Ubiquitous Computing in Education

UCE-Client for PC/PocketPC

1. Installation

PocketPC:
1. Unzip the contents of the archive "UCE_PDA.zip" to a temporary directory on your hard drive.
2. Make sure that your PocketPC is connected to your computer and that the Jeode Java Virtual Machine[1] is installed. You can check this with the "Add/Remove Programs"-Tool of MS Active Sync (found in the submenu "Tools").
3. Open the file system of your PocketPC by clicking on the "Explore"-Button within MS Active Sync. Double-click on "My Pocket PC". You should see several directories, one of them should be "Windows".
4. Create a new directory called "UCE": right-click in an empty area of the window, then select 'New Folder". Enter "UCE" as new folder name, then change into the new directory.
5. Copy the UCE files from the temporary directory (Step 1) to the PocketPC by dragging its content to the PocketPC-Explorer. A "File Conversion" message will appear; just hit "OK".

Personal Computer/Notebook (Standard client):
1. Unzip the contents of the archive "UCE_PDA.zip" to the destination directory on your hard drive.
2. Make sure that Java version 1.1.8 is installed on your system. You can download this package from http://java.sun.com/products/jdk/1.1/jre/download-jre-windows.html. It does not interfere with existing Java versions. The client software may work with newer Java versions as well but you may encounter severe problems. On many computers, this version of Java is already installed.
3. Edit "launch.bat" in the client directory so that JAVA_HOME points to your java 1.1.8 installation.

    NOTE: There is an additional client available for PC/Notebook which uses Java2 (versions 1.3 and above). Further information can be found in the "UCE-Student Client PC.pdf" file.

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[1] Jeode is a commercial software package that enables a PocketPC to run Java programs. It is included in the software packs of many PocketPCs (such as iPaq 38xx, Casio). If your software pack does not include Jeode, it is available at Insignia Inc (www.insignia.com).

2. Running the software

PocketPC:
1. Click on the Windows-Logo in the upper left corner, then select "Programs"
2. Start the "File Explorer"
3. Click on "My Documents" in the menu bar, then select "My Pocket PC"
4. Click on the entry "UCE"
5. You should see an entry called "uce" with a gray circular icon next to it. Click on that item.
6. After several seconds a logon window should appear. Enter your username and password as well as the server address. This information is stored so you only have to enter it once.
7. Clicking on the green button will start the client.

Personal Computer/Notebook:
1. Double-click on "launch.bat" in the Explorer or execute it from command prompt.
2. After several seconds a logon window should appear. Enter your username and password as well as the server address. This information is stored so you only have to enter it once.
3. Clicking on the green button will start the client.

Note: the password will appear in plaintext, so do not use any existing password!
Note: if not otherwise specified, any combination of username/password will be accepted. It is not possible to log in using a username twice, so if you are rejected, try another name.

3. Using the client

The user interface is divided into three screens: Feedback, Quiz and User Management. These parts can be accessed by the two buttons in the lower left corner.

3a. The feedback service
The feedback service is the default service that is shown when the client starts. Initially the screen may be blank, in this case the lecturer has not (yet) set up the topics for which you can vote.

When the client is started, it will automatically scan for existing topics. If at least one topic is available it will be shown as a bar graph on the screen (see the picture on the right).

In the gray bar some information is given: The description of the category, the number of votes and the average value.

The bar graph below shows the actual distribution of votes.

Beneath the graph are several buttons with which you can set your own vote. The currently selected button is red, the others are gray. Most buttons are directly beneath the bar which they belong to; the smaller button left to them can be used to abstain.

More than one topic may be available; in this case you can switch the topics with the combobox above the gray bar.

To return to the feedback screen (after switching to another service) just click on the button showing a simplified bar graph.
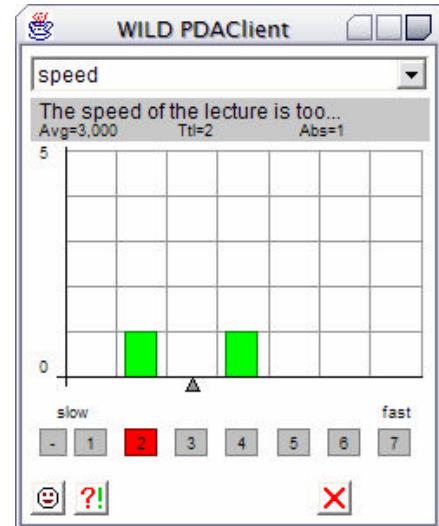
3b. The quiz service
The quiz service may be accessed by clicking on the button showing a red question mark and a green exclamation mark.

By default the screen will be empty, showing only a message that no quiz is currently available. As soon as the lecturer activates a quiz, all questions will be loaded and the first one will be displayed.

The questions are multiple-choice with 3 to 6 statements. If exactly one of these statements is correct, solid gray buttons will appear below the question, one for each statement. In this case just push the button which belongs to the statement that you think is the correct one.

If more than one statement may be correct, checkboxes will be shown instead of buttons. Mark the checkboxes for all statements which you think are correct and leave the others unmarked. Then push the "Send"-button on the right side.
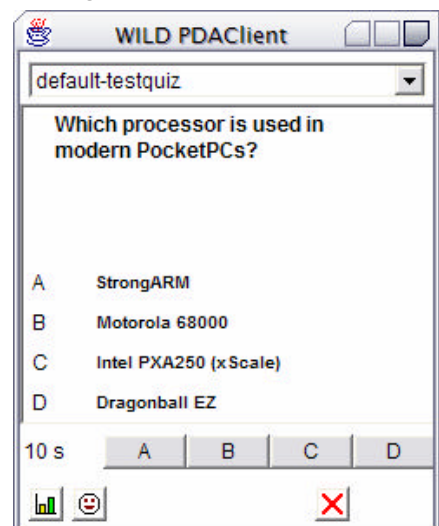
If the quiz contains more than one question, you can switch the single questions with the combobox at the top of the screen.

Some quizzes may have time limits. The remaining time is shown as countdown below the question text on the left. If only little time is left "Hurry" will appear; when the time is up the question will disappear without storing your answer.

3c. The user management
The user management can be accessed by clicking on the button showing a smiley.

A list will be shown enumerating all currently logged on users. By clicking on a user a message window will pop up showing some details (real name, phone number ...). If you have selected any other user but you, two buttons will be shown with which you can send a message to the selected student. To send a text message (on the PocketPC using the built-in software keyboard) click the button showing a mobile phone next to some lines of text. The other button opens a simple image editor so you can use the pen/mouse to draw the message. The message will appear on the selected users screen immediately, regardless which screen is currently active on his/her display.

To set your own user info, click on the button below the list showing some symbolized lines of text.
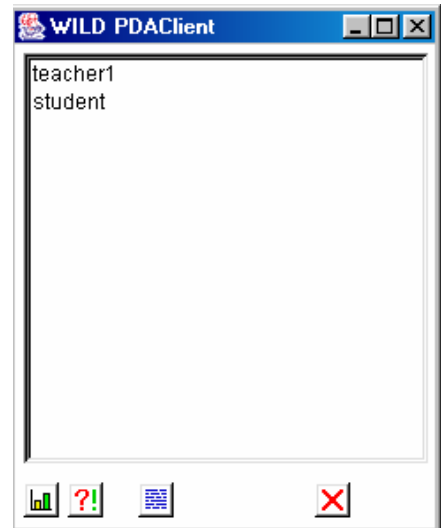
4. Closing the client

In most cases the UCE Client can be closed by pushing the button with a red cross in it. If this is not the case or the client seems to hang, try the following:

PocketPC:

Move the main window (labeled "WILD PDAClient") a little bit downward. Behind it is a window labeled "EVMConsole" which you can close by clicking on the "X"-button in the upper right corner. This will terminate the client without further notice.

Personal Computer/Notebook:

Locate the command prompt from which you have started the client or that has popped up when launching the batch file from the Explorer. Click inside that window and hit "Ctrl-C". This should terminate the client immediately without further notice.