



# *iLikeIT2*

*Learning Through Innovative Collaboration Enhanced by Educational Technology*

## **Pedagogical strategy for implementing Educational Technology in the classroom**

**- Especially directed towards collaborative work**



# User Manual

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# iLikeIT2

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# *iLikeT2*

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## iLikeIT2

This user guide provides a thorough explanation about iLikeIT2 application from its features to a comprehensive walkthrough about its use.





iLikeIT2 is an application used primarily for video conferencing and polls. In addition to audio and video, screen sharing is available, and new members can be invited via a generated link. The interface is accessible via a web browser or with a mobile app.

### Supported Browsers

Supported Web Browser means the current release from time to time of Microsoft Edge, Google Chrome, Apple Safari, etc., via which the iLikeIT2 platform can be accessed.

#### Desktop browsers

iLikeIT2 application relies on HTML 5 technologies, meaning it works out of the box with any modern web browser, without the need for Flash or any other plugins or extensions. See table below:

Browser	Support	Versions	Notes
 <b>Chrome</b>	Yes	>= 72	Best results with >= 96
 <b>Firefox</b>	Yes	>= 68	Best results with >= 101
 <b>Safari</b>	Yes	>= 14	Best results with >= 15, output device selection unsupported
 <b>Edge</b>	Yes	>= 79	Edge Legacy is unsupported

#### Mobile Browsers

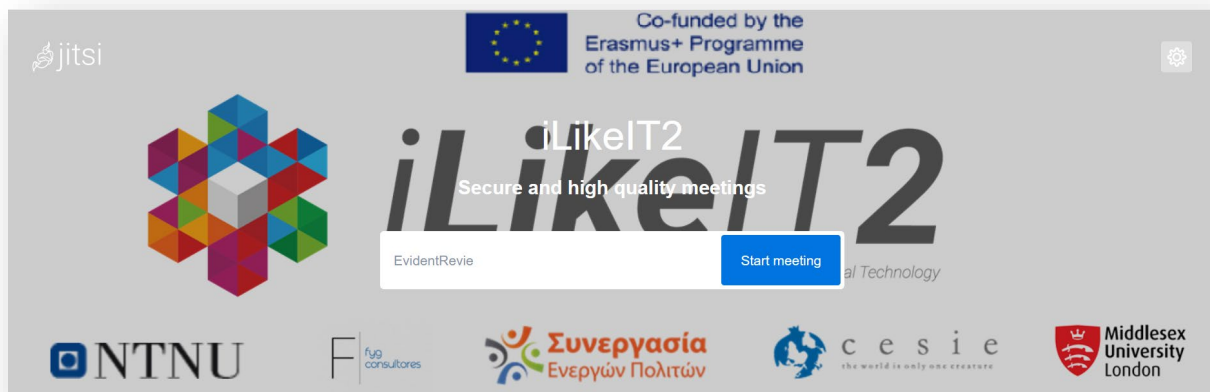
A mobile browser is a web browser designed for use on a mobile device such as a mobile phone, PDA, smartphone, or a tablet. Mobile browsers are optimized to display Web content most effectively on small screens on portable devices.

Android and IOS support the iLikeIT2 mobile experience as share the same engine.

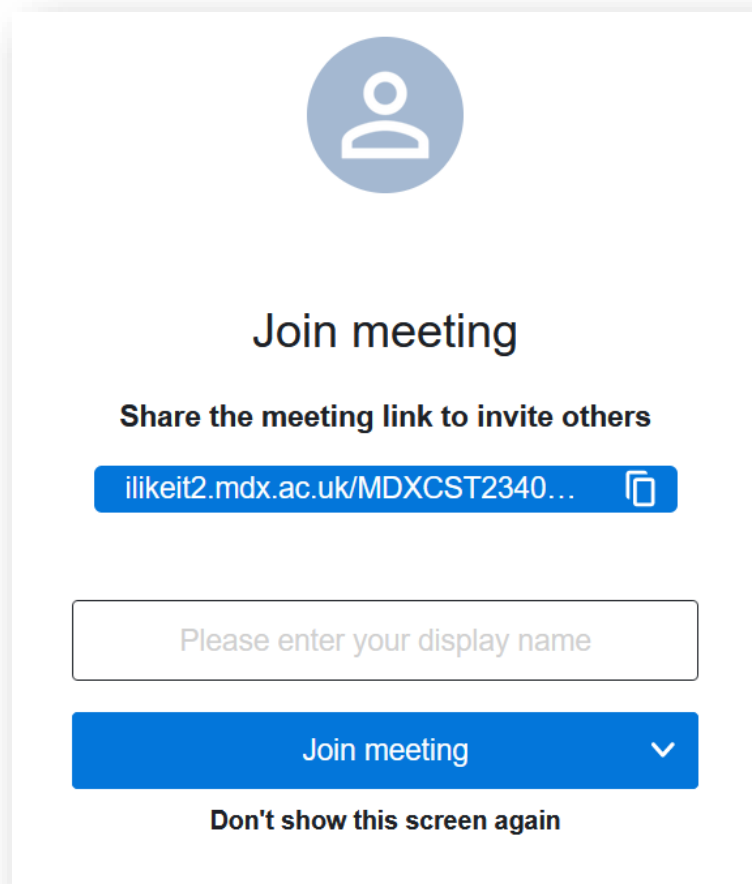
## Start an iLikeIT2 meeting

To create a new meeting, you need a [supported browser](#).

Open the web browser and in the address-bar type the following url: <https://ilikeit2.mdx.ac.uk/> and then press Enter. The page opens as shown in the figure below:



Enter a name for your conference (e.g., iLikeIT2 Demo) in the "Start new meeting" field and then click the blue [\[Start meeting\]](#) button. The following window opens.



## Notes

**Note 1:** Please do not use any special characters, spaces, or umlauts for the meeting name, as this can lead to problems.

**Note 2:** iLikeIT2 offers a functionality that automatically suggests names for the conferences. These can be overwritten.

It is possible that no picture of you will appear at first. To do this, the browser will ask you whether you want to allow camera access. Please confirm this by clicking on allow or permit. Sometimes you also must click the camera button at the bottom of the screen first to activate the dialog for allowing camera access. Do the same with the microphone the first time you use the application.

Enter your display name in the "enter your name" field and then click the [\[Join meeting\]](#) button.

**Note 1**

**If you do not see a video image of yourself, check the following points:**

**The camera on your device is:**


- present (small lens at the top of the screen / an external webcam on the monitor),
- activated (on some laptops you can actively switch the webcam on/off),
- plugged in (only necessary for external webcams),
- installed (some devices require the camera to be installed first).

**Note 2**

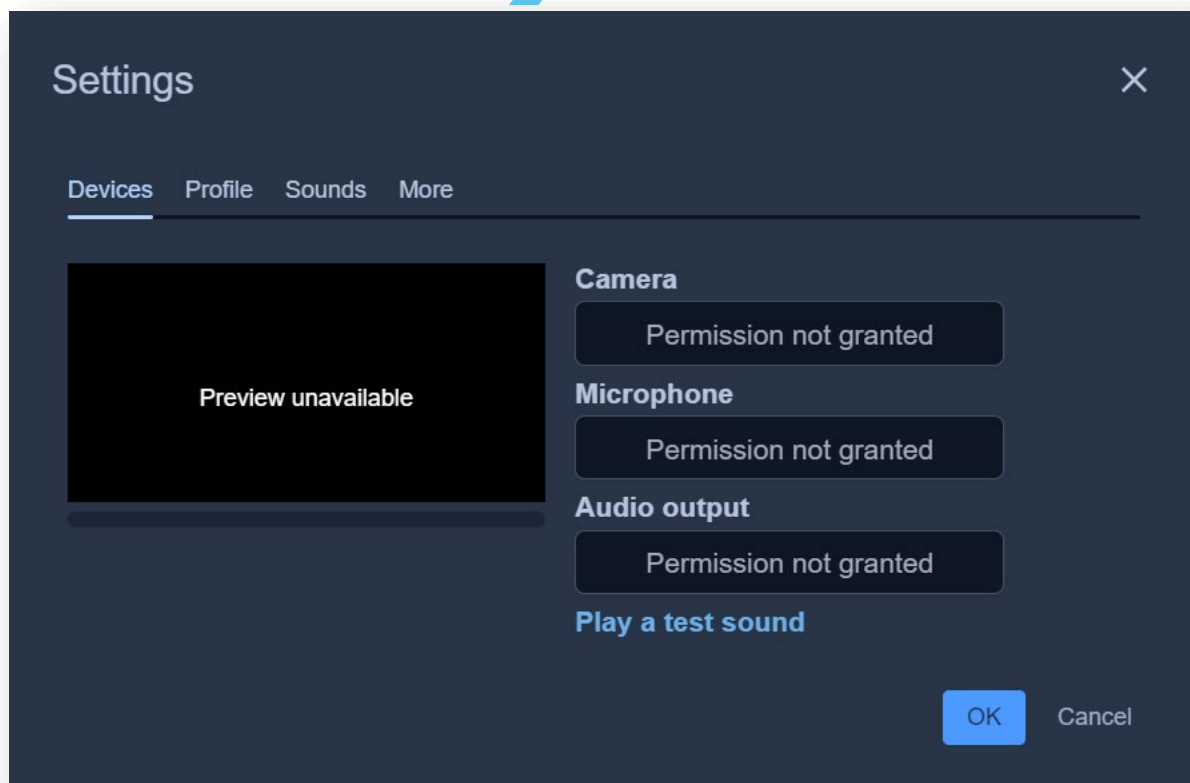
**If you cannot transmit sound, check the following points:**

**The microphone on your device is:**

- available (especially with desktop devices, a microphone is never actually integrated. Here you need an external microphone or headset, which you connect to the appropriate ports on your PC),
- activated (on some laptops with an integrated microphone or headsets there is a switch to activate / deactivate the microphone),
- plugged in (only necessary for external microphones),
- installed (on some old computers the microphone must be installed).



Further settings setup could be done via the  button at the main login page, up in the right corner. The following window opens as shown on the next page.





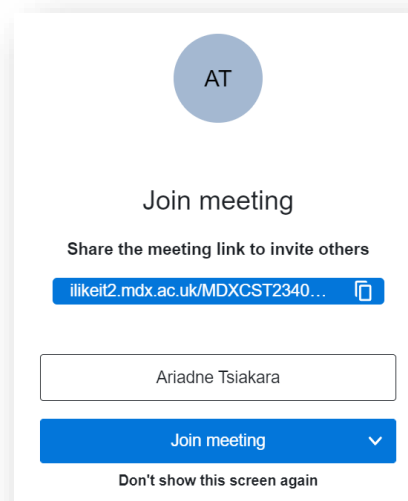
In this window you can change the settings for your Devices, your Profile, Sounds and more and then click the [\[OK\]](#) button to confirm the changes.

### Share an iLikeIT2 meeting

First, you need to Join or to Start a Meeting and then click on the More actions  button or the  button from the bottom task bar.

Alternatively copy the link from the “Join meeting” window and send it to people you want to invite.

Click on the [\[Invite people\]](#) button and share the meeting link to invite others.






## Join an iLikeIT2 meeting

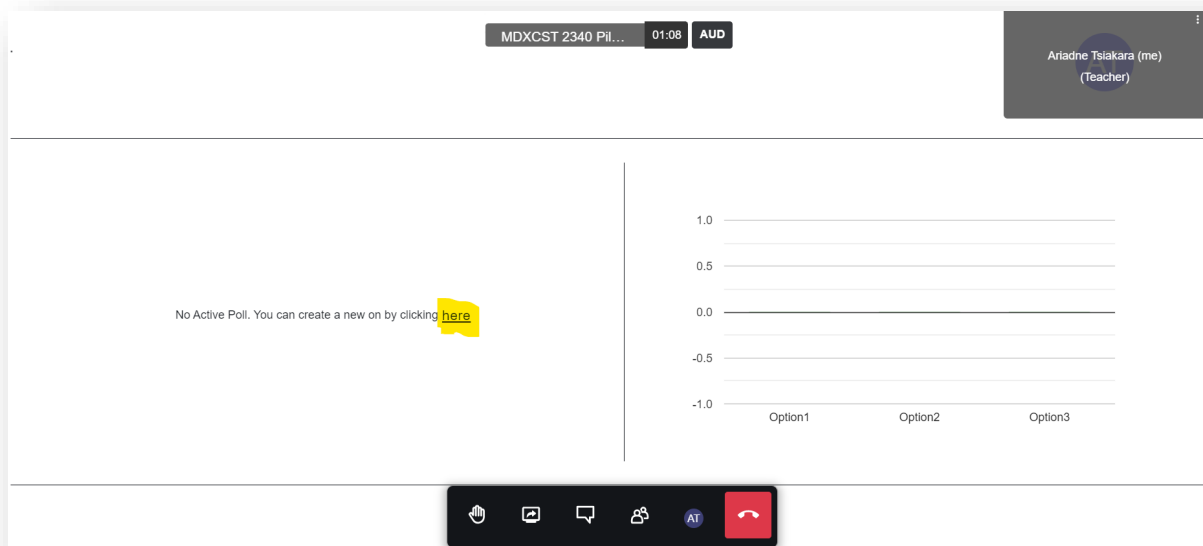
People can invite each other to iLikeIT2 meetings by simply sending a link.

1. If you have received such an invite link from a trusted source, copy it into your browser's address bar and press Enter / Return.
2. Your browser may first ask you to grant microphone and/or camera access. If you trust the person who invited you, confirm this access request. Please refer to the browser's documentation for details (e.g. Firefox, Chrome, etc).
3. If prompted, enter a name, which will be visible to other participants in the Meeting room.
4. Adjust the camera and/or microphone settings via the dropdown menu items. This is optional.
5. Click on Join meeting.

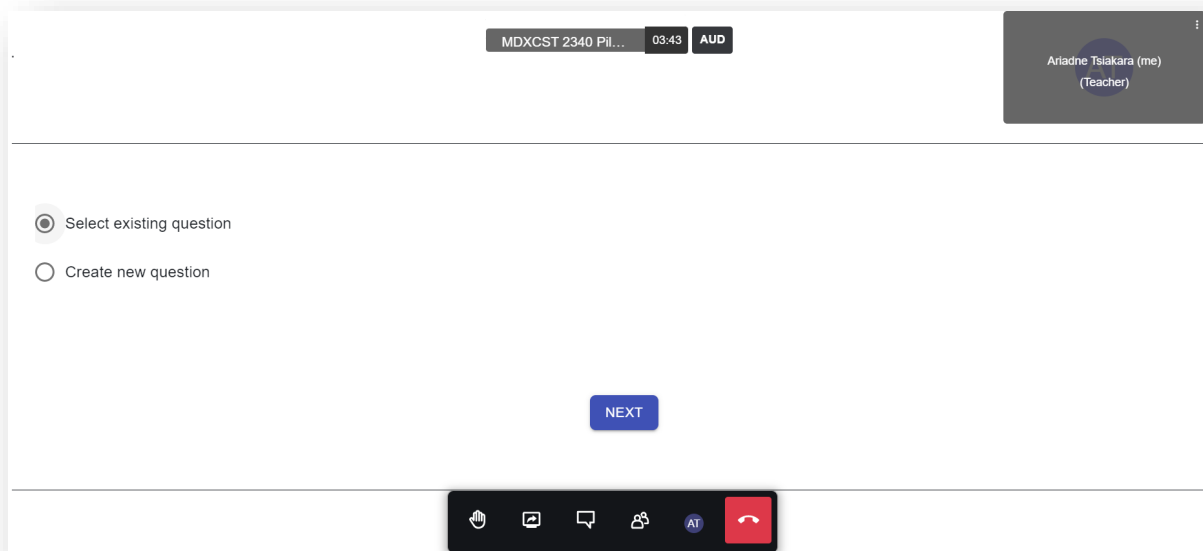


## Features and current design

"Create a poll" button in tab  or you may use the link on the main screen as shown below.

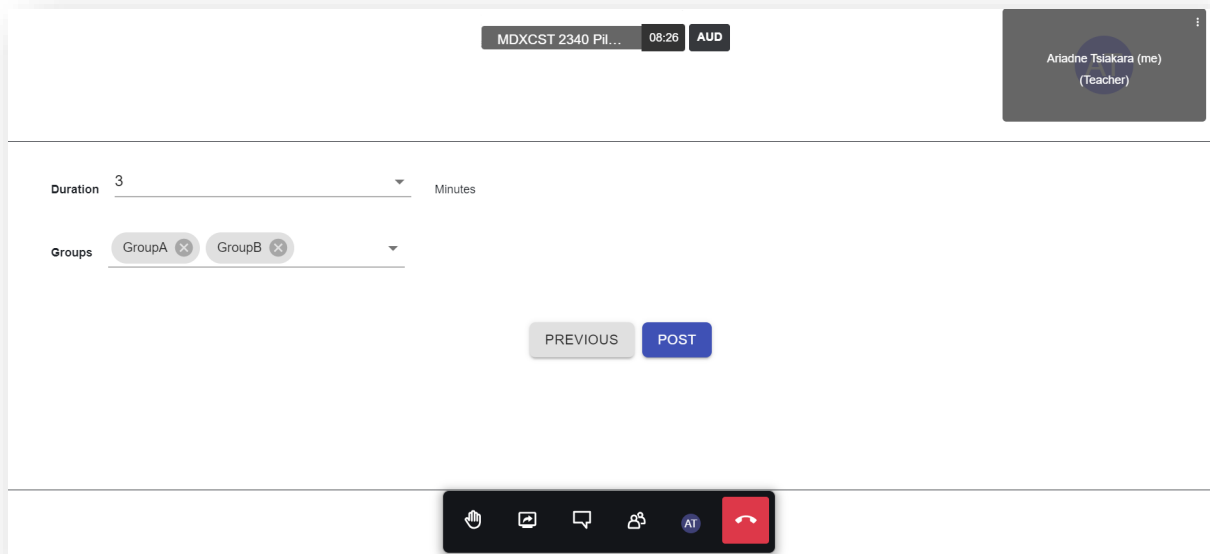


Poll creation form in tab: You may create a new poll question or use an existing one as shown below.



### Display of current polls in sidebar

- Select multiple answers or skip to answers
- Revert answer
- Add duration on the questions
- Choose the groups that will participate



The screenshot shows a poll creation interface within a meeting sidebar. At the top, there is a header bar with the text "MDXCST 2340 Pil..." and a timer "08:26" next to an "AUD" button. On the right side of the header, there is a user profile card for "Ariadne Tsiakara (me) (Teacher)". Below the header, the main area contains a "Duration" field set to "3" with a dropdown arrow and the unit "Minutes". Below that is a "Groups" section with two buttons labeled "GroupA" and "GroupB", each with a close icon (X). At the bottom of the main area, there are two buttons: "PREVIOUS" and "POST". At the very bottom of the sidebar, there is a dark bar with several icons: a hand, a screen, a speech bubble, a person, a microphone, and a red button with a white phone handset icon.

When a new poll is created, a message is broadcast to all users containing the following information:

- a randomly generated poll ID
- the ID of the author of the poll
- the question
- the possible answers

When a user answers a poll, another message is broadcast containing the following information:

- the poll ID
- the user ID
- an array of Booleans, matching the list of possible answers

Currently, this data is processed client-side, by each client independently. We would like to add some persistence to poll results, so that newcomers to a room can see previous polls, and potentially answer them. Before doing so, however, we would like to make sure we are using the best method for implementing this protocol.