**Wimba Classroom** is an online, real-time collaboration tool. Wimba Classroom is integrated into **SLU Global**. Students can access a Wimba Classroom through a link in SLU Global, by default on the course **Home Page**.

### Accessing the Wimba Classroom from SLU Global

1. Log in to **mySLU portal** to access **SLU Global**.

2. Under the **My Courses** section of the SLU Global home page, **click on the course name** with the Wimba Classroom you wish to enter.

3. Within the course, navigate to the page with the Wimba Classroom you wish to access. **Click on the Wimba Classroom link** below the Wimba Classroom icon, shown in **Figure 1**.

4. Click the **Enter Room button**, shown in **Figure 2**, to enter the Wimba Classroom.

Note: **Clicking the Enter Room button may prompt you to run the Setup Wizard prior to entering the classroom.**

### Understanding the Wimba Classroom Participant Console

#### The Content Frame (Figure 3)

This is where the all of the presenter’s material will display. Documents displayed here include PowerPoint slides, still images, Web sites, and a “whiteboard,” called the eBoard. The initial view of the Content Frame is shown.

#### The Media Bar (Figure 4)

- The **TALK** button allows a participant to talk to the class. Click and hold the button to talk. The `<Ctrl>` key also may be held to talk.
- The **button** shows the video of the presenter.

#### The Participant Area (Figure 5)

- The **** and **buttons indicate a “yes” or “no” response, respectively. Respond to a yes/no question by clicking the appropriate button. A participant’s response will display to the right of their name under the **column.
- The **button is the **Raise Hand button** and is used in a manner very similar to in a traditional classroom. Click the button and a number will display to the right of your name under the **column. Participants will be rearranged in the order hands were raised.
- The **button is the **Emoticon button**. This gives the participant options for creative responses without saying anything. Click the button and select from the options given. Responses will be displayed to the right of the name under the **column and also in the Text Chat Area.

Note: With all options, click the button again to remove the response.
The **Room Pulse button**. Click this to display quantitative room statistics such as yes/no responses, hands raised, and emoticon responses.

The **Audio Chat** and **Video Chat buttons**, respectively. **Plus (+) signs** indicate that the participant is able to share audio and/or video. If a **minus (-) sign** appears, either the presenter has disabled the communication or the participant does not have equipment to communicate this way.

**The Text Chat Area (Figure 6)**
In the Text Chat Area, you can communicate via text chat with the presenter and fellow participants. There are two methods of chat messaging:
- **Public Chat** – messages that can be viewed by everyone logged in to the presentation.
- **Private Chat** – private messages that can be viewed only by the particular person you select from the drop-down menu.

To send a text chat message:
- Select the recipient from the **drop-down menu**, either **Main Room** for all participants or an individual name.
- Type your message in the field to the right of the drop-down menu.
- Press the `<Enter>` key to send the message.

*Note: Responses from the Emoticon button also are displayed in the Text Chat Area.*

**The eBoard Toolbar (Figure 7)**
The presenter may allow a participant to draw on the **Content Frame**. In this situation, the **eBoard Toolbar** will appear on the left side of the Content Frame.

- Use the **button** to point to something on the Content Frame. Click the button multiple times to change direction and click in the Content Frame to place the arrow.
- Use the **button**, **button**, and **button**, which function similarly to their counterparts in graphics programs. Click the **button** a second time to turn it into a highlighter **button**.
- **To import an image** to the Content Frame, click the **button** and find the file on your computer.

*Important Note:* Participants are not to use the **button** or **button** unless the presenter specifically requests these actions.