:1 classrooms will be setting in the school. We need to prepare a more efficiently and deeply environment for teachers and students in the near future.

## References:

[1] Chaudhury, S. R., Roschelle, J., Patton, C., et al. (2006). *Coordinating student learning in the collaborative classroom with interactive technologies*. Poster presented at the 3rd International Society for the Scholarship of Teaching and Learning Conference, Washington D.C.