

# TEACHER FEATURES

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# Getting Started

## Quick Start

When the application launches, choose 'Login as Guest'.

## Create Account

To create a teacher login, contact your district IT support. Accounts are created through AnswerWeb or an Admin login.

## See Student Answers

You can see student answers to activities on AnswerWeb. AnswerWeb is a bookmark in your Chrome browser. If it does not open or does not show you any data, contact your STEM Lab system administrator. For more information about AnswerWeb, refer to AnswerWeb on page 11.

## Review Curriculum

Visit [edu.zspace.com/activities](http://edu.zspace.com/activities) to find activities applicable to your curriculum, watch video previews, download activity plans, and view standards alignment.



# Activity Builder

## Building a New Activity

Overview:

1. Set up the scene.
2. Add questions for the student to answer. You can also add hints.
3. Change the global settings for the inventory, assorted controls, and objects.
4. Change the settings for individual objects in the scene.
5. Share your activity.

You can also modify an existing activity. Refer to [Modifying an Activity](#) on page 7.

## Steps to Follow

### 1 Setting up the Scene

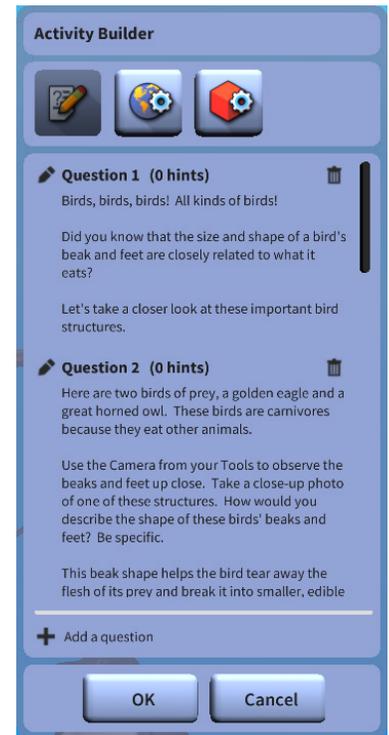
Place objects into the scene that you want to appear when the student opens up the activity.

Note: Studio has the option of creating a scene for each question.

You can control which objects students can add in the **Global Settings**:

- Set values for individual objects in the scene (options vary based on applications).
- Add notes and attach them to objects in the scene. The notes can include text and images.

If you want to remove objects from the scene, drag the objects to the trash can.



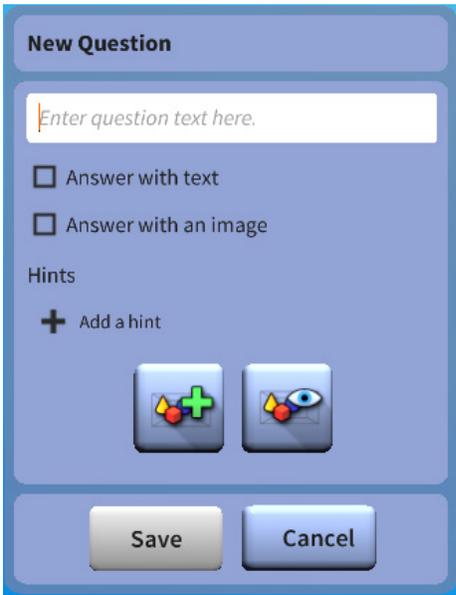
Tip

For a less structured or more challenging activity, you can leave the scene empty.

## 2 Adding Questions

Note: Studio has a special feature. See end of this section for more information. You can add questions for each activity, and optionally add hints for each question.

1. Open **Activity Builder** by clicking on the  icon from the Control Bar.
2. Click on **Add a question**, and a dialog will open.
3. Type your question in the text field.
4. Check the type of answer type you want: text, image, both, or none.
5. Optionally, click on **Add a hint**. The students can choose whether to see the hint or not. Each hint is displayed separately.
6. Studio will allow you to attach the current scene or view the attached scene.



7. Click on **Save**.
8. Continue adding questions. When finished, click **OK**.

**Tip**

Use either the mouse or the stylus in the Activity Builder dialog.

**Tip**

When Activity Builder is open, you cannot move objects in the scene or add new objects to the scene. To return to activity setup to rearrange or add objects, click **OK**.

**Tip**

Use the question field to provide instructions/prompts to students by leaving both checkboxes empty.

### 3 Changing Global Settings

You can set limits on inventory, controls, and objects overall. The global object controls set default behavior that you can override for individual objects in the scene.

- **Inventory** Click on the Inventory heading to expand the list of options. The options will depend on the particular application.

To restrict the quantity the student can select, type a number in that object's field. If you leave the field blank, the quantity is unlimited.

The application may also include options to hide entire categories of objects. For these settings, check the box if desired.

- **Controls** Click on the Controls heading to expand the list of options. These options generally apply to actions that affect the scene and availability of tools, and they will vary depending on the application.

Scroll through the list and check boxes to disable the controls you want to block.

- **Objects** Click on the Objects heading to expand the list of options. These options vary depending on the application.

### 4 Changing Object Specific Settings

The object settings apply to an individual object you select in the scene.

9. Click an object in the scene. Its name appears in the Object Settings pane in Activity Builder.
10. Be sure to click on any subheadings for the object so you can review all your options.
11. Check the desired settings or enter numeric values into the text fields. Remember that leaving a field empty allows for unlimited access to that object.



The inventory quantity does not include objects already in the scene.



Test your activity at any time by clicking on the **OK** button. You will need to reopen Activity Builder when you are ready to continue.



#### Workbench in Franklin's Lab

##### Motor AA Battery Switch

These components can be broken by selecting them and then choosing from options in "Object Settings", "Troubleshooting".



## 5 Testing and Sharing

To test your activity, click on the **OK** button to close Activity Builder. If you created questions, the Activity Guide opens.

When you are ready to share your activity, be sure that all objects are as you would want them to appear when the student opens the activity.

Click on the Save icon in the Control Bar and choose **Share**. This activity will now be visible to your students. You can add a category, cover photo, and/or description before you share the activity.

## Modifying an Activity

The zSpace STEM lab includes curated activities for you that have been built for Franklin's Lab, Newton's Park, and Studio. To modify one of these activities, or any activity that you created earlier, follow these steps:

1. Select and open the activity you want to change.
2. Change the scene as desired. In Studio, you can change the scene associated with any question.
3. Open Activity Builder to edit questions and hints, change the global settings, and change in-scene object settings.
4. Share your activity as described in step 5 above. You can either create a new copy or overwrite the previous version.

### Tip

Activities can be organized by creating categories. Coordinate with colleagues on a category system as categories are visible to all users.

### Tip

Hide an activity from student view by unsharing the activity on the back of the tile.



# Managing Activities

## Import, Export, and Share Activities

Importing and exporting activities can be done by teacher or student accounts. Clicking on the  icon opens a window to browse your computer for the activity file you want to import. The imported activity appears in your **My Saves**.

 **Export** Click on this to export an activity. This file can be emailed or transported on a USB to other zSpace stations.

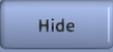
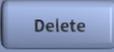


**Animal Teeth and Diet**

Have you ever looked closely at a tiger's teeth to find out what it eats? Probably not! However, animals' teeth are a perfect example of structure and function in nature. The shape and size of an animal's teeth are directly correlated to its specific type of diet.

Goal:  
Investigate the characteristics of carnivore, herbivore, and omnivore teeth by looking at different animals and human teeth. Compare the shapes and sizes of teeth to determine how different teeth help animals eat different food.

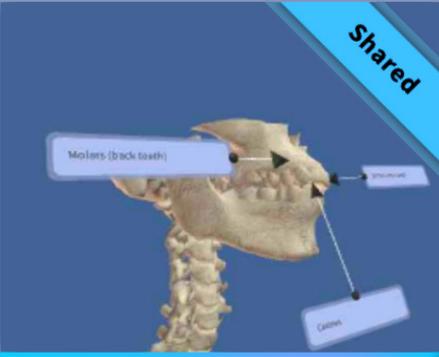


 Categories can be used to organize your activities. Your school could decide to have grade level or teacher categories. Example: 6th Grade



**Shared**



**Animal Teeth and Diet**

 Only teacher can share activities. Clicking the information icon on a tile will give you the option to share an activity.



# zView

Share the teacher station screen with your students by using zView. zView projects the 3D images from a zSpace to a second screen and allows you to record the demonstration to show it later.



Students do not need 3D glasses to watch a zView demonstration.

zView provides two different modes:

- **Display What I See** shows what you see on your screen. It does not require a camera connected to the zSpace.
- **Display View From Other Camera** This is Augmented Reality Mode. It requires a camera.



Display What I See



Display View From Other Camera

## Running zView from Within zSpace Applications



1. Click on the  icon in the Control Bar to start zView. The zView control bar appears. zView provides two different modes.



Select either display view. Remember that Display View From Other Camera requires a camera, which you will need to set up. Instructions for camera set-up begin on page 9.

- **Pause** will stop sharing your screen and, if you are recording, it will pause the recording.
  - **Record** will begin recording a .mp4 video. To stop recording, press the record button a second time.
2. To close zView, click the  icon in the Control Bar.



## Running zView for zSpace Experience

In zSpace Experience, you can control zView with the following keyboard shortcuts:

- Z** Turns zView on
- C** Pauses zView
- X** Switches zView perspective from Presenter View to Augmented Reality View and back

## Running zView for Cyber Science 3D and Cyber Anatomy

**Note:** zView 2.3 is currently not compatible with Cyber Science 3D 2994

For Cyber Anatomy, be sure to launch zView from the desktop icon  prior to launching the application. There are no in-application controls.

## Adjusting zView Settings

Except for the camera position, you can further configure zView within Newton's Park or Franklin's Lab. Click on the **zView Settings** button on the zView control bar to see all your options:

- **Video Recording Format** The default value gives you the smallest file size, but at a lower resolution. If you do not like the recorded quality, you can try a higher resolution with a larger file.

**Overlay Position and Scale** This option is for the Display View From Other Camera only. Initially, your application might not be aligned correctly in the zView application window. Use the arrows to adjust the alignment. Use the **Increase** and **Decrease** buttons to adjust the size of the application display in the zView window.

### Tip

In Cyber Anatomy, You can record your zView session so that you can play it later. To record, click the **Record** button. On the zView screen, a red dot will appear. To stop recording, click the **Record** button again. The File Browser will open.

### Tip

Remember to play the video file and check that the quality is acceptable. You can use any media player to do so. If the quality is not acceptable, adjust the Video Frame Rate and the zView Frame Rate and try again.

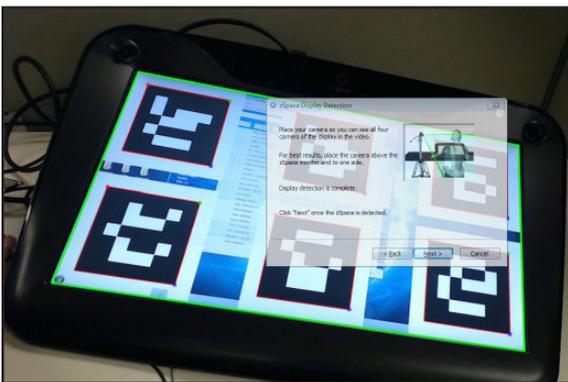


## Setting up the Camera

If you use Display View From Other Camera, you must set up your camera via the zView application.

1. Close all zSpace applications.
2. Make sure your camera is plugged into the zSpace 300 USB port.
3. Launch the zView application from Windows Start menu (not from the STEM application).
4. Follow the set up instructions on the screen, making sure that:
  - The camera view includes all four corners of the zSpace display.
5. When your screen displays test patterns, adjust the camera so that at least two of the test patterns are outlined in red. For best results, all six patterns should be red.

This is what your zView window will look like. Each detected test pattern is outlined in red and the entire screen is outlined in green.



Test Patterns during zView Set Up

### Tip

For more information on how to set up zView, visit <http://zspace.com/setup>

### Tip

You will need to set up the camera any time you move the camera.

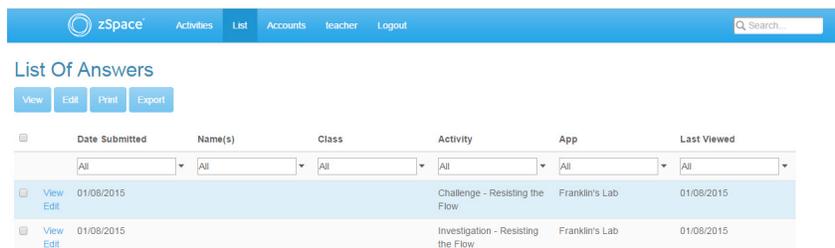
## Incompatible Applications

The following applications do not support zView: Leopoly, Corinth, Eureka/Designmate, zSpace Tennis, zSpace Aquarium, Missile Defense, Planet Attack, EchoPixel True 3D, NGRAIN



# AnswerWeb

AnswerWeb provides access to student answers and account management tools, including account creation, account type, and password management.



The screenshot shows the AnswerWeb interface. At the top is a blue navigation bar with the zSpace logo and links for Activities, List, Accounts, Teacher, and Logout. A search bar is on the right. Below the navigation bar is the title "List Of Answers" and buttons for View, Edit, Print, and Export. A table lists answer submissions with columns for Date Submitted, Name(s), Class, Activity, App, and Last Viewed. Two rows are visible, both dated 01/08/2015, with activities "Challenge - Resisting the Flow" and "Investigation - Resisting the Flow", both from Franklin's Lab.

	Date Submitted	Name(s)	Class	Activity	App	Last Viewed
<input type="checkbox"/>	All	All	All	All	All	All
<input type="checkbox"/> View Edit	01/08/2015			Challenge - Resisting the Flow	Franklin's Lab	01/08/2015
<input type="checkbox"/> View Edit	01/08/2015			Investigation - Resisting the Flow	Franklin's Lab	01/08/2015

## Accessing AnswerWeb

AnswerWeb is a bookmark in your Chrome browser on the teacher station. If it does not open or does not show you any data, ask your STEM Lab system administrator for the Education Server's IP address or domain name. The AnswerWeb URL will be:

`http://ip_address:4000/#`

For example, if your Education Server's IP address is 127.0.0.0, AnswerWeb's URL is `http://127.0.0.0:4000/#`

Login to AnswerWeb using the username and password that you use to login to the zSpace STEM applications.

## Student Answers

When students complete zSpace STEM activities, they can submit their answers. Use AnswerWeb to view, export and print the students' answers.

1. Choose an activity your students completed to see a list of each answer submission.
2. To limit the list to your class only, select or type your class name in the **Class** list box and press Enter.
3. To see the answers, click on the **View** link on the left.



You can view multiple student submissions by clicking on the checkboxes to the left of the student name and selecting the large **View** button.

## Exporting Answers

You can export the answers from multiple activities or multiple students into a PDF file.

1. Select **List** from the menu bar and use drop-down menus to filter the answers presented.
2. Click on the checkbox next to each student submission you want to export.
3. Click on the **Export** button. The PDF file automatically downloads.

## Editing Student and Class Names

You can edit the student and class names if needed. For example, you might do this if a student did not type the class name correctly when submitting their answers.

1. Select **List** from the menu bar and use drop-down menus to filter the answers presented.
2. Click on the checkbox next to each student submission you want to edit.
3. Click on the **Edit** button.
4. You can change the student names, class names, and last viewed date one at a time, or all at once. When you are done, click on **Submit**.

zSpace® Activities List Accounts teacher Logout

### Editing Answers

Date Submitted	Name(s)	Class	Activity	App	Last Viewed
01/08/2015	<input type="text"/>	<input type="text"/>	Challenge - Resisting the Flow	Franklin's Lab	01/08/2015 ▾
09/30/2014	Joe <input type="text"/>	test <input type="text"/>	Challenge - Series vs. Parallel Circuits	Franklin's Lab	12/23/2014 ▾
09/29/2014	Mandy <input type="text"/>	test <input type="text"/>	Unbalanced Forces Playground	Newton's Park	never

#### Change all entries

To edit all the above rows, make changes below

Name(s)

Class

Last Viewed

## Student Passwords

Teachers can reset student passwords, allowing students to be prompted for a new password next time they login.

1. Choose **Accounts** from the menu bar.
2. Choose the student account you want to reset.
3. Click **Reset**.



You can change a student account to a teacher level account for special circumstances, such as having a student build an activity. Be sure to switch their access back to student as soon as they finish so they do not have access to teacher features after this time.