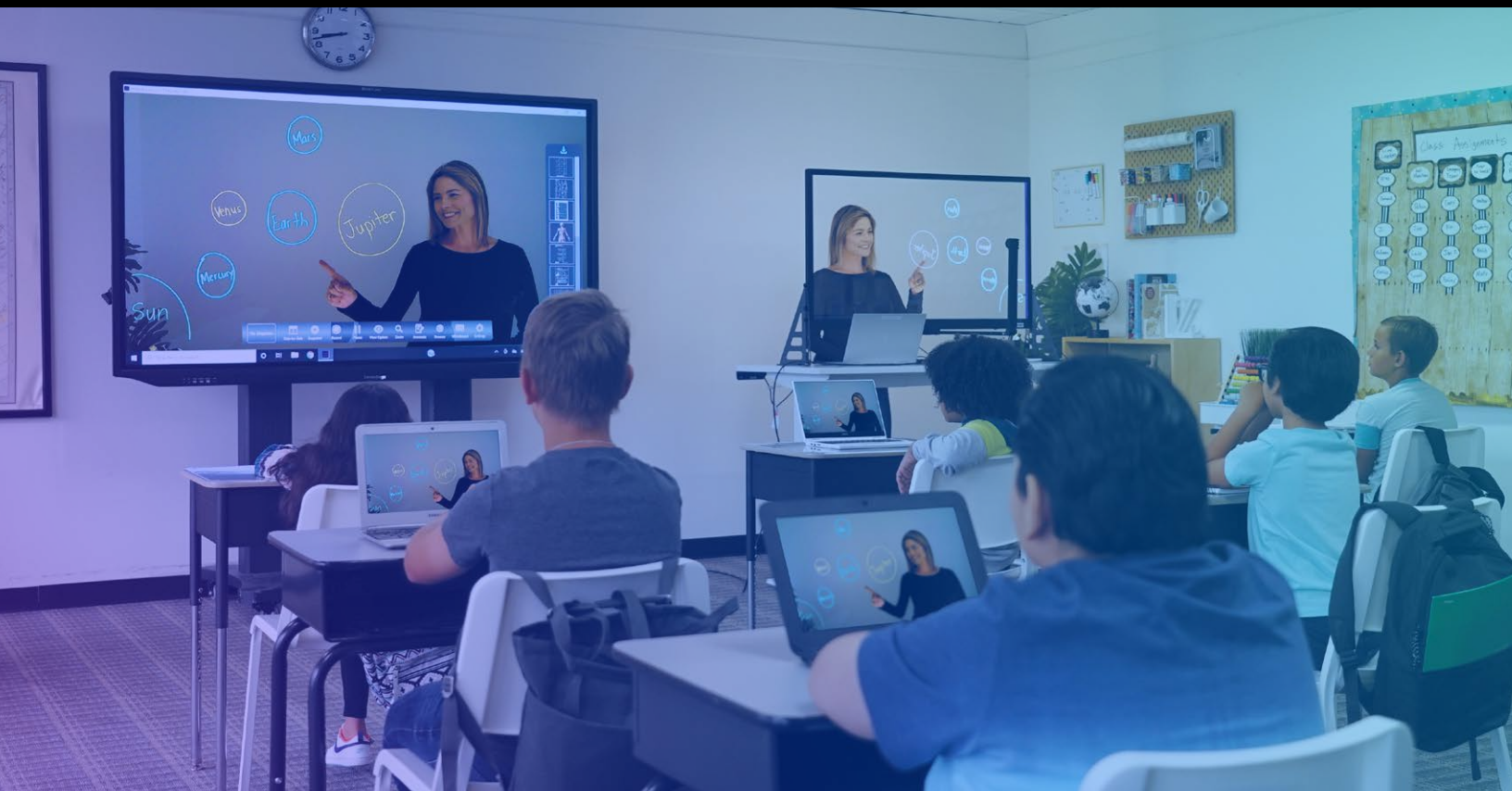




The Classroom Game-Changer

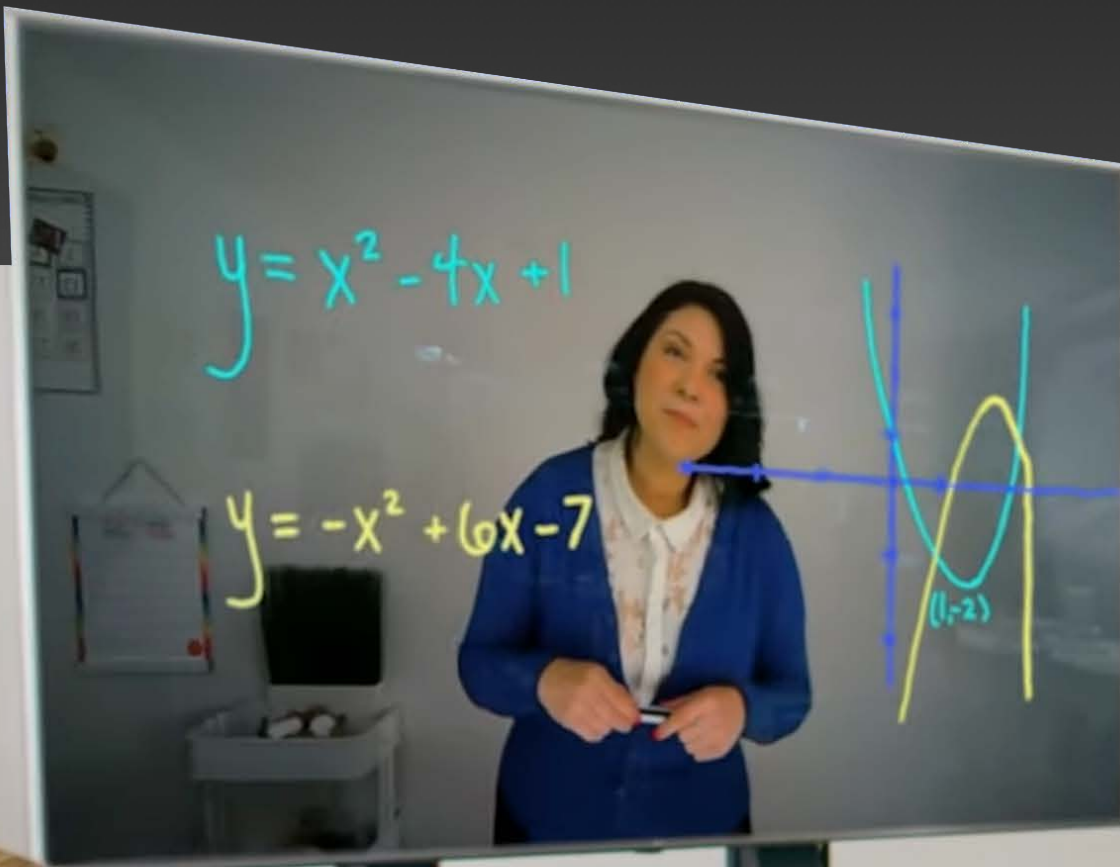
How eGlass can inspire **student engagement** in your classroom.

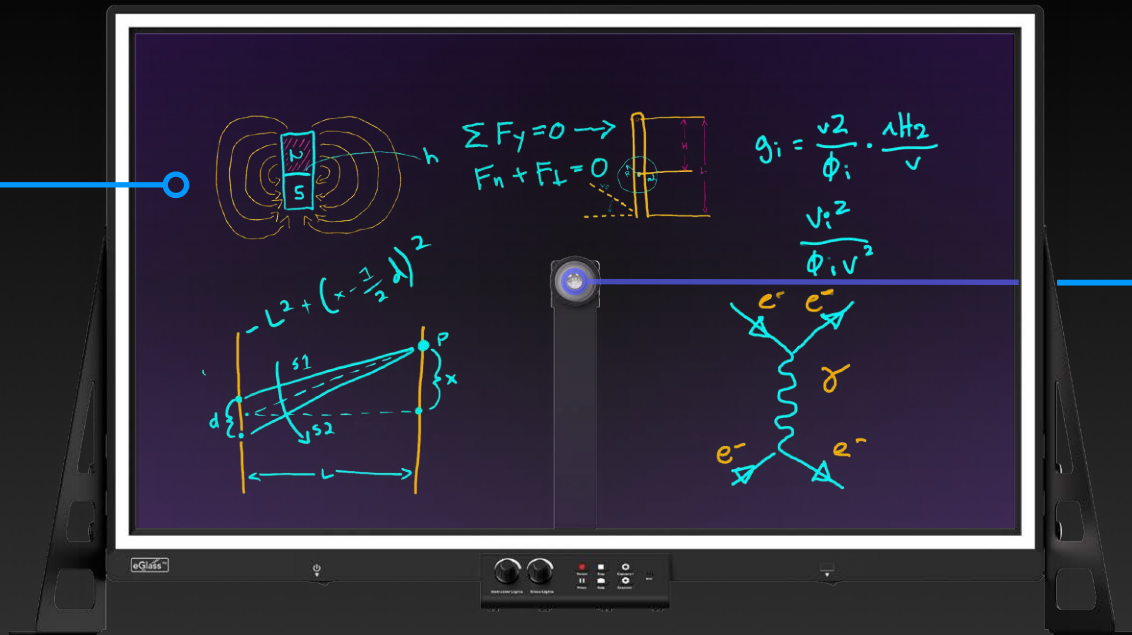
www.eglass.io



What is eGlass?

eGlass is an illuminated glass **lightboard** with a built-in camera, that allows you to **face your students** while you teach.





The built-in camera captures your face and glowing ink writing in the same window, and flips the image so your writing reads left-to-right.



eGlass plugs into your computer with a single USB cable. Free software is included.

eGlass doesn't replace your interactive flat panel. The eGlass camera image is mirrored on your classroom display so that every student can clearly see your face and writing.

Research shows...

Students want to see
your face.

$$f_0 = f_0$$

$$f_0 = f_0$$

$$f_0 = f_0$$

$$f_0 = f_0$$

$$f_0 = f_0$$

$$f_0 = f_0$$

Theory

Theory

c





eGlass simulates eye-to-eye contact with each and every student, drawing them into your lesson and significantly boosting student engagement. This one-to-one connection creates a social-emotional partnership between you and your students.

According to The Cognitive Theory of Multimedia Learning (CTML), “when the learner feels social partnership with the instructor, the learner will exert more effort to understand what the instructor is saying, which results in better learning outcomes” (Mayer, 2017).

In an informal 2020 study, students expressed preference for lightboard pedagogy over a traditional PowerPoint presentation at a 6:1 ratio.

Your facial expressions and eye-contact not only keep your students engaged, but also contribute to their Social & Emotional Learning (SEL).

The Cognitive Theory of Multimedia Learning (CTML), Mayer, 2005; Mayer, Heiser, & Lonn, 2001; Mayer & Moreno, 2003

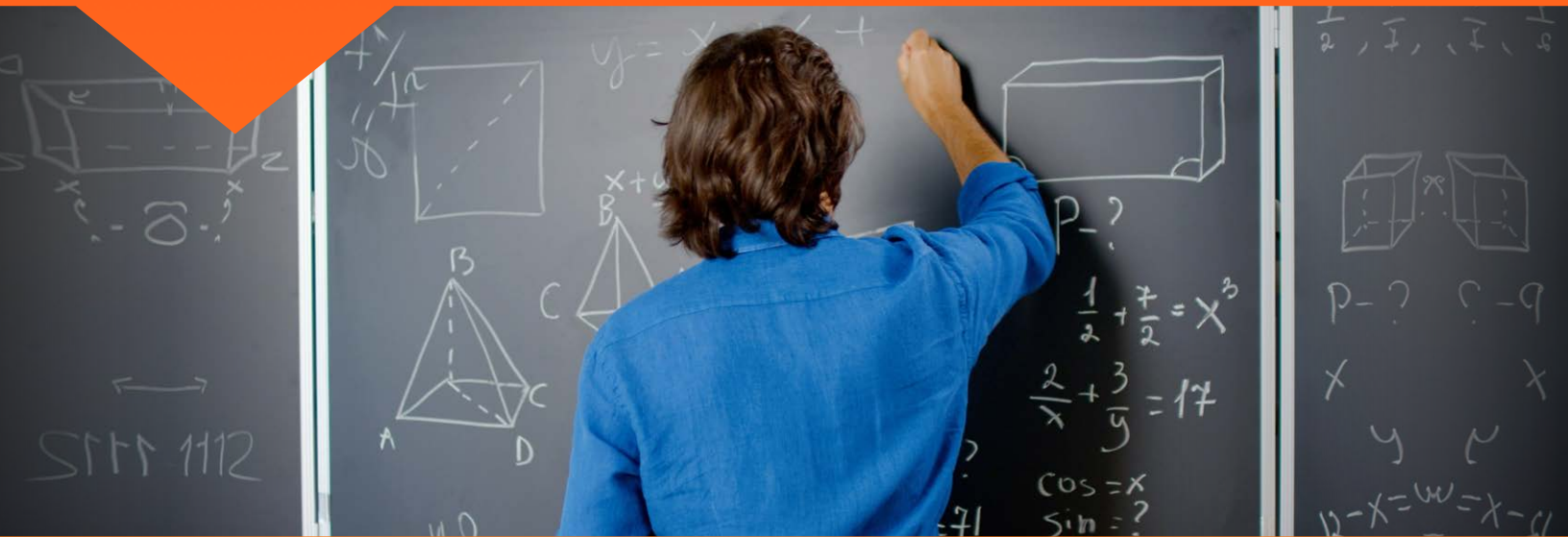
eGlass makes learning easier...

According to **Cognitive Load Theory (CLT)**, students' working memory is only able to hold a small amount of information at any one time (Sweller, 1988). When a teacher turns their back to write on a whiteboard or interactive display, new challenges get introduced that increase cognitive load:

(The Cambridge Handbook of Multimedia Learning, 2005)

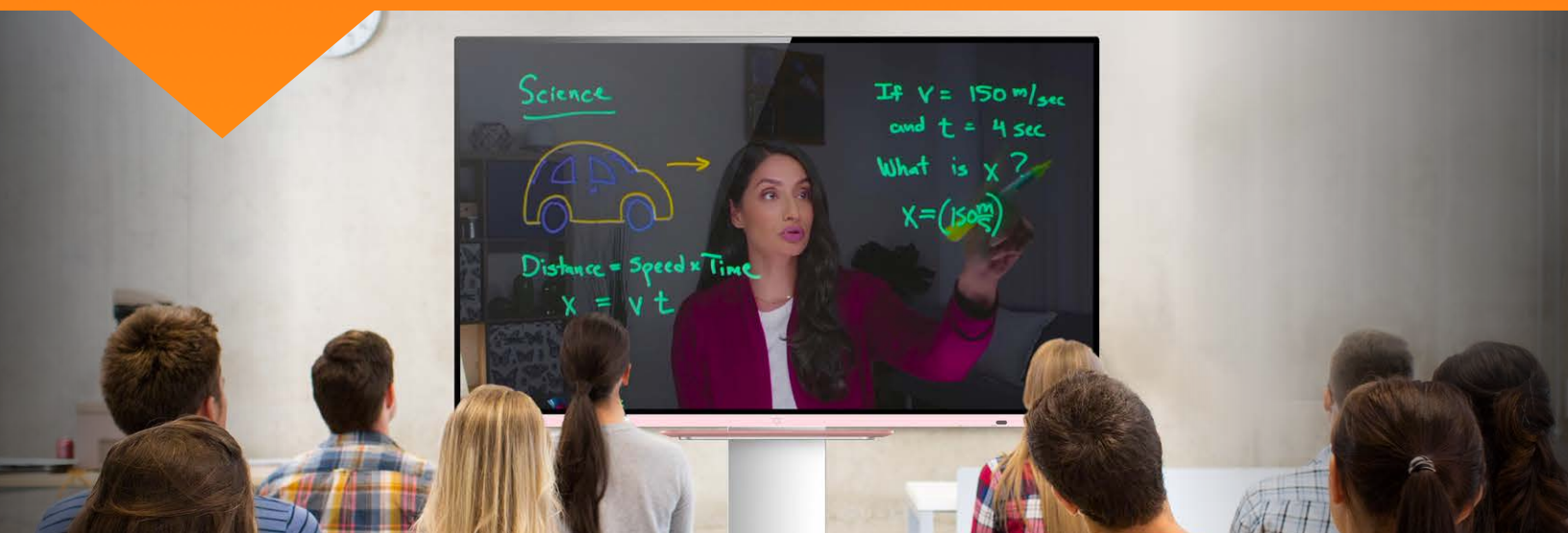
Without eGlass

- Teacher turning their back
- Teacher blocking writing
- Students can't see what the teacher is looking at on the board
- Students can't see the teacher's facial expressions



With eGlass

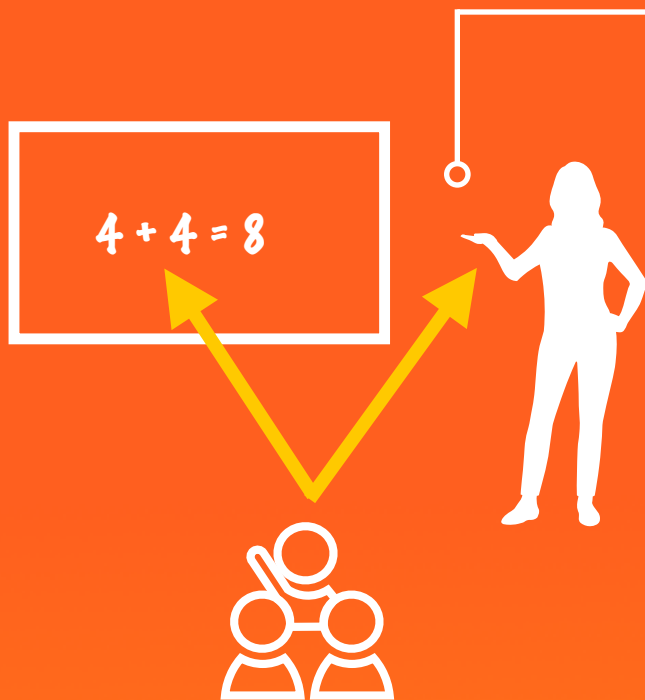
- Teacher facing students
- Not blocking writing
- Students can see exactly where the teacher is looking
- Students can see the teacher's facial expressions



...and solves the “split attention” problem.

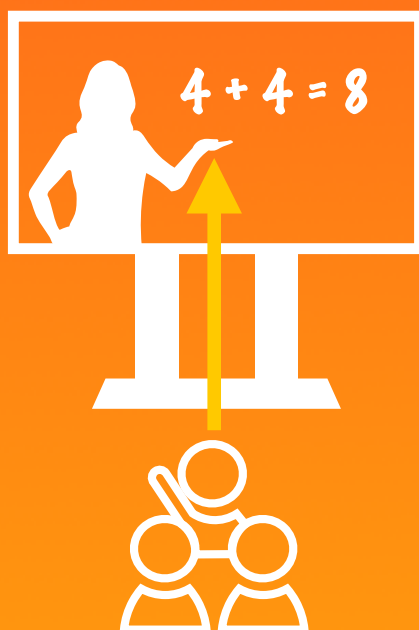
Instructional Split Attention occurs when learners are required to split their attention between several sources of physically disparate information (like a lecturer and their whiteboard). To avoid this, sources of information should be physically and temporally integrated, reducing students' extraneous working memory load and freeing up mental resources for learning.

(The Cambridge Handbook of Multimedia Learning, 2005)



Divided Attention

Students have to split their attention between the board and the teacher, increasing cognitive workload.

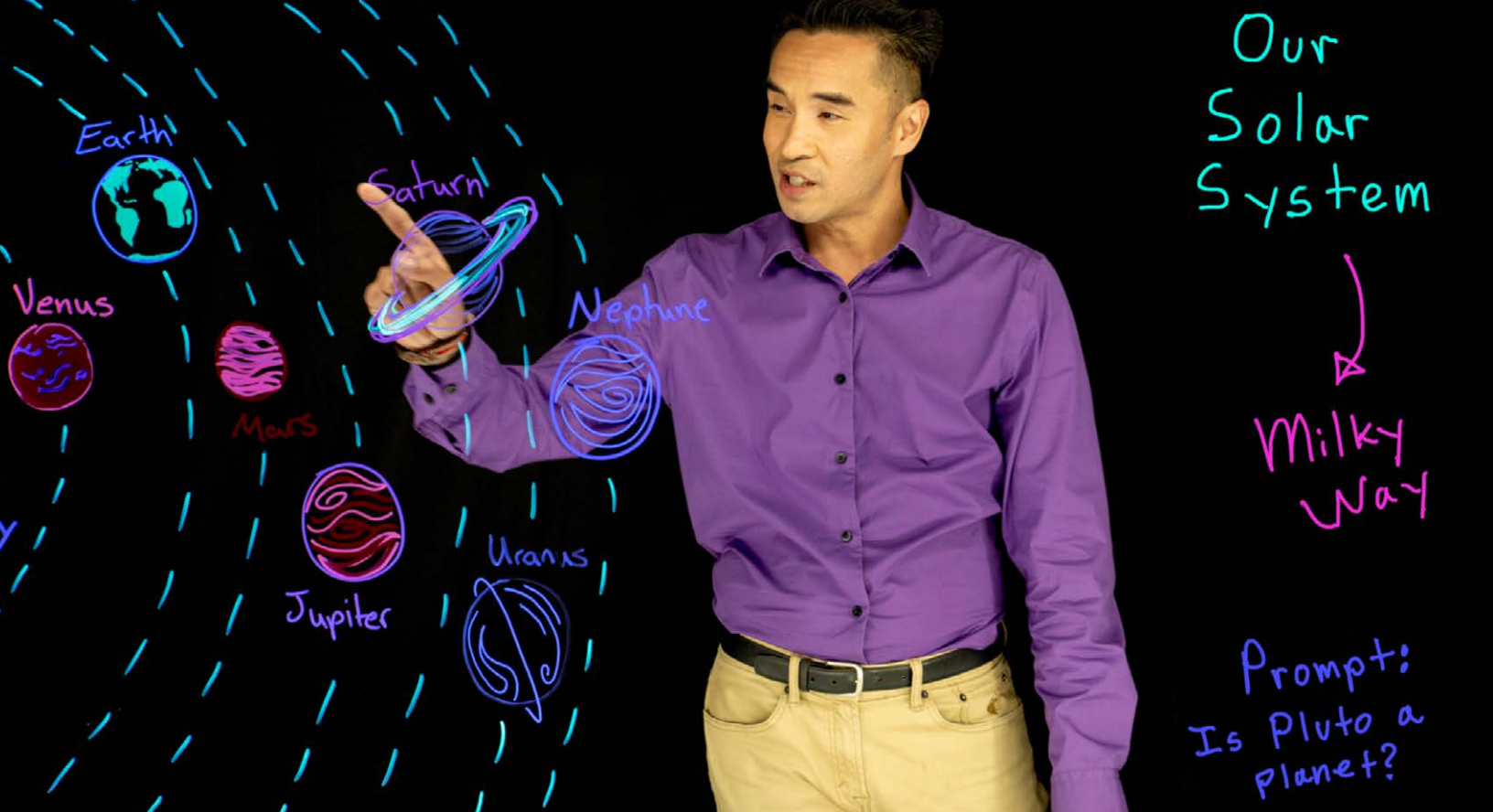


Converged Attention

The teacher's face and writing is combined, eliminating the need to split attention between two sources.

eGlass reduces the burden on working memory by combining auditory and visual information in an engaging way, better-converting working memory into long-term memory, which is the holy grail of building knowledge.

With eGlass, students will spend less time processing information, and more time building knowledge.



Enable essential non-verbal learning cues...

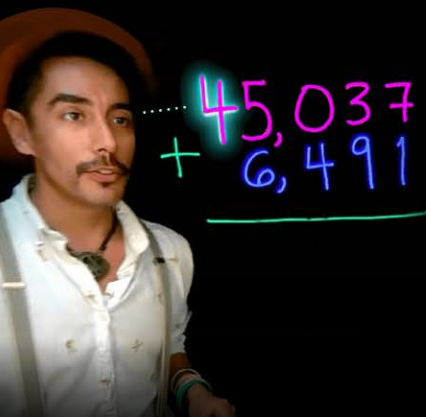
When students can see your face as you're teaching, they have the ability to follow your gaze and see precisely what you're looking at. Plus, you can also use gestures more effectively.

According to the **Signaling (or Cuing) Principle**, multimedia learning materials are more effective when cues are added that guide learners' attention to the relevant elements of the material.

(The Cambridge Handbook of Multimedia Learning, 2005)

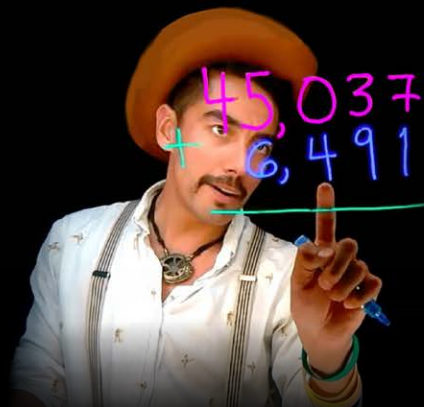
Gaze

Students will follow your eyes to see what you're looking at.



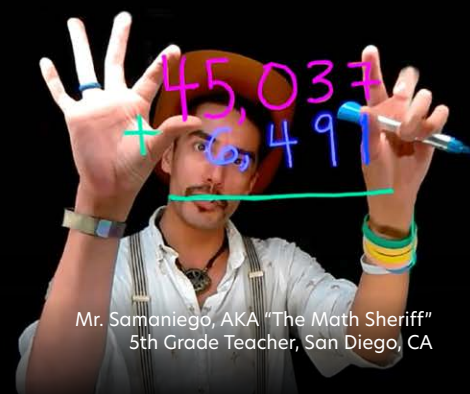
Pointing

Combined with your gaze, pointing further directs attention.



Gesturing

Or use physical tools (like a protractor) in conjunction with your drawings.



Mr. Samaniego, AKA "The Math Sheriff"
5th Grade Teacher, San Diego, CA



...and never turn your back again.

Classroom management just got a whole lot easier.

Use eGlass at the front of the room to see your students' reactions and gauge their understanding.

Or setup eGlass behind your students, and you'll (literally) have eyes in the back of your classroom.



Teacher shortage? We can help.



The ultimate teacher duplicator.

Whether it be a global pandemic, budget cut, or a surge in retirement, there are few greater threats to education than the growing teacher shortage. eGlass is the perfect hybrid tool to provide a front-row experience to any student, no matter the distance. Thanks to its built-in camera and microphone, eGlass can be used synchronously or asynchronously - in-class or online. Many schools that are lacking in advanced placement, foreign language, or other specialty teachers benefit from using eGlass to bridge the digital divide.



Anatomy

- Muscle
- Endocrine
- Nervous



And let's be clear...

Students love eGlass

If teachers were sales people, students would be the customers. Why not draw them in with the best, most exciting solution? eGlass paves the way for enhanced lesson design and delivery, and your students' reactions will show just how incredible the eGlass experience is.



Learn more at www.eGlass.io

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by **Pathway**

THE MAKERS OF eGLASS & HOVERCAM



Draw. Them. In.

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