WINTHROP UNIVERSITY | *Instructional Technology Center*
www.winthrop.edu/itc

ITC Equipment List

Purpose of the Instructional Technology Center equipment:
The Instructional Technology Center encourages, assists, and provides support for the use of technology as a tool to facilitate and enhance teaching and learning. Our equipment is available for short term checkout to faculty and students in the College of Education for use as they incorporate technology tools into their instruction. **All items have a 7-day checkout length.**

Technology Equipment

Amount	Item	Purpose
29	Chromebooks (there are 24 Chromebooks on a cart, and 5 additional Chromebooks for individual checkout)	Laptop that boots into the Google Chrome environment. Use for internet research and with web apps. Store information directly to a cloud environment. No DVD drive.
35	Dell Laptops	These laptops are used just like a desktop computer with the same functionality plus wireless access.
10	Macbook Laptops	These laptops have specific Apple software on them such as Garageband, iMovie, iPhoto. Airs are smaller and lighter than traditional laptops. No DVD drive.
9	Online Learning Kits	Laptop with Dragon software installed to allow for voice to text capabilities. Headphones with built-in microphones and wireless mice are also included in the kit. Faculty must be working on building an online course or course materials to use these kits.
9	Projectors	Used to connect to a laptop or desktop for the purposes of presenting information to a large audience. We have projectors that connect to equipment with VGA or HDMI ports.
1	Smart Cart Equipment	Cart with projector, laptop, and presentation clicker on a cart. Used for presenting information to an audience in a location where there is not currently a computer. Must stay in Withers.
15	Digital Camcorders	Use for videotaping events.
135	edTPA Camera Kits	Use for videotaping classroom instruction- mainly for use by edTPA students. A digital camcorder, microphone, and tripod are all provided in the kit.
2	Green Screen	Green fabric background that allows for the user to change the background to anything else while being filmed or photographed in front. We have a large and small size screen that can both be checked out.
10	Webcams	Webcams can be used for videoconferencing. These connect to the top of your computer.
5	Digital Still Cameras	For use to take photos.

4	Document Cameras	Used to show text or small items in a larger format. These are small document cameras with limited features that are easily transportable.
12	Tripods	Use for cameras and camcorders when the image needs to be still.
87	iPads	iPads have multiple uses and can be used with a variety of apps. Most iPads are generation 3 and 4. These have specific apps on them that run some of the items in the Instructional Technology room.
15	iPad minis	iPads have multiple uses and can be used with a variety of apps.
1	Surface tablet	Similar to an iPad. Use for note taking or with apps for games or productivity.
6	iOgraphers	Connect to an iPad to turn it into a camera. Can also mount on a tripod for steady images. Can also be used with a wide angle lens.
23	Snowball Microphones	Microphone that can be connected to computer to enhance audio quality. These can also be checked out with pop filters to help enhance audio quality.
6	Classroom Voice Trackers	Microphone that can be used in a classroom setting to pick up voices from around the room and project through a speaker system in the computer or room.
1	Wireless Keyboard	
7	Keyspan Remotes	Wireless presentation remote.
4	Extension Cords	
Many	Adapters	Various Adapters for connecting iPods, iPads, laptops to projectors.

Educational Technology Tools

Amount	Item	Purpose
2	Digital Microscopes (we also have 3 sets of slides for checkout)	To look at items closely and then capture a still or moving image and annotate over them.
6	Zoomy Digital Microscope	This is a handheld microscope that is friendly for smaller children to use to explore items close up.
1	Wii	Use for various activities.
1 each	Wii Games	Wii Sports, Wii Play, Wii Fit, Wii Music, Wii Active, Wii Outdoor Challenge Game and Dance, Dance Revolution 2.
1	Digital Drum Kit	Used to create music.
1	Digital MIDI Keyboard	Used to create music.
6	Spheros	Used as an introduction to learning how to code.
6	Ollies	Used as an introduction to learning how to code.
2	BB8	Used as an introduction to learning how to code.
10	Kano Computer Kit	Assemble a mini, Arduino based computer from scratch, and learn basic coding skills.

21	Bloxels (4 sets of 5 boards) 1 individual board	Create your own videogame on the gameboard. Capture it on camera. Customize it in the app, test it out and make it awesome. Then, challenge your friends and try to beat each other's creations.
14	Robot Shield With Arduino Uno (Boebots)	These bots are programmed using PBASIC programming language. Once students learn this language, they are able to learn other programming languages as well.
60	Circuit Playground (10 individual sets of 2 each, and 2 classroom sets of 20 circuit playgrounds)	There are several sensors on a circuit playground such as sound, motion, and light that allow for a wide variety of projects to take place.
10	Octocam	A tiny motion-activated camera that can work over a wireless connection.
5	Soldering iron	Use this to solder together items like you would find on circuit boards of a computer.
5	Lego WeDo	Build simple robots by following the built in tutorials or creating your own robot.
10	Mbot (Makeblock mBot educational robot kit)	Mbot is an educational robot for students to learn hands-on experience in the fields of graphical programming, electronics, and robotics. It designed for STEAM Education.
8	Laptops	These laptops have Scratch software and the digital microscope software installed on them.
10	VR headsets with iPods	These can be used to explore Virtual Reality apps. The headsets come with iPods, or you can use your own phone or iPods with them.
8	ClassVR Headsets	Preload AR and VR content on these headsets, then let students experience the content without having to connect to the internet.
1	Makey Makey Set	This can be used to create input devices for your computer.
1	Raspberry Pi	These are low cost computers that can be programmed for many different tasks.
6	Little Bits Kits	Little Bits can be used to create electronic circuits. The kits are all different and come with many pieces to create hundreds of projects.
5	Little Bits R2-D2	Build a robot up to 11 different ways.
40	Ozobots	These are little robots that can be programmed using colored markers or through various apps.
5	Stickbot Kits (Pirate ship, Farm, Space, and Castle sets are also available for checkout)	Stickbots can be used to create green screen projects with students.

13	Scratch resource books	Scratch can be used as an introduction to programming. We have 2 sets of books (6 games & 7 projects) that show how to create games and projects using Scratch.
4	Vernier Science Probes	We have a few different types of science probes that can be used to measure temperature and more.
30	AR Cards and Books	Assorted books and card sets that use Augmented Reality to teach students various concepts.
7	Breakout EDU Kits	Kits used to create Breakout Activities.
2	Makeblock Drones	These drones can fly vertically or horizontally.
10	Canakits- with Raspberry Pi	These kits teach students how to program using the raspberry pi computer.
2	Lilypad Sewing kits	Learn how to sew using mini led lights to create circuits.
1	Matalab Coding Set	The Matatalab Coding Set is a block-based, tangible programming tool that allows students to move a robot through an environment by way of a Bluetooth-enabled command tower and board.
1	BeeBots Set	Bee-Bot is an engaging classroom robot for early-age kids to learn STEM with a variety of cross-curricular activities. It's a Bee-shaped robot, yellow in color with controls to move forward/backward and turn left/right.

Think College Equipment

Amount	Item	Purpose
6	iPads	For use by Think College faculty and students.
4	Digital Canon Cameras	For use by Think College faculty and students.

EdTPA equipment 305/602 classes

10	Camera, Tripod, Microphone sets	For use by EDCO 305/602 students.

Games in the ITC

5	Codemaster Game	Programming game.
5	Robot Turtles Game	Programming game.
5	Code Monkey Island	Programming game.
5	littleCodr Game	Programming game.
5	Robot Wars Game	Programming game.
5	Cyber Dilemmas in a Jar	Ethical scenarios for classroom discussion on digital citizenship.
2	Snap Circuits	Electronics and Circuitry game.
1	Laser Maze Game	Logic game.
1	Gravity Maze Game	Logic game.
1	Q Bits	Logic game.
1	Noodlers	Logic game.
1	Logic Links	Logic game.