

Smart Classroom: Real Time Feedback Using IOT

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Abstract— We Live In An Era Where Billions Of Computers Are Interconnected. In The Very Near Future, Not Only Computers But Also Many Different Digital Devices And Other Physical Objects Will Be Seamlessly Connected To Each Other And Be Able To Communicate With Little Or No Human Intervention. These Connected Objects Are Called Smart Devices, And This Perception Is Called Internet Of Things. In This Paper, The Focus Is On The Application Of Iot In The Smart Classrooms. The Aim Of The Paper Is To Discuss How Intelligent Ambient Can Be Used To Provide Real- Time, Automatic Feedback On The Quality Of The Lecture Based On The Number Of Parameters. To Our Knowledge, This Is The First Attempt To Specify The Problem And Analyze The Requirements. The Parameters Of Interest That Should Be Collected And Analyzed Are Discussed. Finally, The Main Requirements That Such A System Should Comply With Are Presented And Proposed As The Experimental Design.

Keywords; Internet Of Things, Smart Classroom; Wireless Sensor Networks

i. Introduction

The concept of internet has been dramatically changed over the years. From an academic network used to exchange messages, over static web content, to dynamic web 2.0 we are now facing further changes. The network connecting billions of computers will soon become a network that seamlessly connects all kinds of digital devices, everyday objects, i.e. the "things". These things, often called "smart objects" and the concept, where all of them are interconnected and collaborating, is called "Internet of things" (IoT). According to the ITU-International Telecommunication Union, IoT will enable connectivity for anyone and anything from any place at any time [1]. The range of new applications based on the IoT technology is wide and diverse. These applications will likely improve the quality of our lives, but will also bring many new challenges related to privacy, social interaction and technology.

In order to make the envisioned application a reality and achieve an end-to-end communication between the "things", it is necessary to integrate several technologies and communication solutions like telecommunications, informatics, electronics as well as social science. The idea of this concept is based on the pervasive presence of the smart "things", i.e. everyday objects equipped with adequate communication technology and intelligence (ability to process information) such as RFID tags, sensors, actuators, mobile phones, etc. which, through unique addressing schemes are able to interact with each other and cooperate with their neighboring "smart" components to reach common goals [2]. These smart objects augment the awareness of a certain environment and, thus, act as a bridge between the physical and the digital worlds [3]. In this paper, we address the potential of using IoT to build a smart classroom, i.e. a classroom that can provide real-time, automatic feedback on the quality of a lecture, i.e. about the current level of interest of the auditorium and the level of satisfaction of the auditorium with the lecture and the lecturer. Such real-time response will permit the speaker to acclimate the lecture during the demonstration in order to attain the maximum control as well as to adjust the succeeding lectures constructed on the "lessons learned" from the previous cases. The rest of the paper is organized in the following manner. Section II describes the perception of a smart classroom. In section III, related work is discussed. Section IV and V originate system necessities and deliver study of various constraints that need to be followed. In section VI the experimental system design is presented. Section VII concludes the paper.

II. Smart Classroom Concept

The smart classroom notion has specified the imprint in the literature as an internet-based distance education organization; or an intelligent environment equipped with an assembly of many different types of hardware and software modules [4]. In the process of everyday teaching, lecturers are usually trying to find out if the students (or more generally the auditorium) were satisfied with the lecture, which part of the lecture was interesting, which presentation techniques and approaches were more attractive and effective than the others. Previous studies have shown that approximately after 10 minutes students' attention begins to decrease. At the end of a lecture, students remember 70% of the information presented in the first ten and only 20% of the last ten minutes [5]. Joining the IoT technology by social/public and behavioral examination, a regular classroom can be converted into a smart classroom that energetically listens and investigates voices, exchanges, schedules, performance, etc., in order to reach a conclusion about the lecturers' presentation and listeners' satisfaction. This will permit speakers to steadily convey decent

demonstrations and make improved influence, While the spectators will profit from stimulating lecture thus making the knowledge process smaller, More efficient as well as more pleasant and even entertaining. The research conducted at MIT (Massachusetts Institute of Technology) shows that it is possible to merge computer and social science in order to analyze human behavior. All work is based on the theories that state that humans have two types of "Minds": Habitual, Which is fast, Parallel and automatic; And attentive which is slow, Serial and rule based [6]. New psychological researches estimate that much of human behavior is habitual and that mindful decisions play little or no role [7]. Therefore, People are much patterned in how they behave and in some degree repeatable and predictable. The patterned human behavior can be used for further research: Digital representation of parameter patterns (Pattern frequency, Sound level, Etc.) may have certain features that can be utilized for analysis of the lecture quality. In an ideal case, A smart classroom should not differ from a standard classroom environment; Respectively the students are not observed in an intrusive manner, And hence they behave naturally.

III. Previous Work

Previous work is not directly related to this subject, As it focuses mainly on enhancing learning in a different manner. The perspective of the existing work is oriented toward digitalization of the ambient, Conversion of written materials into electronic form, Tele-Education, Human to computer interaction, Web based distance learning, Interaction in a classroom or a conference, Etc. To our knowledge, This is the first attempt to specify the problem of live feedback on lecture quality and analyze the requirements. In [8], Automated capture of audio, Video, Slides, And handwritten annotation during a live lecture is proposed. A system for locating and tracking lecturer in the room using acoustic and visual cues is described in [9]. MIT developed a platform for which can measure the numerous features of interaction, Including nonlinguistic social signals by analyzing the person's tone of voice, Facial movement, Or gesture utilizing wearable device [10]. Similar research was conducted in [11] where wearable sensors were used to create group social index of interest. These devices must be worn in order to provide parameters for measurement. This is not the most prominent solution as the individuals are not behaving naturally when they know that they are being observed. Nevertheless, Previous work can be a good starting point for further research. The problem of real time feedback on lecture excellence, By seeing the parameters existing in spectators and their digital demonstration in time scale.

Available for a real world battle. To get more objective measurements, Training conditions must be as similar as possible to the conditions in a real world. It is still difficult to extract cues from a "Live" Environment, Due to the limitations of the technology. **Social interaction integrity:** From the sociological point of view, The students' unawareness of sensors presence is advised: The sensors can be located anywhere in the classroom, But preferably not worn by the students. It is important not to influence the social interaction integrity as student may not behave naturally when they are known that they are being observed. Therefore, Approach with less invasive sensors is mandatory. **Open architecture:** Observed parameters contain valuable information that can be used by different platforms, Or for further researches in social and computer sciences. This requires certain openness of the system architecture based on cloud computing technology that enables its services over the internet and includes dynamic, Scalable and virtual resources.

i. Parameters Analysis

Our primary focus is to continuously monitor the level of satisfaction of the audience with an ongoing presentation. To accomplish that, It is necessary to find the parameters that have to be measured and monitored. As a part of this research questionnaire is conducted among 230 students from two different universities. Results show that fidgeting and noise are two most common ways of expressing the lack of interest. Accordingly, In table I parameters are presented as well as sensors that can be used for observation of the given phenomenon.

Table I. Parameters

TABLE I. PARAMETERS		Sensor	Parameter	Output		
PIR Sensor	Fidgeting	Motion existence	Microphone	Noise	Noise existence	Camera
		Fidgeting	Motion level			
Sound sensor	Sound level	Sound level				
IV. REQUIREMENTS						

IV. Requirements

Before analyzing parameters, System requirements along with concerns related to system realization are presented. **System** should be able to extract required information from the ambient. Therefore, It requires processes

Such as: Scene capturing, Motion detection, Sound recording, And interpretation of extracted parameters in real time. Scene Images captured with camera will be processed for finding small differences between picture frames; For avoiding third party influence (E.G. Someone has entered the classroom), Or Movements that are not finding. Sound level will be obtained with sound sensors. **Real-Time feedback** can be given as a chart in real time; Demanding time correlation and data fusion of Multimodal data (Visual, Audio, Environmental, Etc.). Its Existing, Timely dispersed patterns should be synchronized and Correlated in terms of a time scale. **Real vs. Laboratory world:** Experimental research is usually conducted in laboratory Conditions, That results with a small arsenal of techniques

A. Audience activity

The observational research shows that decline of attention is followed by certain changes in behavior. Researcher such as Behavior such as fidgeting, Doodling, Yawning, And looking Around as indicators of inattentiveness [12]. Therefore, A mount Of motions (Fidgeting) Can help us in determining the Satisfaction level of audience by measuring the activity level. The measurement of fidgeting is roughly an indicator of attention, But in combination with sound level measurements it can provide more confident results. Social research [13] Indicates That each basic emotion consists of one process in the brain and is manifested as a set of components: Vocal expression, Hand Movements, Facial cues, Etc. Therefore, Certain parameters can Be indirectly measured through movement tracking, As they Represent side effects of these cues. Activity level of motion Can be recorded with camera and pirsensor which is in more Detail explained in experimental design section.

B. Sound

The difference between active listening and unnecessary discussion can be identified by the spoken words from the Audience. Nevertheless, Detecting spoken words automatically From a spontaneous speech is a demanding technique, Because The existing automatic speech recognition (ASR) Systems have An error rate escalating with the differences in the training and The execution environment. On the other hand, Sound (Noise) Level can be easily tracked by sensors, And it has been shown That background noise level has a significant impact on Students' learning process. Jonson [14] Reported that noise or Echo affects a student's concentration, Causing Misinterpretation of the lesson. Increasing the noise level is Followed by the student's decline of attention. On the other Hand, If student finds the lecture uninteresting, They produce More noise.

V. Experimental Design

In order to present the idea of the real-Time feedback in More detail, In this section techniques and methods are given as The experimental design. The proposed system (Figure 1) Consists of IoT devices that collect data and send it towards The gateway. The data center is utilized for storage and Analysis, As well as for signal processing and the classification. The response on lecture superiority is offered in a real time to The end operator. Technologies for data transport are http, XML. The algorithms for signal analysis and classification are Implemented in java. The Pachube [15] Cloud platform is one Way to present the results, Visualize, And deliver to third-Party. The parameters from table I, Can be summoned with the Following devices: Pirsensors, Videocamera, Noise sensors, And microphones. During the measured period, All observed Persons can express their interest level by using "Rate-It" Interest meter, Which enables comparing calculated interests With the provided ones.

PIR (Passive Infrared) Sensor is an electronic device that Measures infrared light radiating from objects in its field of View and can be used for motion detection within a range of 6 Meters. The output of the sensor is: 0- If no movement is Detected; Or 1- If any movement exists. In order to cover the Whole classroom, Total number of these sensors depends on the Area. During lectures some students will be moving, And Discrete values can be linked together in order to get continuous Function.

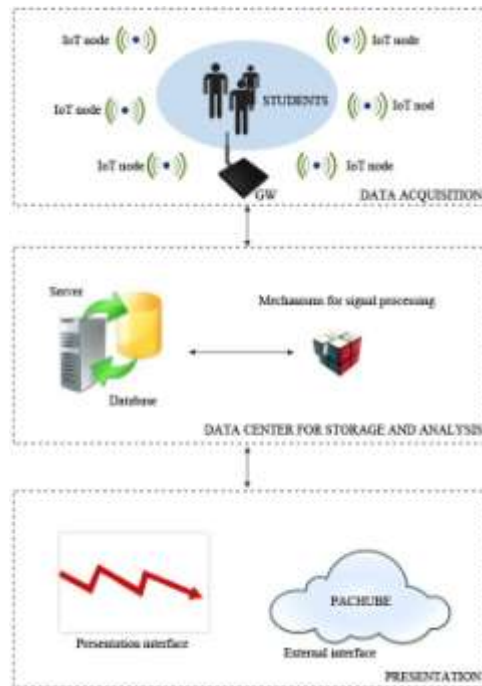


Figure 1. System Architecture

Camera- The whole scene can be captured using one Wide-Angle camera. Two frames obtained in different time frames can be compared and the percentage of their Mismatching calculated. In order to avoid the most extreme cases and third-Party influence (E.G. Someone entered the Classroom, Lecturer's walking, Etc); Very high differences will be ignored. Therefore, Threshold will be determined and all Values above threshold will be eliminated. Frames will be Captured in regular intervals, And if obtained value for the Observed interval is below previously defined threshold value, It will be used as discrete value and will be linked with other Obtained regular discrete values, While extreme values will be Ignored. Again, It will produce another continuous function. The frame difference is calculated as:

Movement will be detected by the nearest pirsensor. The

$$N_{diff_Percent}(T, T$$

, I)

Stirring level is correlated with the number of sensors detecting

$$F(T) = \frac{1}{2}$$

(2)

Movements. Supposing that $pir_i(T)$ is the output of the i^{th}

Sensor at a given moment t , The following formula shows the

$I=1$

Percentage of totally movements:

N

$$(Pir_i(T))$$

$$F(T) = \frac{I=1}{N} * 100N$$

(1)

Where f and t Represent time frames; i is the camera number

And n is the number of all cameras in the deployment. $F(T)$

Function is calculated for the time point t . If calculated Differences have extreme values, These values will be ignored As it is described in next pseudocode:

$$\text{If}(\text{Diff_Percent}(T, T, I)) > \text{Threshold}$$

Where n represents a total number of pirsensors. All Calculated values will be in range (0, 100); If all sensors detect

Movements, The value of the function will be 100, And if no Movement is detected, The calculated value will be 0. This

Function can be calculated in regular intervals and it is obtained

Then ignore camera i

Else take its value into calculation process

Calculating movements by pirsensors and by camera may seem redundant at first, But it actually contributes the accuracy of the calculation. Camera algorithm shows movement intensity, While pirsensor gives only information of movement existence.

Sound level is measured with sound sensor that outputs values in db units usually in range between 45db and 110db

With accuracy of ± 3 db. In order to get more precise results, At

Least three sensors should be used. These sensors' locations should

Not be less than 0.5 meters far from the walls, Ceiling or floor And not less than 1 meter far from the external sources of noise (Like windows or ventilations systems). Every value obtained by

These sensors is at first normalized to the scale (0,100), And its Average is calculated using the following formula:

$$I_{min} * 100 \frac{N_s(T) - S}{N_s(T) - S_{min}}$$

VI. Conclusion

The smart classroom notion from a totally novel viewpoint is defined: Real-Time feedback on lecture quality by using IoT is described in this document. The main contribution of this paper is an innovating approach to a smart classroom environment, and novel multidisciplinary research subject. This approach demands an understanding of the problem statement in order to define parameters with further aim to create a good prologue for the system implementation. Our paper focuses on use of the sensing and the monitoring technology to explore listeners' behavior in intelligent environment. Collected information can provide insight into auditorium activity level

By correlating the sound and the movement's existence and intensity. Such intelligent environment could actively observe

$$F(T) = \frac{I - I_{min}}{I_{max} - I_{min}} * 100$$

Student response to a lecture, and be useful to a lecturer to increase the lecture quality. The experimental design is given in order to present the idea in more details. Digital representation

Where s_i represent values obtained by noise level sensors; While s_{min} and s_{max} are minimal and maximal value that can be

Registered by sensors s_i , And n represents total number of sensors. Similarly to camera and pirsensor functions, Discrete

Values calculated throughout measured time period can be linked together forming the continuous function that presents noise level throughout lecture.

Microphone: Supposing that $mic_i(T)$ is the output from the i^{th} microphone at a given moment t , The following formula shows the percentage of total number of microphones registering noise:

$$K \frac{\sum_{i=1}^N mic_i(T)}{N}$$

Of auditorium activity can be provided as a chart in real-

time for above mentioned parameters. Practical examination of the smart classroom subject will

present new issues for research and consideration.

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$$F(T) = \frac{I - I_{min}}{I_{max} - I_{min}} * 100$$

(4)

- [4] W. Xie, Y. Shi, G. Xu And D. Xie, "Smart Classroom - An Intelligent Environment For Tele-Education", The Second IEEE Pacific Rim Where k represents a total number of microphones. Similar to Previous functions, All calculated values are in range $(0, 100)$; If All sensors detect noise, The value of the function will be 100, And if no noise other than speaking is detected, The calculated Value will be 0. As previously, This function can be calculated In regular intervals and its obtained discrete values can be Linked together in order to get continuous function.

A. Analyzing and comparing results

Using previous formulae every parameter is represented by A continuous function which values are between 0 and 100. Therefore, Values received from different sources can be Combined and compared and its correlation can be used in Calculating students' attention. For example, If average value of These three functions is above some previously determined Threshold, It shows that students are moving and fidgeting a lot And are very noisy in the same time, Which with high Probability can mean that students are not paying attention. The Amount of motion and noise level can be considered as an Attention indicator: Higher the level of both parameters are, The Bigger is chance that lecture is not interesting. Nevertheless, "Noise" In case when there is high level of attention should Have different pattern than in case when the attention is low; I.E. Sound and motions should be more synchronized. The Synchronization between patterns is not covered by the Experimental design as it requires more practical research, And It will be considered in future work.

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