

Big Blue Button Sandbox Project - Final Report

This document outlines the deliverables for the Final Report

Application: Big Blue Button

Type: Web conferencing

Similar to: Adobe Acrobat, Blackboard Collaborate

Teaching & learning application: enables synchronous interaction among faculty & students

Due Date: Mon,
June 30

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Institutional Deliverables

A final report on the institutional experience with the project is due on June 30th, 2014. This report does not have to be extensive, but should address the following questions.

1. Describe how the system was tested at your institution.
 - o How often did you use the system during the pilot?

We invited any interested faculty to test it out on their own and organized one group meeting with about 8 participants. At least 3 faculty members tested the features on their own, and one group used it for small department meetings at least 3 times.

- o How many users did you have testing the system?

Our largest group online at once was 8. Overall about 12-15 people tested it out.

- o What types of activities did you try in the system?

audio, video, powerpoints, screensharing

2. What parts of the system did your users like? Dislike?

What worked well with the system and what did not work as expected?

The simplicity is BBB's big advantage

Audio and video seemed to work fine for most, although some reported audio cutting in and out

Screen sharing was a problem for most users. At our group meeting, no one was able to share their screens successfully. I was eventually able to get it working. It required me to uninstall a previous Java version before I could get it working. I suspect that most users browsers are requiring them to click to allow Java to run and you seem to have to do it several times during the "test java" option.

During our group meeting, some users had problems with displaying Powerpoints. There seemed to be a wide variance on the rate the slides advanced, especially where they were graphic heavy.

Whiteboard- having to upload a blank slide in order to use the Whiteboard is really intuitive for most people.

3. How could this application be used in a teaching and learning context?

Most faculty would like the option to offer real-time class meetings and to provide a way for students to work in groups online.

4. Were there technical issues with the system during the sandbox project? Describe them.

As above, screen sharing was a problem and lag time on slide advancing

5. Were you able to find support independently (ie from a user community or other open resources, like websites and blogs) when you experienced issues?

Didn't really pursue this.

6. Did you use the application within an LMS? How difficult was it to integrate with LMS's?

Briefly tested with Moodle. Was able to set up a meeting activity within Moodle. The "display recordings" option wasn't functioning for us—perhaps it needed to be configured differently

7. What features are missing that you wish the system had?

- Whiteboard could function better
- a more obvious recording option

- more options for participant interaction beyond hand raising—polling or indicators of some kind (checkmarks, thumbs up/down, etc.)

8. Compared to other types of web conferencing system you have used, how would you compare BBB?

The audio and video worked as well if not better than most other systems I've used. Like any other system, thorough testing by users prior to attending a meeting is critical. An extensive trouble shooting list would be helpful

9. What advice would you have to other institutions who might be considering using this software? BCcampus participation

Try it out and see if it meets your needs. I suspect most of our users would have very simple requirements and for those users it would meet their needs. It may not meet the needs of a small group who need more advanced tools like break out rooms, polling, access from mobile devices.

Thanks for giving us the opportunity to try it out.



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