



### Sync with mobile.

85% of education institutions currently allow BYOD on their school networks.<sup>1</sup>



### Encourage multi-touch features so students can collaborate.

Students of social and collaborative learning report an increase of 55.8% 'more focus.'<sup>2</sup>



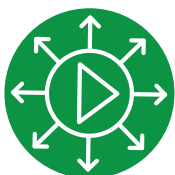
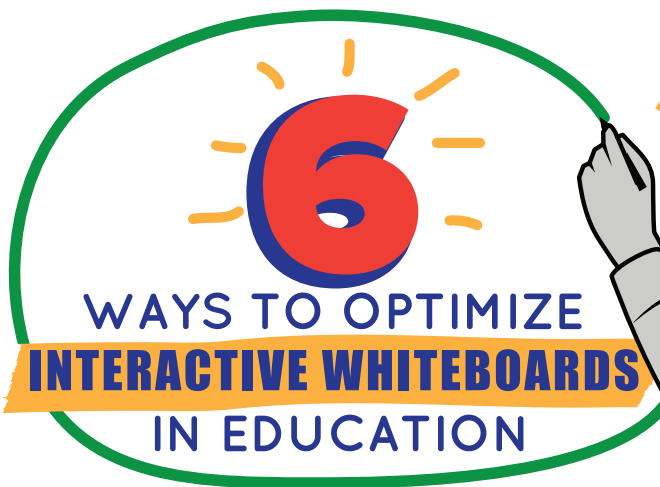
### Use both touch & a digital pen for annotation to increase student engagement.

Visual communication improved retention by 38%.<sup>3</sup>



### Integrate dynamic apps for intuitive, active learning environments.

62% of students say that technology helps them feel better prepared for class.<sup>4</sup>



### Record session for playback & sharing with distance learners.

96% of teachers who have flipped a lesson would recommend that method to others.<sup>5</sup>



### Save interactive whiteboard sessions to the cloud for collaborative projects.

Google Apps for Education anticipated to reach 110 million users by 2020.<sup>6</sup>

# SHARP®

For more info on how the Sharp AQUOS BOARD® interactive display is transforming learning spaces, visit <http://siica.sharppusa.com/AQUOS-BOARD>

**AV TECHNOLOGY**

**TECH & LEARNING**

**SOURCES:** Bradford Networks (1), Brandon Hall Social and Collaborative Learning 2014 Studies (2), Harvard University Study (3), McGraw-Hill Education's 2015 Digital Trends in Higher Ed (4), Flipped Learning Network (5), Boost eLearning (6)