

CLASSROOM MANAGEMENT SOFTWARE

What's under the hood?

A brief look at the networking architecture of classroom management software.

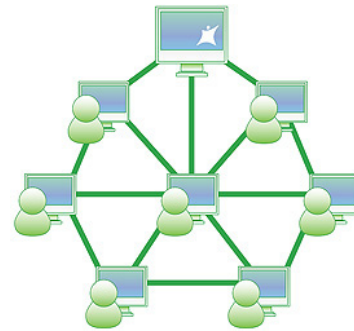
Client-Server Architecture

In this model, a server is used to provide a "service" to one or thousands of computers. When using client-server designed classroom management software, the server takes the weight of loading and managing student data off a teacher's individual computer which increases network performance and security. Unlike peer-to-peer software – which relies on the power and stability of a single computer – client-server solutions are scalable because they use the power of a server.



Peer-to-Peer Architecture

While the client-server model uses only a server to communicate with the clients, the P2P model uses nodes, VLANs, channels and access points. When using P2P designed classroom management software, the teacher's individual computer ends up needing the most power in order to send and receive data. Unlike the client-server model, P2P gives each workstation equivalent capabilities and relies heavily on the power and bandwidth of each individual computer.



The difference
boiled down to
two sentences.

In the client-server model, computers request services from the server. In the P2P model, each individual computers acts as both the service provider and the service consumer.

Choosing the best classroom management solution for your school.

Client-Server Architecture

Classroom management solutions with a full client-server architecture are usually the best choice for schools that:

1 Have, or plan to have, a one-to-one computing program (1:1), maintain a student-computer ratio of less than 5:1 or plan on decreasing their current ratio in the next three years.

2 Value a higher initial investment for better long-term sustainability and lower overall maintenance.

3 Want a solution which maintains or increases network performance while allowing thousands of connections.

4 Want a solution which maintains or increases network security.

Peer-to-Peer Architecture

Classroom management solutions with a P2P architecture are usually the correct choice for schools that:

1 Plan to use the software in a limited number of classrooms or labs and/or do not anticipate a decrease in student-to-computer ratios over the next three years.

2 Prefer a lower initial investment in exchange for more time-consuming maintenance.

3 Do not have a data center, server or fast internet access and do not plan upgrading in the next three years.

4 Do not mind if student devices communicate directly with other devices or do not have a hierarchy of network rights.