

*** USER'S MANUAL ***

FCC ID : PJV-VTE101

The Federal Communication Commission Statement

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of more of the following measures: -

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced Radio/TV technician for help.

Use only shielded cables to connect I/O devices to this equipment. You are cautioned that change or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

THIS DEVICE COMPLIES WITH PART 15 OF FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: -

1. This device may not cause harmful interference and
2. This device must accept any interference received, including interference that may cause undesired operation.

The antenna used for this transmitter must not be collocated or operation in conjunction with any other antenna or transmitter.

OVERVIEW

ARS2010 is an interactive learning and response system from Globalnet Technology Corporation designed for all users within education or the corporate and training sector.

It can be used in a wide range of environments such as the classroom/training room, at conferences and seminars, at sales meetings and product presentations, and for market research, staff training and recruitment.

It is designed to improve the level of learning, understanding, and motivation from delegates by enabling them to participate more fully in all activities by interacting with the facilitator and being more deeply involved with the whole process.

It can not only be used for question and answer sessions and tests, but also for making assessments and gathering opinions, for surveys and voting, for promoting debate, and for quizzes and games.

The facilitator is able to obtain individual and group results in real time with live feedback as well as having an extended series of reports and statistics for subsequent analysis. Individual and group strengths, weaknesses, progression and interaction can be monitored.

Using modern sophisticated software running on a standard PC, the ARS2010 system enables delegates to respond to the facilitator using their own personal handsets. The system consists of two broad areas of equipment, the hardware and the software.

THE HARDWARE

There are three components to the hardware:-

1 Delegate Handsets

Each delegate in the session has a personal handset which is used to make the responses.



2 Master Handset

This is used by the facilitator to run the activities in the sessions.



3 USB Receiver

The receiver accepts the responses from all handsets and passes them on to the software.



THE HARDWARE AND SOFTWARE INSTALLATION

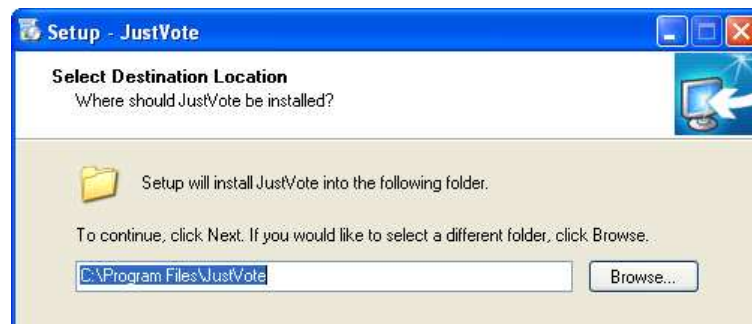
1. Your ARS2010 installation file will be located either within an accompanying memory stick or CD.
2. Run the installation file:



3. Select the most relevant version of ARS2010 as shown below.



4. Select the destination where you would like to install the software to



5. Follow the remaining 2 steps, selecting whether you require a desktop icon and allow the software to install.
6. Plug in the ARS2010 receiver into any available USB port, the computer should automatically detect the receiver and load the drivers.

THE SOFTWARE

The software can be run on a standard PC and is normally projected onto a screen or interactive whiteboard. Alternatively, the computer screen or a television can be used.

The JustVote software has five parts:-

1 Group Manager

Within this part, the facilitators maintain the database of each separate group of participants, including the number and identification of delegates, the assignment of handsets to individuals, the division into sub-groups (teams) if required, and other information concerning the individuals and facilitators in the sessions. This is also the utility to split a system in to two or more system by reassigning handsets to different participants (note: to split a system an additional receiver is required for each extra system required).

2 Editor

This part enables the facilitators to write and prepare all instructional material and organise it into files for running in the activity sessions. Although the editor gives the most functionality the built in PowerPoint add on (**See page 11**) allows any current material to be edited within minutes to make a fully functional questionnaire/survey.

3 Activity

This part covers the range of options available for actually running an interactive session. There are five Evaluation and five other activity types. To run an activity the facilitator chooses the database for the relevant group (part 1 of the software).

4 Reports

This part provides a permanent record of the results of the activity sessions and includes a wide range of text, tables, charts, and statistics. This includes reports such as summary reports, historical reports, comparison reports and attendance.



DESKTOP ICONS

There are icons to open both the ARS2010 console and the editor, the console provides shortcuts to the Group Manager, Activity, Editor and Reports windows.

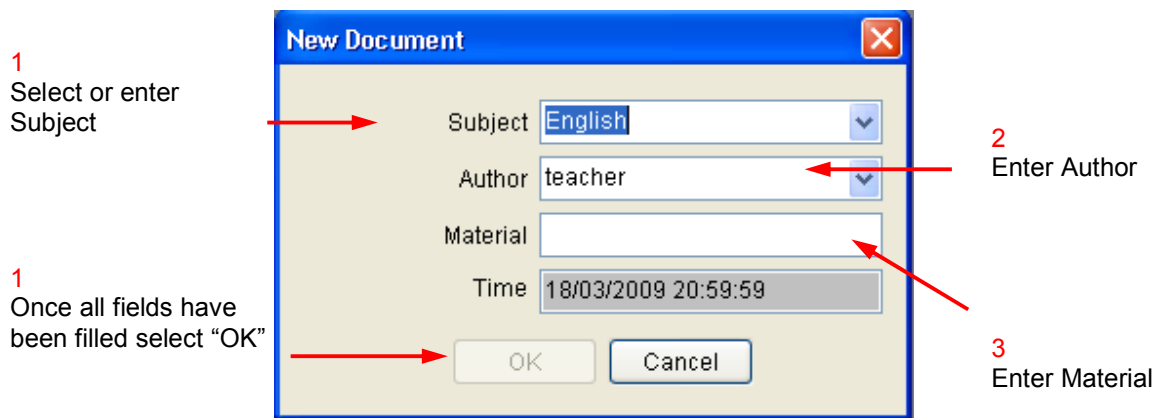
Getting Started

The best place to start is to see how simple it is to write your own set of questions.

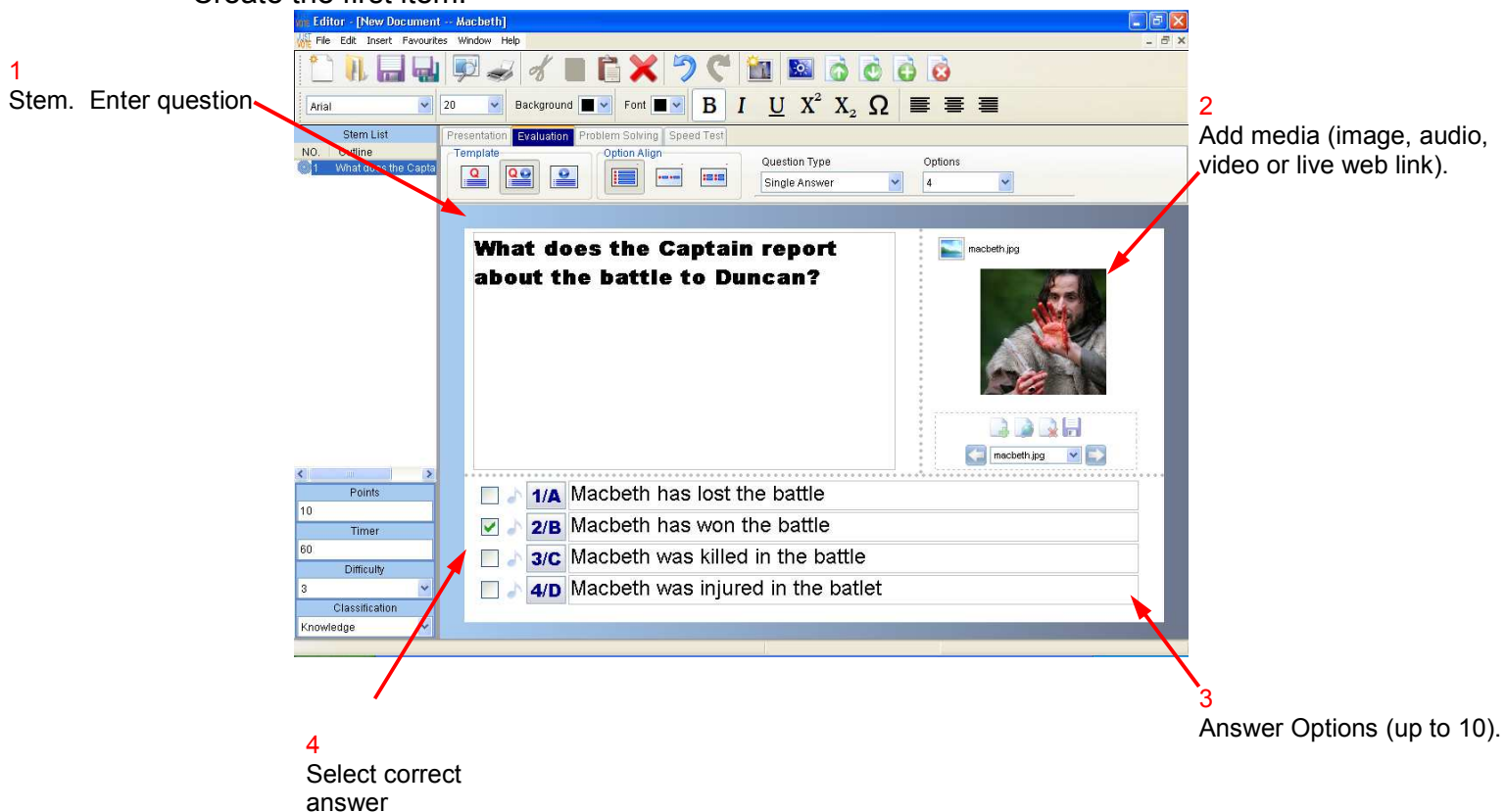
THE BASIC PROCESS

Double Click on the Editor Icon

Select File and then new.



Create the first item:-



The next set of instructions is optional, for more detail of the use of these please consult the manual..

4 Enter response time required (seconds)

9 Select Bold, Underline, Italics, superscript, subscript or symbols.

8 Select font and size of text

5 Enter number of points to be awarded

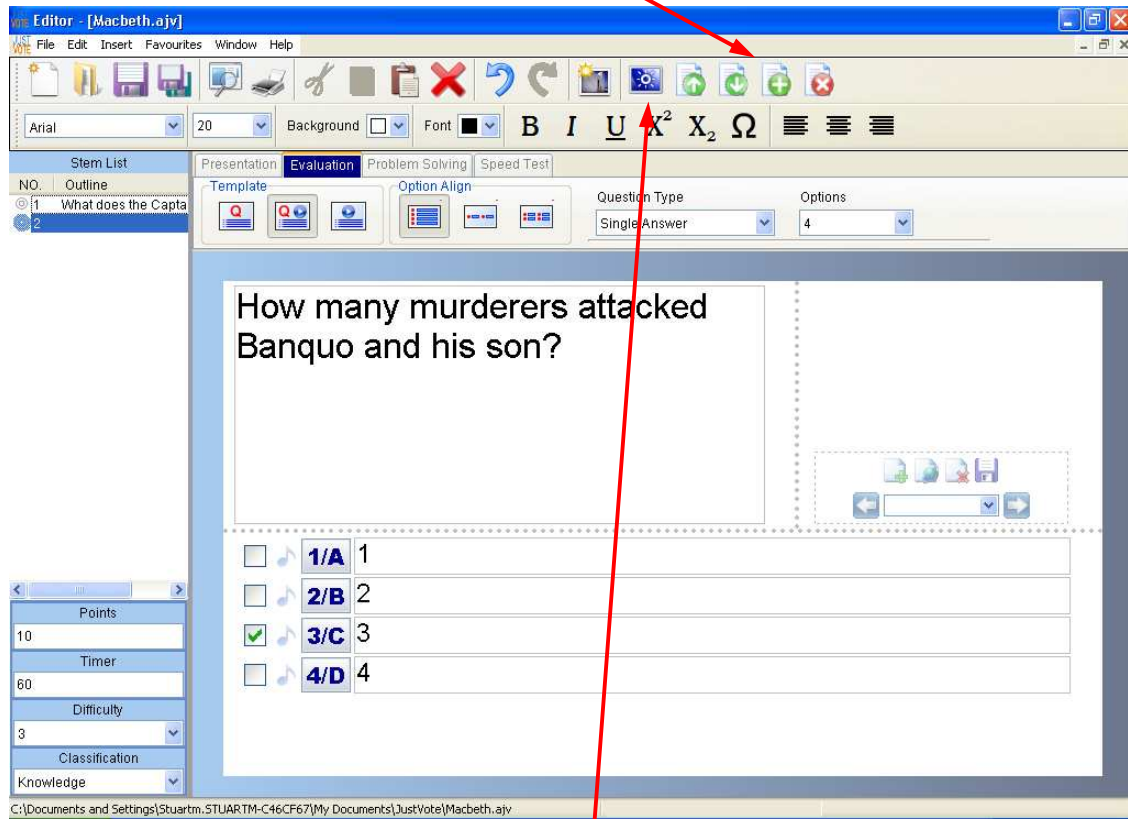
6 Enter difficulty of question

7 Enter classification of question

9 Resize any of the areas by dragging the dotted lines

The screenshot shows the 'Editor - [Macbeth.h.ajv]' window. The menu bar includes File, Edit, Insert, Favourites, Window, and Help. The toolbar contains icons for file operations, editing, and formatting. The formatting toolbar includes buttons for Bold (B), Italic (I), Underline (U), Superscript (X²), Subscript (X₂), and various symbols. The main interface has tabs for Presentation, Evaluation, Problem Solving, and Speed Test. The Evaluation tab is active, showing a 'Template' section with icons for different question types and an 'Option Align' section. The 'Question Type' is set to 'Single Answer' and 'Options' is set to 4. The main content area displays the question: 'What does the Captain report about the battle to Duncan?'. To the right of the question is an image of Macbeth with a bloody hand, labeled 'macbeth.jpg'. Below the question is a list of four options: 1/A Macbeth has lost the battle, 2/B Macbeth has won the battle, 3/C Macbeth was killed in the battle, and 4/D Macbeth was injured in the battle. On the left side, there is a 'Stem List' and a 'Points' section with fields for 'Points' (10), 'Timer' (60), 'Difficulty' (3), 'Classification' (Knowledge), and 'Knowledge'. Red arrows point from the numbered text blocks to the corresponding elements in the interface.

To add successive items click the new question button as indicated below. Each item is created in a new window.



To preview how an item will appear when an activity is run select Preview in the Editor window.

How many murderers attacked
Banquo and his son?

Evaluation Macbeth

- ☐ 1/A 1
- ☐ 2/B 2
- ☒ 3/C 3
- ☐ 4/D 4

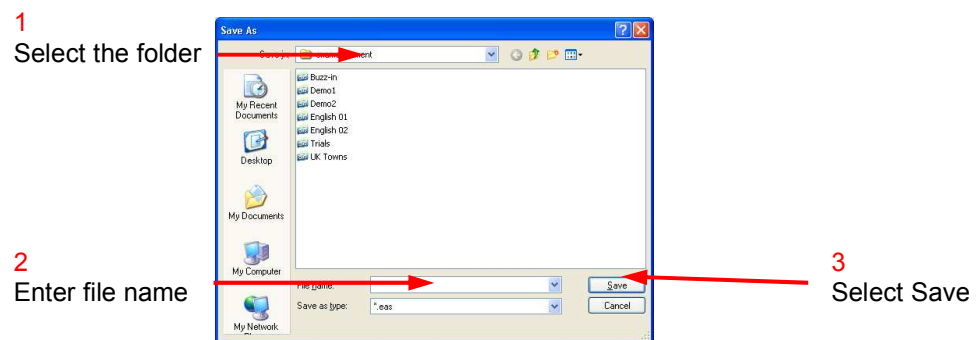
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

TO SAVE YOUR FILE

All ARS2010 Question files can be saved in the normal Windows manner to a computer hard disc, network location, or CD. In this way, files can be prepared, edited, downloaded, and used by all authorised facilitators on any personal or site computer.

The AJV file will automatically include any attached multimedia files so that these do not have to be sourced separately.

In the Editor window with the file open select Save File.



The default path for saving a new AJV file is within your “My Documents” folder under ARS2010.

POWERPOINT ADD ON

1. First open Microsoft Powerpoint by your usual method.
2. Create your presentation with your questions within the slide, select the ARS2010 set up button (fig 1) and fill in as noted below.

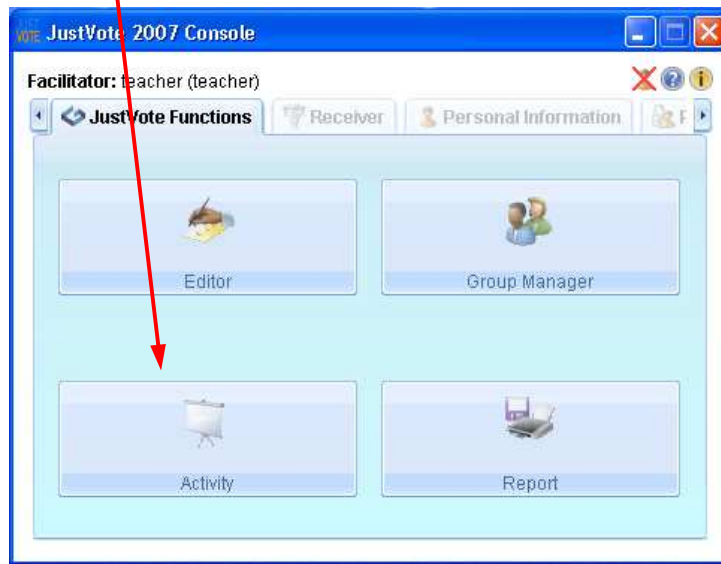
The image shows a screenshot of the Microsoft PowerPoint interface with a slide titled "Which of the following is a prime number?" and options 1, 0, 15, 18, 120. The ARS2010 setup dialog box is open, and several numbered annotations point to specific fields:

- 1. ARS2010 setup**: Points to the ARS2010 icon in the PowerPoint toolbar.
- 2. Select Activity/Mode**: Points to the "Activity Mode" dropdown menu, which is set to "Evaluation".
- 3. Select the question type**: Points to the "Question Type" dropdown menu, which is set to "Single Answer".
- 4. Select the classification**: Points to the "Classification" dropdown menu, which is set to "Knowledge".
- 5/6. Select the amount of options given and which is correct (if any)**: Points to the "Options" dropdown menu (set to 4) and the "Answer" section with checkboxes for 1/A, 2/B, 3/C, 4/D, 5/E, 6/F, 7/G, 8/H, 9/I, and 10/J.
- 7/8/9. Select the point worth of the question, the time limit and finally the difficulty of the question**: Points to the "Points" field (set to 10), the "Timer" field (set to 60), and the "Difficulty" dropdown menu (set to 1).

Running your new file as an activity.

You can run an activity by double clicking on the ARS2010 Icon on the Desktop.

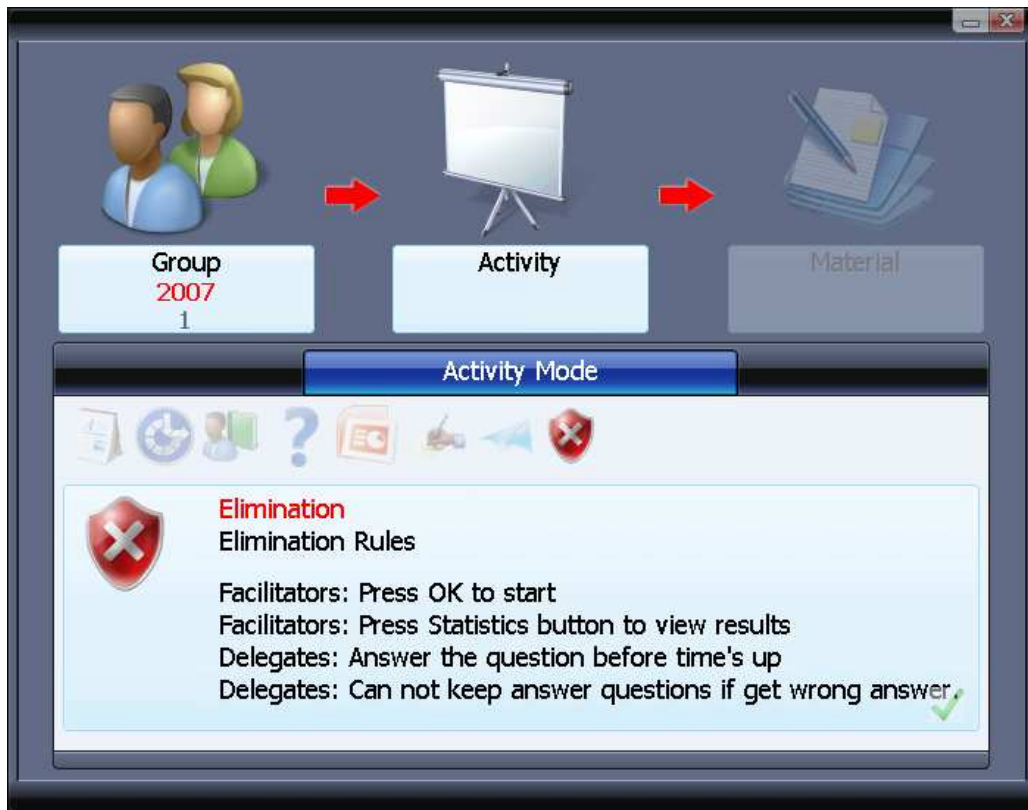
Then click on the activity icon.



Then select the pre-created group:



Select the type of activity you would like to run:



Select the questionnaire you would like to use:



Select the tick and you're running your first activity!

What does the Captain report about the battle to Duncan?







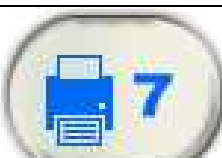







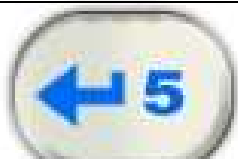


- ☐ 1/A Macbeth has lost the battle
- ☐ 2/B Macbeth has won the battle
- ☐ 3/C Macbeth was killed in the battle
- ☐ 4/D Macbeth was injured in the battle



Delegates just press the buttons on their handsets in response to the question on the screen and all responses are recorded.

Master Handset Functions

Button		Button	
	Reserved for Future Use		Right
	Switch application between JustVote and other Application		Play Media Full Screen
	Display Statistic Chart		Next Question/Down
	Display Scoreboard		Show Question List
	Previous Question/Up		Exit
	Reserved for Future Use		Show Instant Responses
	Left		Pause
	Enter		