iProf Monitor

Student User Manual >>
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Student Side

1 The Interface of Student Side

Students can join in class activities using iProf Monitor with the following touch UI.

1.1 Application Icon

An application icon appears on the Menu Screen in the Student Tablet.
2 Student Login

2.1 Set up the Login Name

Before you connect to a teacher, you must set up a User Name.

To Set Up a User Name

1. Touch the Set Name icon on the touch UI, the Set Name dialog will popup.
2. In the Set Name dialog, enter your login name.
3. Click OK.

Notes

✧ This name will be used as the unique ID for you to connect to your teacher. For students connect to the same teacher, identical names are not allowed. If you have the same User Name as another student, your teacher will automatically notify you of the situation and let you choose another name when you login the next time.

✧ You can change your name offline.

2.2 Connect to the Teacher-side Computer

After your computer is connected to the wireless network or LAN, the Classroom Management by IProf software will automatically refresh the teacher list on the network. You can then choose a teacher by yourself and start to learn.

To Connect To a Teacher

1. Touch the teacher name on the touch UI.
2. If this is your first time to connect to a particular teacher, your request must be approved by that teacher before you can join the class. The teacher may accept your connection request, or reject it.
3. If the teacher rejects your connection request, you will receive a prompt message: "The teacher you selected has rejected your connection!"

4. If you reconnect to a teacher you have connected to before, your connection request will be accepted automatically.

**Automatic Connection to the Teacher**

When a teacher launches the Classroom Management by IProf software and executes the Lock function to enforce student connection, the student who has not connected to any teacher will connect directly to that teacher. The student cannot choose teachers in this case.

**To Disconnect a Connected Teacher**

1. Touch the **Disconnect** button on the touch UI

**2.3 Student UI**

After you connect to teacher, the student screen will change to the following touch interface.
The meaning of each functional button on the toolbar is as follows:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Set Name" /></td>
<td><strong>Set Name</strong>: To change your login name</td>
</tr>
<tr>
<td><img src="image" alt="Disconnect" /></td>
<td><strong>Disconnect</strong>: To connect /disconnect to the teacher’s class</td>
</tr>
<tr>
<td><img src="image" alt="Raise Hand" /></td>
<td><strong>Raise Hand</strong>: To raise your hand to ask questions.</td>
</tr>
<tr>
<td><img src="image" alt="Send Message" /></td>
<td><strong>Send Message</strong>: To send messages to your teacher, or to view the messages sent by your teacher.</td>
</tr>
<tr>
<td><img src="image" alt="File Submission" /></td>
<td><strong>File Submission</strong>: To submit assignment files to your teacher.</td>
</tr>
<tr>
<td><img src="image" alt="File Receiving" /></td>
<td><strong>File Receiving</strong>: To View files received from Teacher</td>
</tr>
</tbody>
</table>

### 2.4 Student Register

When students connect to a teacher, the teacher can enforce the Student Register process. It allows students to enter their information and to inform the teacher that they are connected to his class.

When a teacher enforces the **Student Register** process, students’ computers will pop up the **Student Register** window.
To Complete the Student Register

1. In the **Student Register** dialog, enter the name.
2. In the **Student Register** dialog, enter the class name.
3. In the **Student Register** dialog, enter the student ID.
4. Click the **Submit** button.
3 The Function of Student Side

3.1 Raise Hand

During the class, if you have any questions for the teacher, you can use the Raise Hand function.

To Raise Hand

1. Touch the Raise Hand button on the student interface.

3.2 Send Message

During the class, you can communicate with your teacher by sending text messages.
To Send Messages

1. Touch the Message button on the student interface.
2. Type text messages in the input box on the student interface.
3. Touch the Send button.

Notes

✧ Click the arrow of button and you can insert common phrases in the input box.

✧ If the teacher chooses to reject the text messages sent by a student, the Send Message button on the floating toolbar will change into a disabled status. Then the student cannot send messages to the teacher.

3.3 File Receiving

During the class, you can view the files received from the teacher.
To Receive File from Teacher

1. When the teacher executes the file distribution function, the student interface will change to the file receiving interface.

2. In file receiving interface, touch the file to open it.

3. On the file receiving interface, you can touch the Clear button to clear the history of the file receiving.

3.4 File Submission

During the class, you can send your class assignments to your teacher.
To Send Files to Teacher

1. Touch the **File Submission** button on the student interface.

2. In the pop-up **Submit File** interface, touch the **Add File** button to add files.

3. Repeat step 2 until you have finished all the files or file folders you want to submit.

4. Touch the **Submit File** button to send the file submission request to the teacher.

5. Wait for the feedback from the teacher. If the teacher accepts your submission request, the file will be submitted automatically. If the teacher rejects your submission request, you will get a message prompt: *Submission rejected! Teacher doesn't want you to submit any files now. Please submit later.*

The teacher may set a limit on the number and size of the files submitted at a time. Your teacher can send you messages such as: "**You can submit only 3 files**" or "**The size of the submitted file should be less than or equal to 2 MB.**" This means the files you submitted must fall within the quota set by your teacher.

During the file submission process, you can touch the **Stop Submit** button to cancel the current file submission.

On the file submission interface, you can touch the **Clear** button to clear the history of the file submission.
3.5 Quiz by answer sheet

Quiz by answer sheet is an activity developed by teacher. After teacher launch Quiz, student can view quiz paper and answer sheet in following interface.

To Answer Multi-choice Question

1. Touch certain option to select this option;

2. Touch certain option again to deselect this option.

To Answer True or false Question

1. Touch √ or × to select this option;

2. Touch certain option again to deselect this option.

To Answer Fill-in-blank Question

1. Enter the answer in input box.


**To Answer Essay Question**

1. Enter the answer in input box.

   ![Submit button]

   Click **Submit** button to submit the answer after completing all answers.

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**3.6 Survey**

Teacher can give a **Survey** during the class session.

**To Start Answering Questions**

1. In the answer area, select the answers you think are correct.
2. Touch the **Submit** button.

   After the Survey is finished, the correct answer will be displayed immediately on the top of the Instant Quiz window if it is not used as Survey.

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**Notes**

- If the answering time has run out, the quiz paper will be submitted automatically.
- Each instant quiz has only one question. There are only two types of questions available, multiple-choice questions and true or false questions.
- If the Survey is for survey only, there will be no correct answer displayed after students submit their answers. If the Survey is set a correct answer, the correct answer will display on students’ screen after they submit their answers.
Technical support

The Technical Support team welcomes your questions and comments.

If you experience any difficulty with the software, you can contact us:

Toll Free: 8908

Mail: CustomerCare@TheDigiLibrary.com

Website: www.MT.TheDigiLibrary.com

When you call technical support, it is helpful if you have accessed to your software during the call.