

USER GUIDANCE

1. Functional Overview

The system provides following functions:

- Audio, video, textual chat Go lesson.
- A maximum of 10 multi-faced teaching games, and online lecture.
- A maximum of 5 to 5 exercise games, between students.
- Observer view for in-class students and outside visitors.
- Video recording function in lesson both for teacher and student.
- Class/student/kifu information management with USB backup/restore.
- E-mail contact.

2. Operation Environment

OS:

- (1) MS WinXP, and later.
- (2) IPv4 User.
- (3) .Net Framework4.0, and later.

Others:

- **For Teacher**

- (1) Monitor with resolution above 1024x768.
- (2) CPU: 2.6GHz, RAM: 2G above, recommended.
- (3) Microphone & Headphone (to avoid howling)
- (4) Web Camera.
- (5) Security Protection Software (Norton, McAfee, etc.)

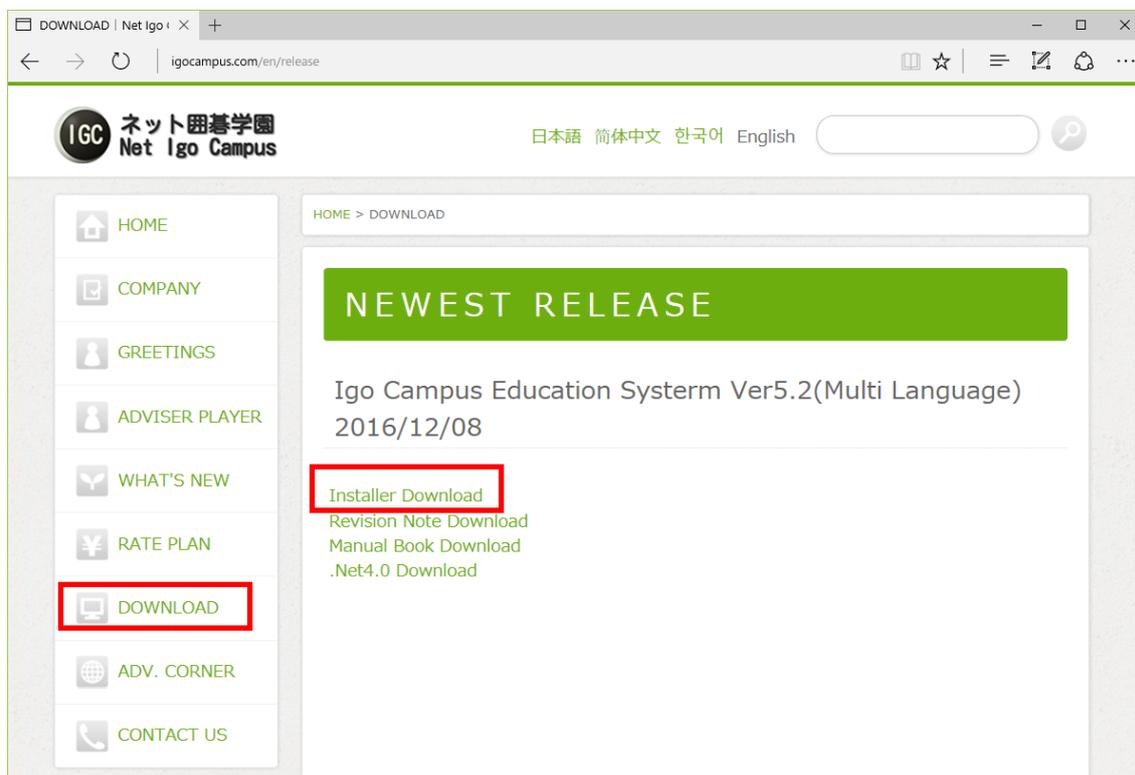
- **For Student**

- (1) Monitor with resolution above 1024x768.
- (2) Microphone & Headphone (to avoid howling).
- (3) Web Camera. (Optional)

3. Installation & Uninstallation

(1) Download Installer

We update newest installer on our website, feel free to download.



(2) Installation (※)

Before installation, be sure you have administrative right.

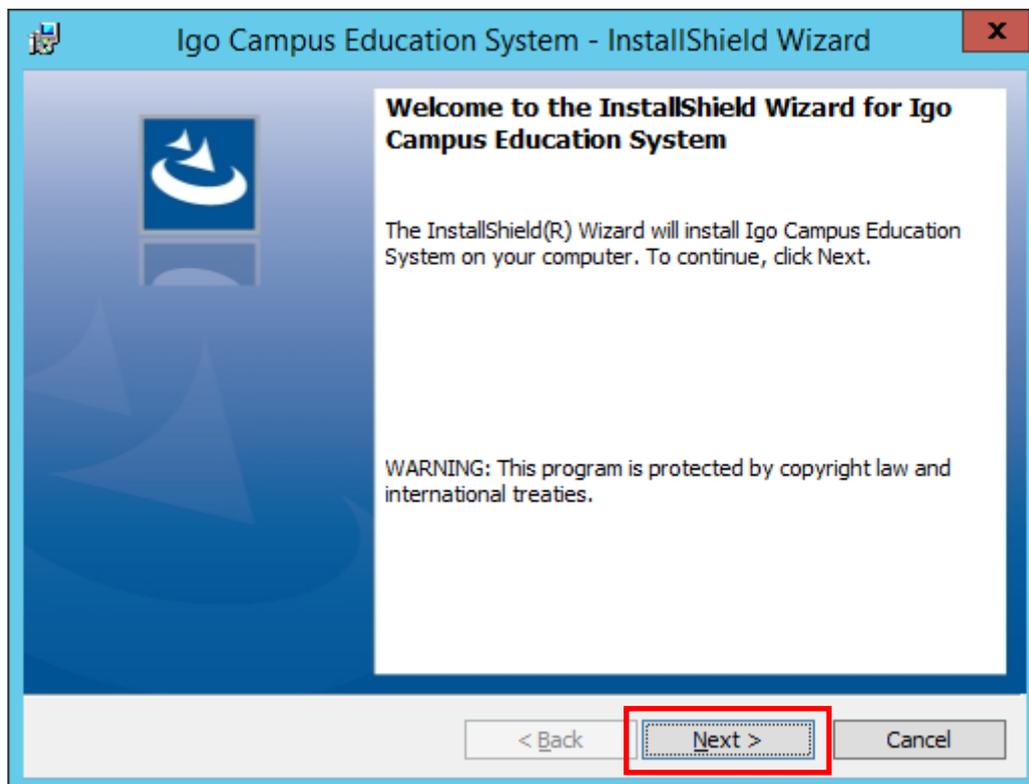
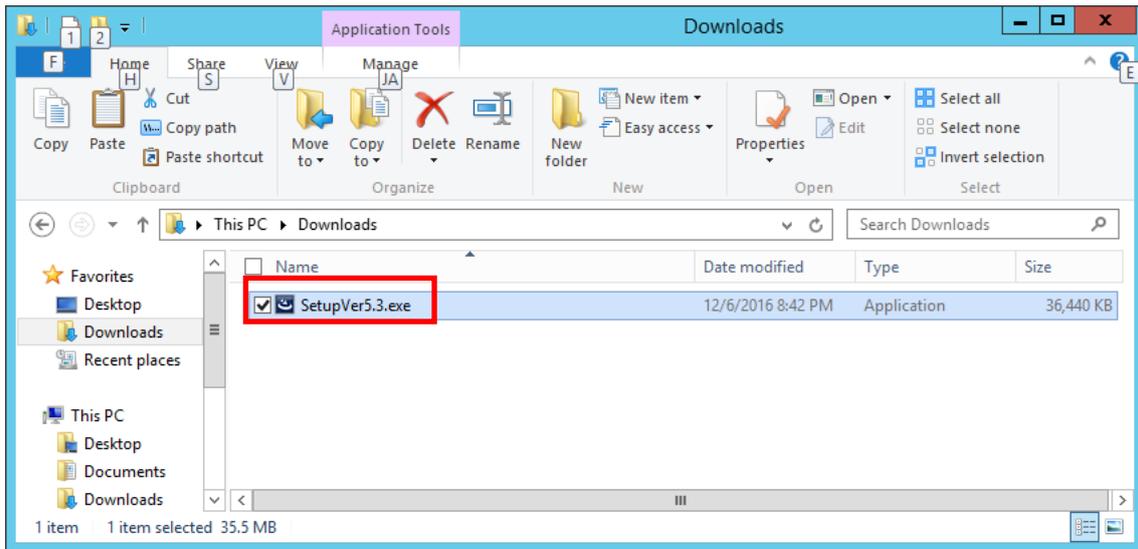
Double click the installer, and installation starts up.

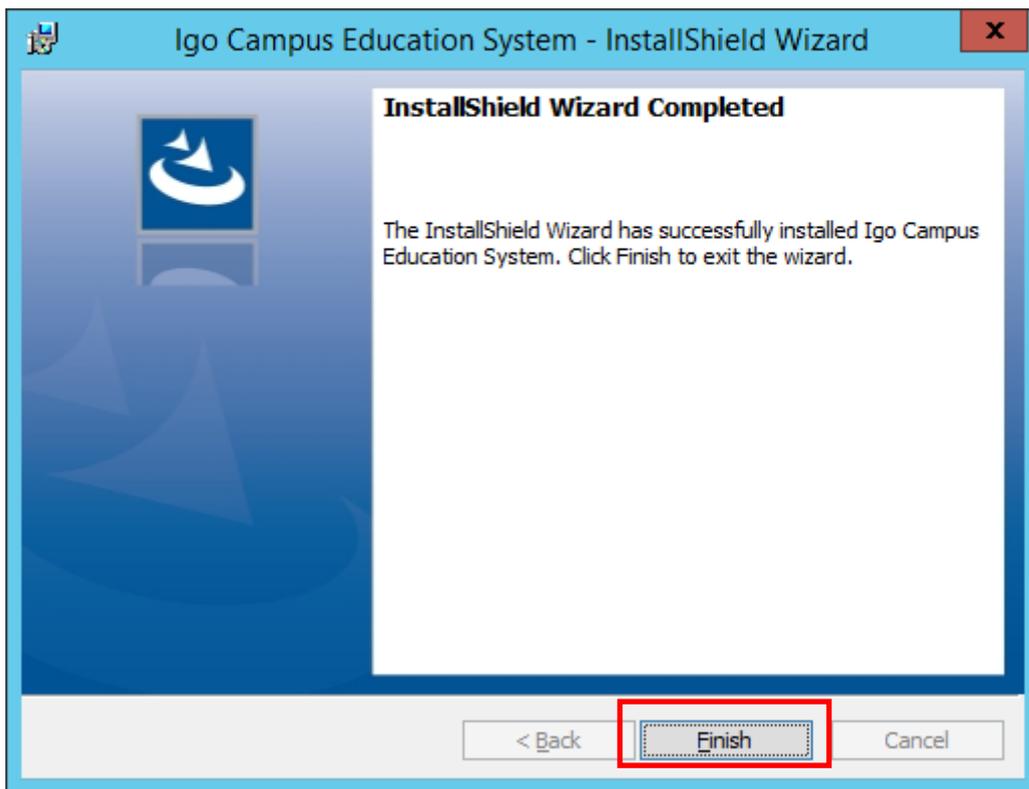
Please install as following pages.

When you finished the installation, Shortcut (Igo Campus Startup) is created on your desktop.

※ If .Net Framework4.0 is not prepared in your computer,

Please download package from Microsoft website and install it first.

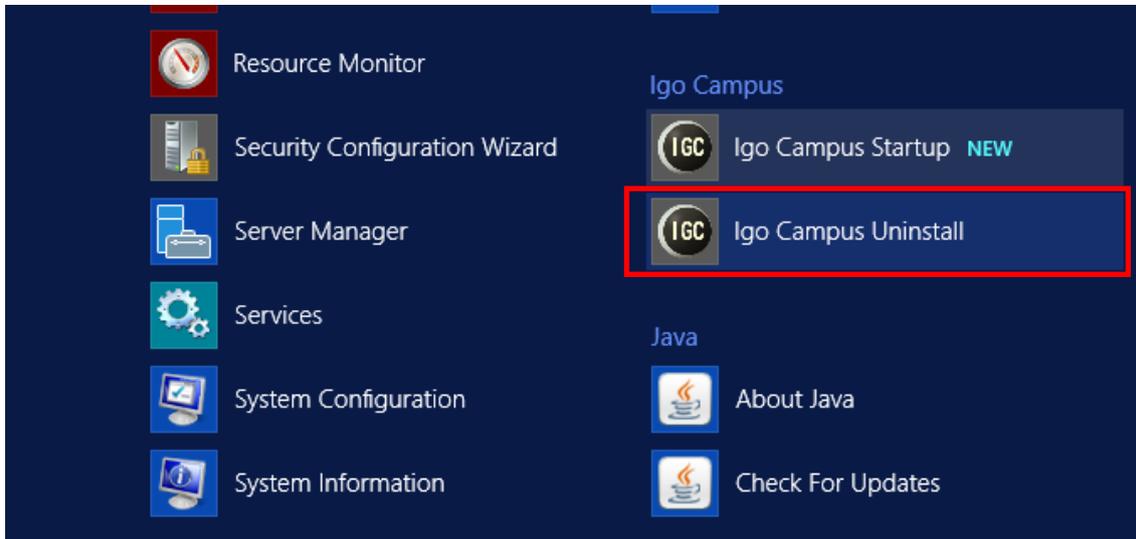




(3) Uninstallation

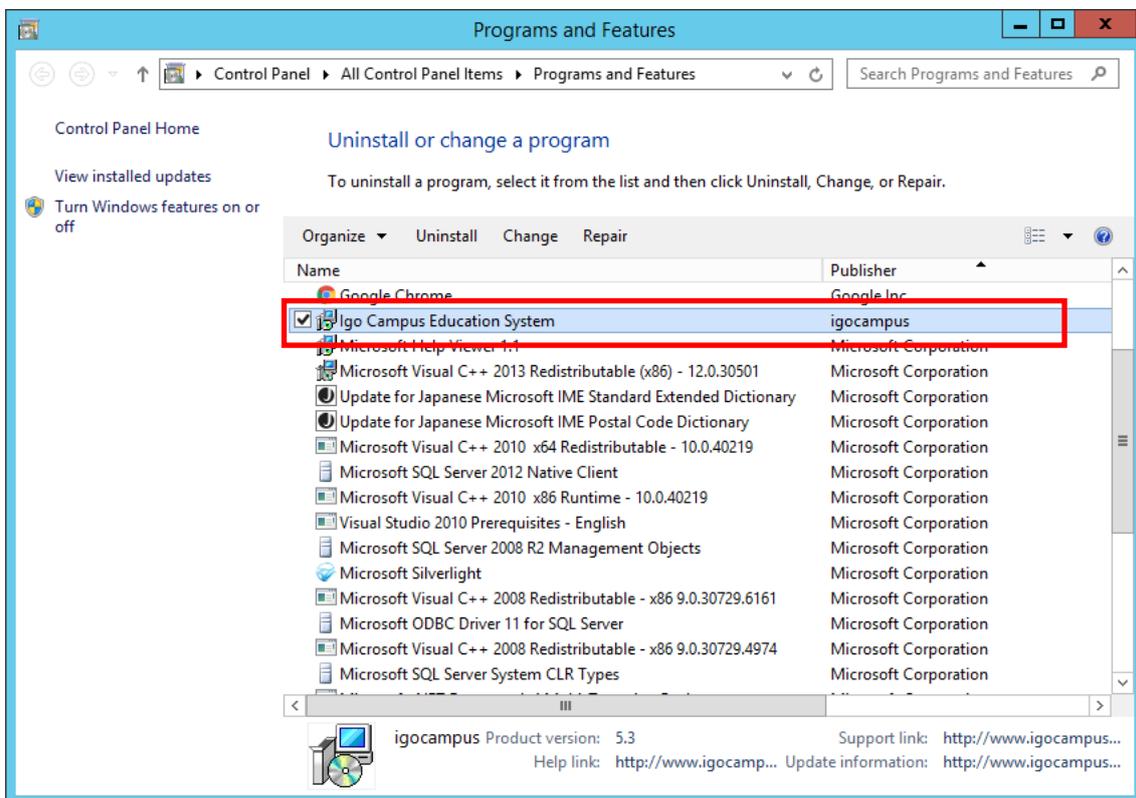
You can remove the application by program menu.

(Igo Campus->Igo Campus Uninstall)



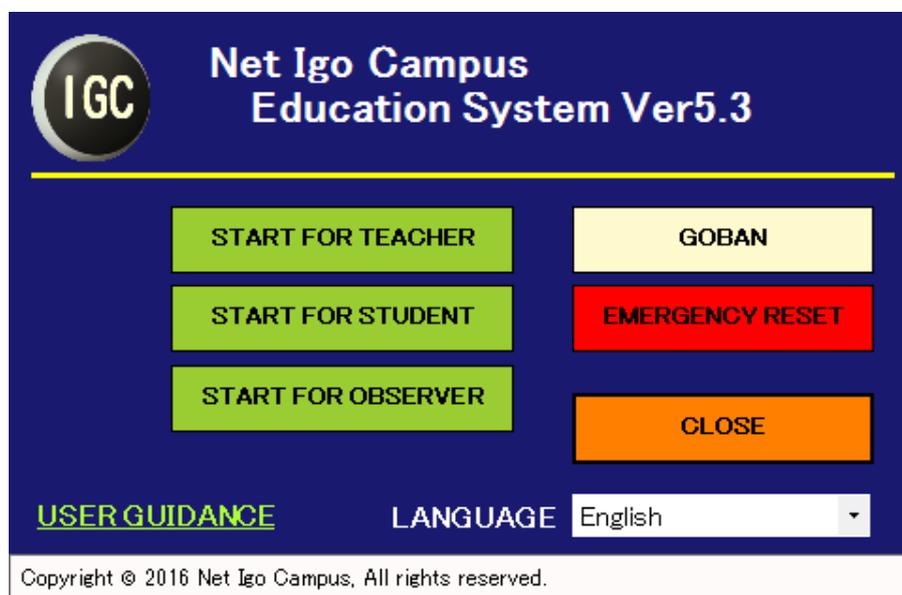
Or by control panel.

(Control Panel->Programs->Programs and Features)



4. Function Description

4.1. Start Up

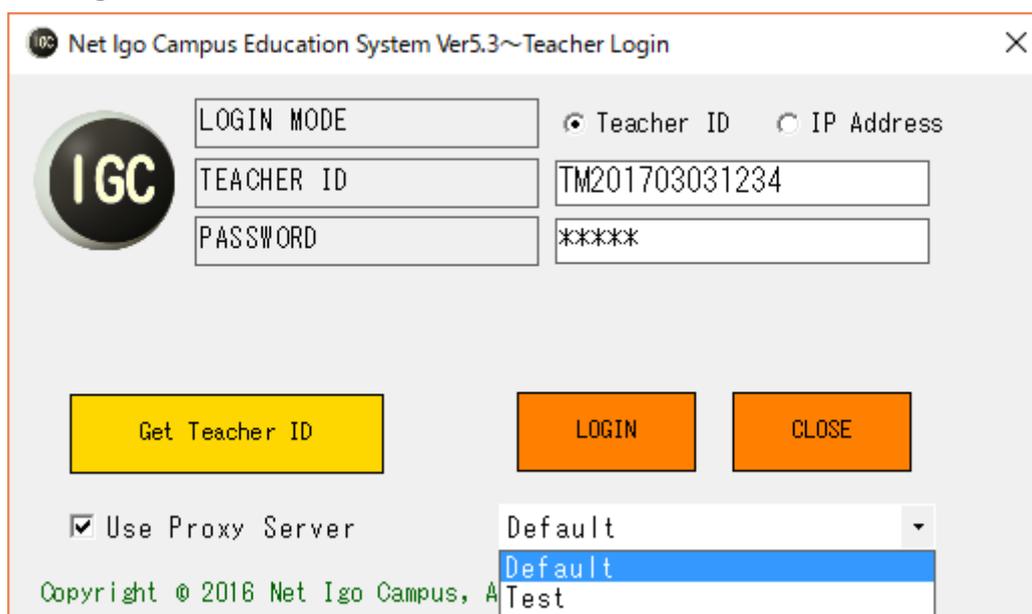


- **START FOR TEACHER**
If you are Go teacher, click this button to startup teacher application.
(Please reference chapter 「[4.2. Teacher Login](#)」)
- **START FOR STUDENT**
If you are Go student, click this button to startup student application.
(Please reference chapter 「[4.5. Student Login](#)」)
- **START FOR OBSERVER**
If you are Go game observer, click this button to startup observer application.
(Please reference chapter 「[4.7. Observer Login](#)」)
- **GOBAN**
If you use this system as a Go tool, click this button to startup Goban.
(Please reference chapter 「[4.9. Goban Main](#)」)
- **EMERGENCY RESET**
If you encounter problems of application startup, click this button to initialize all the settings.
- **CLOSE**
Exit this system.

- **USER GUIDANCE**
Open manual book.
- **LANGUAGE**
Select system language.
System will restart to change language.

4.2. Teacher Login

4.2.1. Login With Teacher ID



The screenshot shows a dialog box titled "Net Igo Campus Education System Ver5.3~Teacher Login". On the left is the IGC logo. The dialog contains the following elements:

- LOGIN MODE:** A dropdown menu.
- Teacher ID / IP Address:** Radio buttons for "Teacher ID" (selected) and "IP Address".
- TEACHER ID:** A text input field containing "TM201703031234".
- PASSWORD:** A text input field containing "*****".
- Buttons:** "Get Teacher ID" (yellow), "LOGIN" (orange), and "CLOSE" (orange).
- Use Proxy Server:** A checked checkbox.
- Proxy Server Selection:** A dropdown menu with "Default" selected and a list showing "Default" and "Test".
- Footer:** "Copyright © 2016 Net Igo Campus, A..."

Login with teacher id.

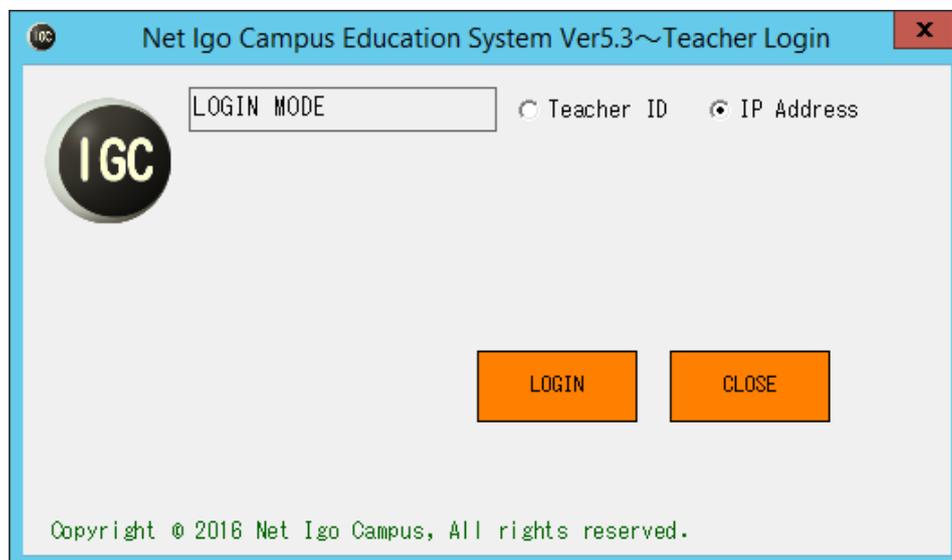
You can select a proxy server, which is most convenient for you considering net speed and performance. **Also, if you have public IP, you need not use our proxy server, which may improve your net speed and performance.**

While you are first using this system, you need to apply a teacher id, clicking 「Get Teacher ID」 button, following dialog will opened, input your email address & password and submit it. Teacher id be send to your email box, please activate it by clicking link in your email.

Input your mail address.

Input your password in twice.

4.2.2. Login With IP Address



Net Igo Campus Education System Ver5.3~Teacher Login

IGC LOGIN MODE Teacher ID IP Address

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Login with IP Address, this is for users who have public ip, or in LAN (Local Area Network) education.

4.3. Teacher Management

Net Igo Campus Education System Ver5.3~Teacher Management

TEACHER INFORMATION

TEA. NAME: AlphaGo

SEX: M F

RANK: 9P

MAIL SETTING

EMAIL: tri_l_c:3.s@igocampus.com

SERVER: wx23.vad.x.ne.jp

PORT: 500

USER: tri_l_c:ass@igocampus.com

PWD: *****

MAIL TEST

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CLASS INFORMATION

	EDIT	EMAIL	LESSON	CLASS ID	CLASS NAME	LANGUAGE	RANK	TIME TABLE
▶	x	--	START	CLS20160430447	【Net Igo Campus】Trial Class	Chinese	All	Mo) 20:00~2
	x	--	START	CLS20160508835	【Net Igo Campus】Primary Class	Japanese	*D~*D	Su) ***~***
	x	--	START	CLS20170121204	【Net Igo Campus】Advanced Class	English	*D~*D	Su) ***~***
	+							

SAVE BACKUP RESTORE KIFU BACKUP KIFU RESTORE CLOSE

2017/03/04 (Saturday) 11:47:03 PM

Net Igo Campus Education System Ver5.3~Teacher Management

TEACHER INFORMATION

TEA. NAME: AlphaGo

SEX: M F

RANK: 9P

MAIL SETTING

EMAIL: tri_l_cl:s.@igocampus.com

SERVER: wx23.wad.x.ne.jp

PORT: 500

USER: tri_l_cl:ss@igocampus.com

PWD: *****

MAIL TEST

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STUDENT INFORMATION

	EDIT	STU. ID	FULL NAME	SEX	RANK	STU. TYPE	NATION	MEMO.
	x	SM201605169759	TEST1	M	29K	Normal	China	Sportsman
	x	SM201605164887	TEST2	F	7D	Spot	USA	Middle School Student
	x	SM201703059959	TEST3	M	27K	Trial	Japan	Programmer
▶	+							

SAVE BACKUP RESTORE KIFU BACKUP KIFU RESTORE CLOSE

2017/03/05 (Sunday) 12:24:07 AM

4.3.1. TEACHER INFORMATION

Set teacher information, e.g. full name, sex, rank.

Set teacher mailer information, It is optional, you can left in blank.

If you have needs of sending email to your students by this application.

You can send test mail by clicking 「MAIL TEST」 button.

4.3.2. CLASS INFORMATION

Registered classes information displays in grid list.

You can add or delete a class by clicking cell button 「+、×」.

- Add a class(+)

CLASS INFORMATION SETTING

ID: CLS20170305993
NAME: ** Class
LANG.: English
RANK: #D~#D
OBSERVER SEATS: 0
OBSERVER ID:

TIME TABLE

Su.)	***~***
Mo.)	***~***
Tu.)	***~***
We.)	***~***
Th.)	***~***
Fr.)	***~***
Sa.)	***~***

IN CLASS STUDENTS

STU. ID	FULL NAME	MEMO.
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OTHERS

STU. ID	FULL NAME	MEMO.
SM201605169759	TEST 1	Sportsman
SM201605164887	TEST 2	Middle School Student
SM201703059959	TEST 3	Programmer

↑ ↓ → ← SAVE CANCEL

Input your class information.

- **Delete a class(×)**

Delete a class that you think it's no use.

- **Edit a class(...)**

CLASS INFORMATION SETTING

ID: CLS20160430447
NAME: Net Igo Campus Trial Class
LANG.: Chinese
RANK: All
OBSERVER SEATS: 10
OBSERVER ID: SW201612345678

TIME TABLE

Mo.)	20:00~22:00
Tu.)	20:00~22:00
We.)	20:00~22:00
Th.)	20:00~22:00
Fr.)	20:00~22:00

IN CLASS STUDENTS			
STU. ID	FULL NAME	MEMO.	
SM201605169759	TEST 1	Sportsman	
SM201605164887	TEST 2	Middle School Student	

OTHERS			
STU. ID	FULL NAME	MEMO.	
SM201703058959	TEST3	Programmer	

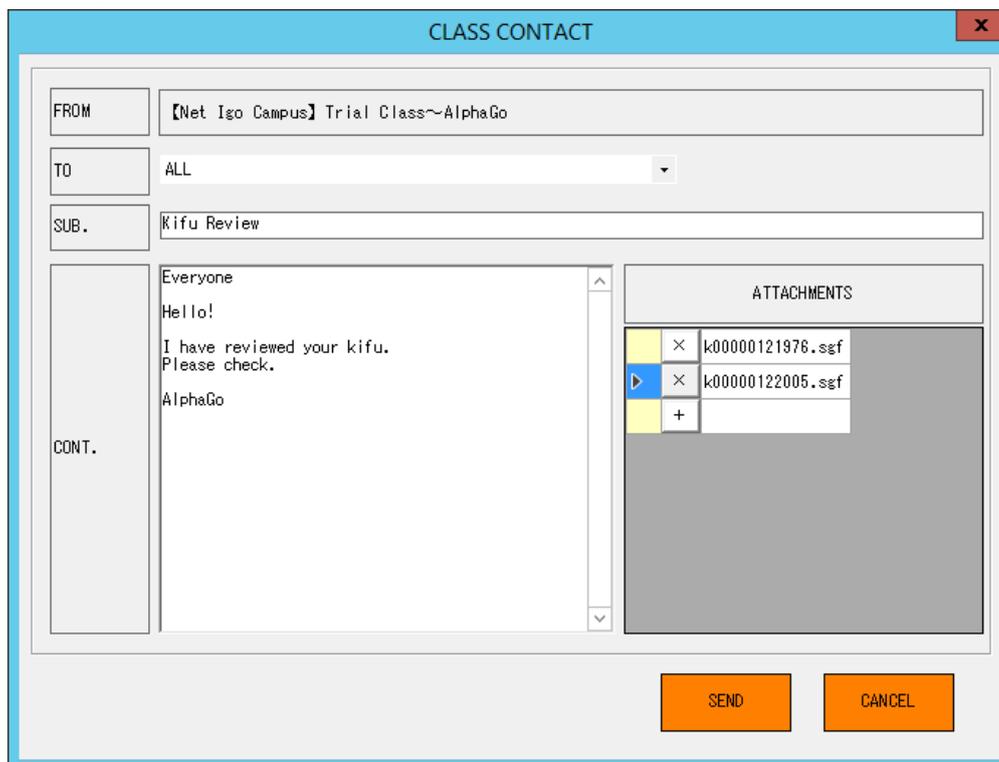
Buttons: ↑ ↓ → ← SAVE CANCEL

Edit your class information.

You can add a maximum of 10 students per class.

You can add or remove a student by clicking button 「→、←」 ,
or adjust display sequences by clicking button 「↑、↓」 .

- **Email(...)**



You can send email to all class students or for a private one.

- **Lesson(START)**

Begin a lesson, teacher main window starts up.

(Please reference chapter 「[4.4. Teacher Main](#)」)

4.3.3. STUDENT INFORMATION

All students information displays in grid list.

You can add or delete a student by clicking cell button 「+, ×」.

- Add a student(+)

STUDENT INFORMATION SETTING	
ID	SM201703054177
NAME	
SEX	<input checked="" type="radio"/> M <input type="radio"/> F
RANK	
TYPE	
NATION	
EMAIL	
MEMO.	
APPLIED CLASS	
CLASS ID	CLASS NAME
OK CANCEL	

- Delete a student(×)

Delete a student that you think he/her is no possible of return.

- Edit a student(...)

Edit a student's information.

STUDENT INFORMATION SETTING	
ID	SM201605169759
NAME	TEST 1
SEX	<input checked="" type="radio"/> M <input type="radio"/> F
RANK	29K
TYPE	Normal
NATION	China
EMAIL	j s c v n@sina.com
MEMO.	Sportsman
APPLIED CLASS	
CLASS ID	CLASS NAME
▶ CLS20160430447	【Net Igo Campus】 Trial Class
OK CANCEL	

4.3.4. Function Buttons

(1) SAVE

Save teacher/class/student information in local machine.

(2) BACKUP

Save teacher/class/student information to USB memory.

We strongly recommend you do backup periodically.

(3) RESTORE

Restore teacher/class/student information from USB memory.

Do this operation when you are in emergency case, or shifting to a new computer.

(4) KIFU BACKUP

Backup all kifu to USB memory.

We strongly recommend you do backup periodically.

(5) KIFU RESTORE

Restore all kifu from USB memory.

Do this operation when you are in emergency case, or shifting to a new computer.

(6) CLOSE

Exit teacher management to login dialog.

4.4. Teacher Main

The screenshot displays the 'Net Igo Campus Education System Ver5.0~CLS20160430447 [Net Igo Campus]Trial Class~AlphaGo' window. It is divided into several sections:

- 4.4.1. Student List:** A table showing student information.
- 4.4.2. STU. CAMERA:** A video feed of a student.
- 4.4.3. Game Goban List:** Three Go board diagrams.
- 4.4.4. TEA. CAMERA:** A video feed of the teacher wearing a headset.
- 4.4.7. Function Buttons:** A row of buttons including QUIT, LECTURE, START VD.REC., VD.RESET, and SETTING.
- 4.4.8. Observer Info:** A status bar showing OBS. ID (S#201612345678), SEATS (10), OBS.CNT (0), and STU.CNT (0).
- 4.4.5. TEXT CHAT:** A button for text chat.
- 4.4.6. CLASS INFO:** A button for class information.

STA.	CAM.	LEC.	VOICE	GAME	G&A	DETAIL	STU. TYPE	STU. ID	FULL NAME	RANK	SEX	NATION
Blue Earth	2	✓	✓	STOP	GOBAN	...	Normal	SM201605169759	TEST 1	29K	M	China
Blue Earth	1	✓	✓	STOP	GOBAN	...	Trial	SM201703059959	TEST 2	27K	M	Japan
Orange Earth	1	✓	✓			...	Spot	SM201605164887	TEST 3	7D	F	USA

4.4.1. Student List

A maximum of 10 students' information displayed.

- **STA.**

Shows online status of student.

Blue Earth: Online
 Orange Earth : Offline

- **CAM.**

Shows camera sequence no of 「STU. CAMERA」 .

- **LEC.**

Switch lecture sending of a student.

- **VOICE**

Muting or un-muting of a student. Enable all students' vocal may make classroom noisy. Please mute as many as possible, unmute only when you need him to speak.

Teacher's voice is send to all students.

- **GAME**

Cell button shows **NEW** when student is idling, and **STOP** when he is in game. You can create a game with specified settings in following dialog. You can select either instruction game (teacher vs. student) or exercise game (student vs. student) by checking/unchecking 「Teacher」 option.

The screenshot shows a 'NEW GAME' dialog box with the following settings:

- GOBAN SIZE: 19 x 19
- GAME NAME: Igo Campus Teaching Game
- PLAYER ME: BLACK WHITE Teacher
- PLAYER ME: (T)AlphaGo
- PLAYER OPP: (S)TEST 3
- HANDICAP: 0 KOMI: 6.5
- TIME LIMIT: 0 : 20 + 30 SEC/MOVE

Buttons: OK, CANCEL

The screenshot shows a 'NEW GAME' dialog box with the following settings:

- GOBAN SIZE: 19 x 19
- GAME NAME: Igo Campus Student Game
- PLAYER ME: BLACK WHITE Teacher
- PLAYER ME: (S)TEST 3
- PLAYER OPP: (S)TEST 2
- HANDICAP: 0 KOMI: 6.5
- TIME LIMIT: 0 : 20 + 30 SEC/MOVE

Buttons: OK, CANCEL

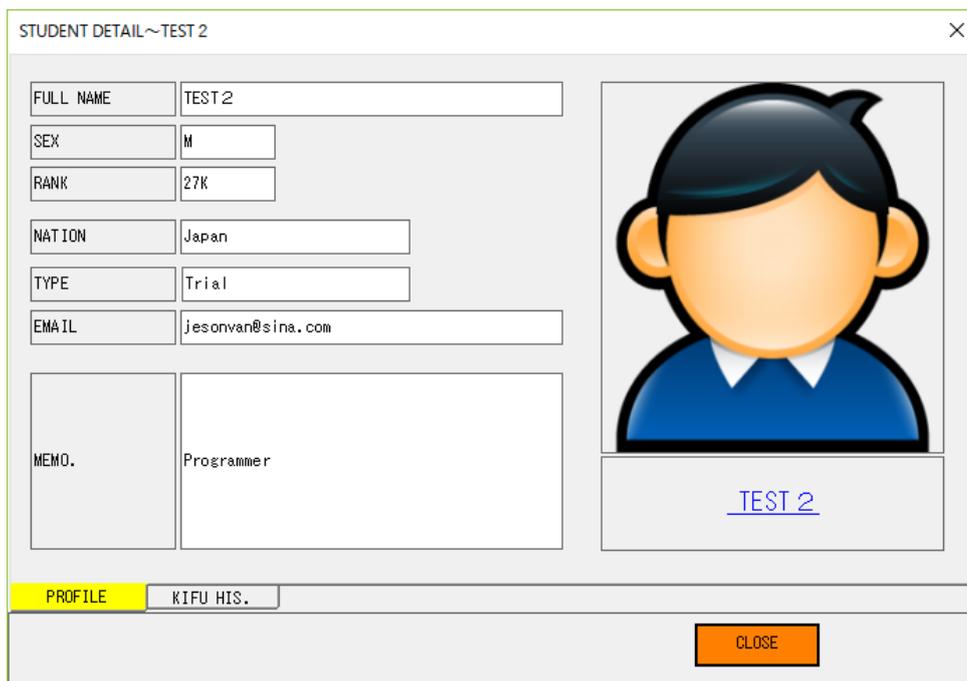
- **Q&A**

Cell button (GOBAN) blinks when student submit a Q&A to teacher. Q&A GOBAN dialog pops up by clicking this button,

You can discuss kifu with a student interactively.



• **DETAIL**



VIEW	LEC.	Q&A	GAME	DATE	BLACK	WHITE	RESULT(n)	SETTING
▶ ...	START	GOBAN	CONT.	2017-03-06 10:17	(S)TEST 2	(T)AlphaGo	- (6)	SZ:19 HA:4 KM:0.5
...	START	GOBAN	CONT.	2017-03-06 09:43	(S)TEST 3	(T)AlphaGo	- (9)	SZ:19 HA:2 KM:0.5

PROFILE **KIFU HIS.**

CLOSE

a) VIEW(...)

View kifu.

b) LEC.(START)

Lecture this kifu in classroom.

c) Q&A(GOBAN)

Discuss this kifu with a student.

d) GAME(CONT.)

Continue this game.

Paused games(-), or timeout game (B+T or W+T) can be resumed any time by clicking this cell button.

4.4.2. STU.CAMERA

All student cameras displayed in this area.

You can mute or unmute a student by right clicking on his camera.

Double click a camera, video size will be expanded or restored.

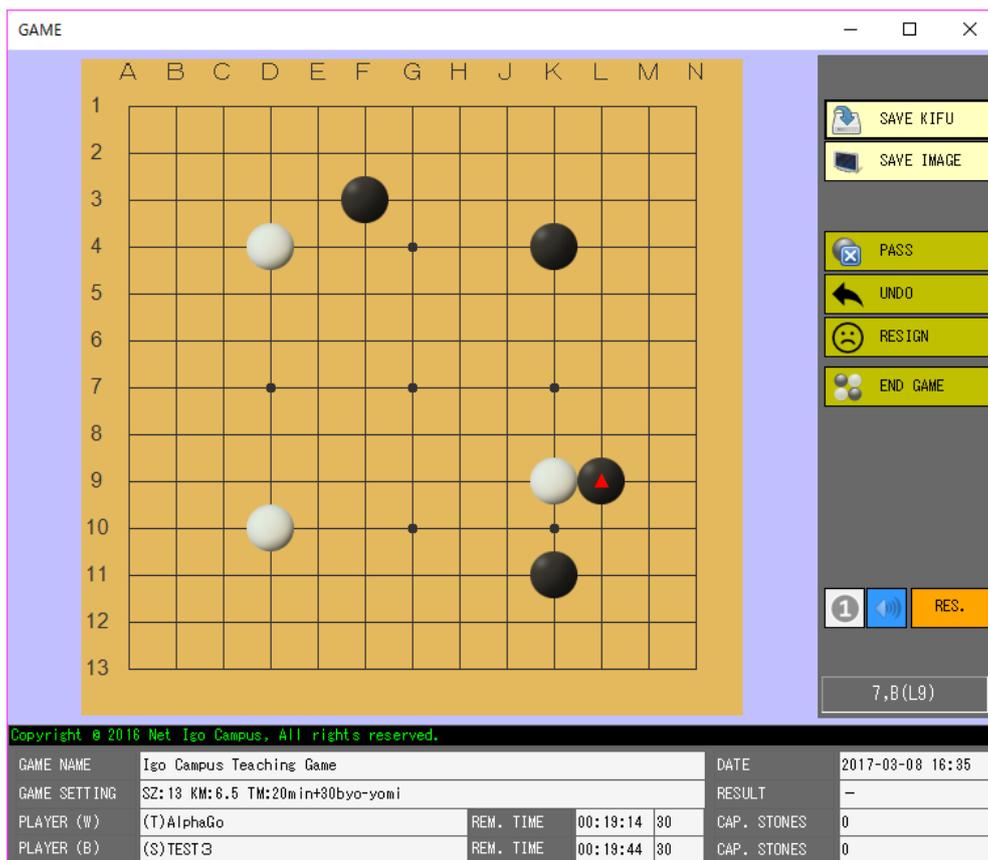
4.4.3. Game Goban List

Show game gobans of all students.

If student is online, back ground color of goban changes to green.

If game in your turn, back ground color of goban changes to pink.

Double click one of gobans, following dialog pops up, and you can play the game.



4.4.4. TEA.CAMERA

Show teacher camera in this area.

We suggest teacher use camera in lesson.

4.4.5. TEXT CHAT

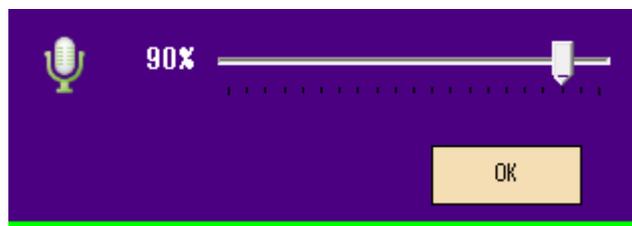
You can send message to all students or selected one.

4.4.6. CLASS INFO

Show class information.

4.4.7. Function Buttons

(1) (VOICE CONTROL)



Adjust voice volume of your class.

Too big volume makes class room roisy, set proppriate value please.

(2) QUIT

Close this lesson.

(3) LECTURE

GAME NAME	第63回NHK杯テレビ囲碁トーナメント戦1回戦			DATE	2015-5-10
GAME SETTING	SZ:19 KM:6.5			RESULT	B+R
PLAYER (W)	藤沢 里菜	REM. TIME	-	CAP. STONES	0
PLAYER (B)	林 漢傑	REM. TIME	-	CAP. STONES	0

Lecture dialog pops up, you can teach by this window.

All moves send to your students which is checked in grid column of 「LEC.」 .

For easy description, you can add or clear symbol letters by following hot keys.

CTRL+Mouse Click : Add a symbol letter at mouse click position

CTRL+X : Clear all symbol letters

(4) **START VD.REC.**

Start screen video recording. Video file is saved in following folder.

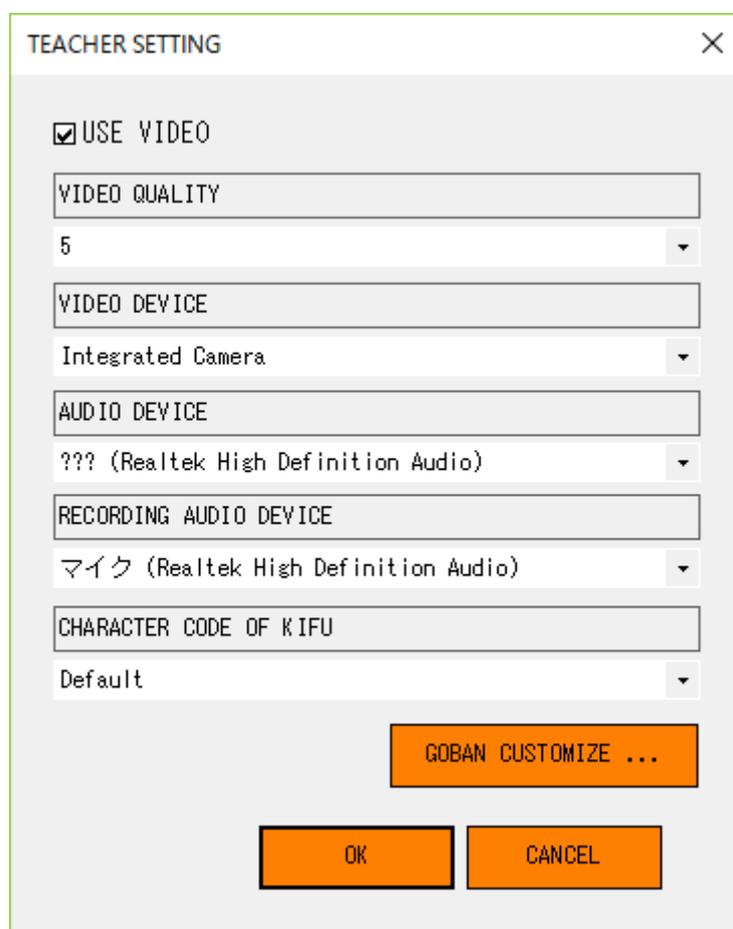
C:\Program Files (x86)\Igo Campus\VIDEO

(5) **VD. RESET**

Reset your video.

Click this button when video stopped or voice quality goes bad.

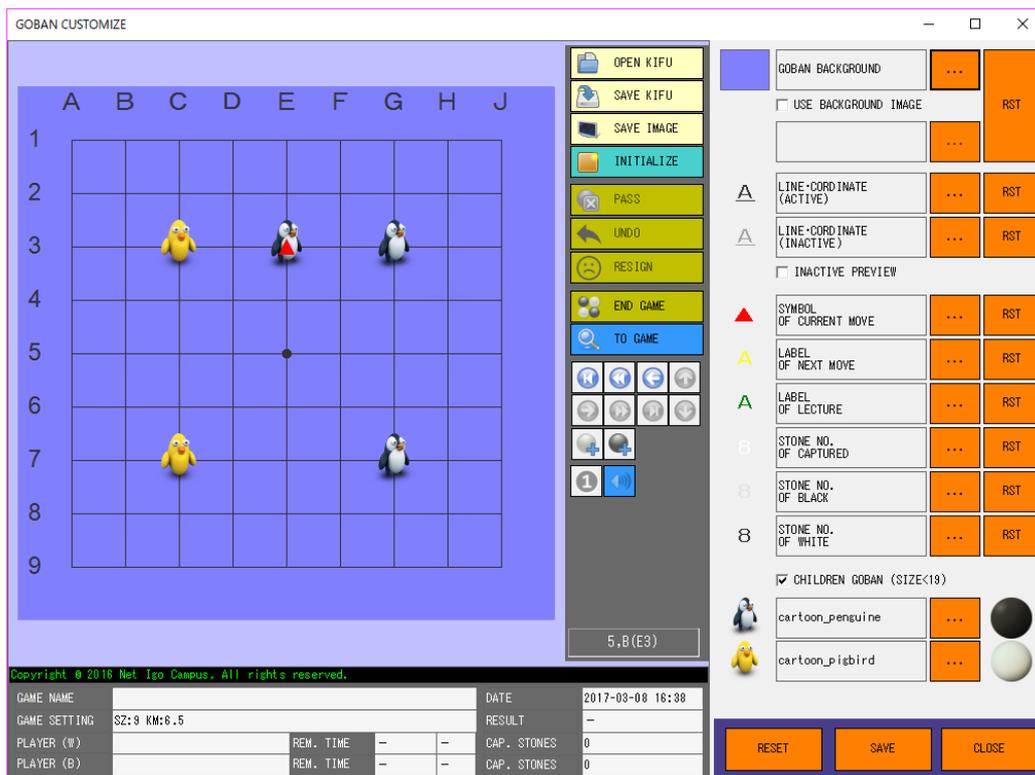
(6) **SETTING**



You can select video quality, microphone device, or character code in your needs.

Click button [GOBAN CUSTOMIZE], goban designer dialog pops up.

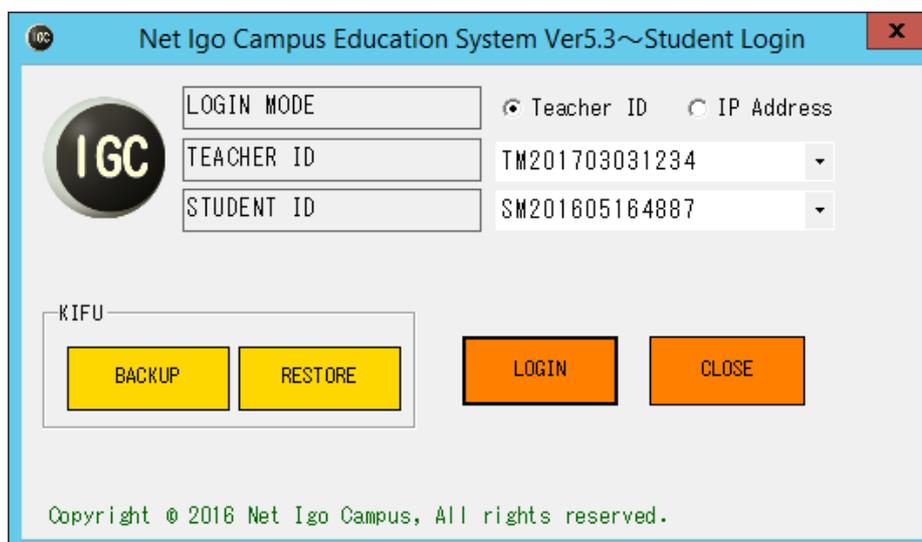
You can design goban in your favor.



4.4.8. Observer Info.

Shows observer's public id, and maximum count of observer seats.
 Real-time observers count of students or ones login by public id.

4.5. Student Login



Use teacher id, student id (offered by teacher), to login a class.

(1) BACKUP

Backup all kifu to USB memory.

We strongly recommend you do backup periodically.

(2) RESTORE

Restore all kifu from USB memory.

Do this operation when you are in emergency case, or using a new computer.

(3) LOGIN

Enter the class, and student main window starts.

(Please reference chapter 「[4.6. Student Main](#)」)

(4) CLOSE

Exit student system.

4.6. Student Main

4.6.1. GAME

This is game board, any game must be started by teacher.

Teacher can create a specified setting game, or resume a game that is paused before.

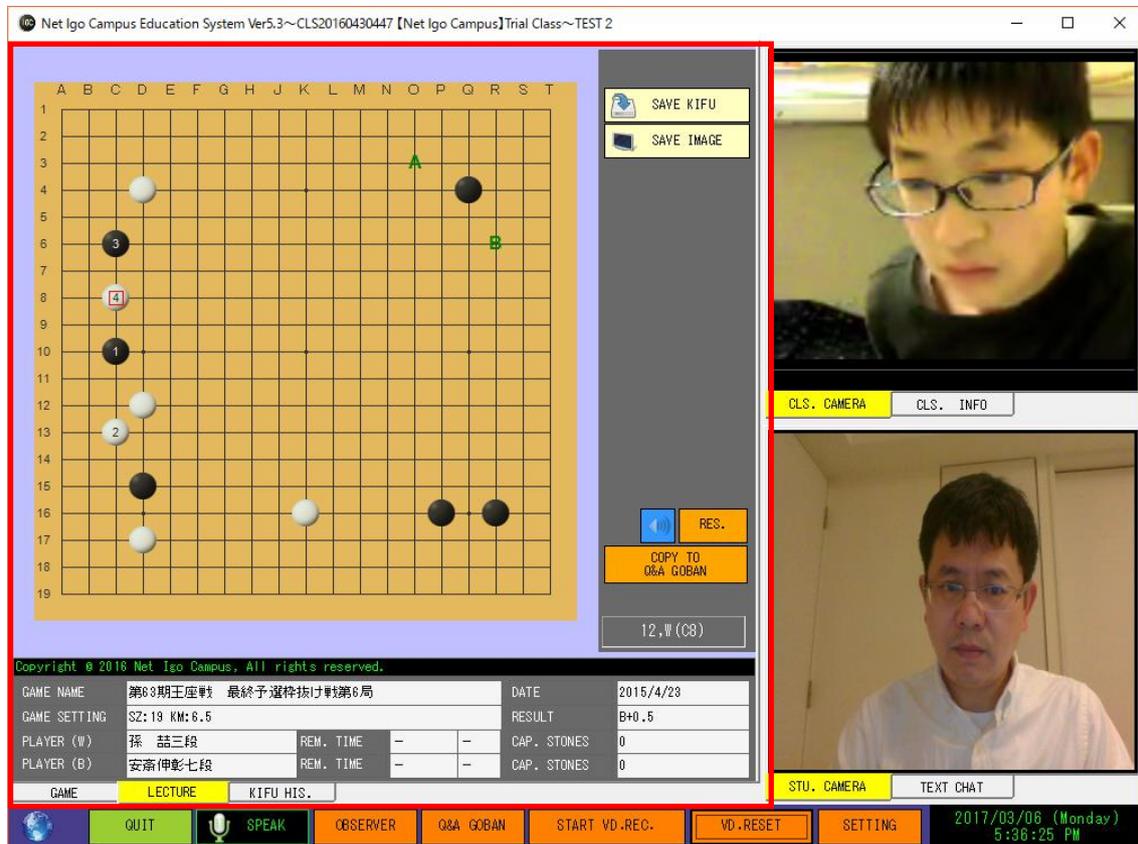
Game board greyed-out when game is over or network is disconnected.



4.6.2. LECTURE

This is board of teacher's lecturing.

Lecture board greyed-out when lecture is over or network is disconnected.



4.6.3. KIFU HIS.

All you played kifu are listing in grid by each class.
You can open kifu by clicking cell button 「...」

The screenshot displays the Net Igo Campus Education System interface. The main window is titled "Net Igo Campus Education System Ver5.3~CLS20160430447 [Net Igo Campus]Trial Class~TEST 2". It features a table with the following data:

VIEW	DATE	BLACK	WHITE	RESULT(n)	SETTING
▶ ...	2017-03-08 17:05	(S)TEST 2	(T)AlphaGo	-(0)	SZ:19 KM:6.5
...	2017-03-08 17:05	(S)TEST 2	(T)AlphaGo	-(0)	SZ:19 KM:6.5
...	2017-03-08 09:48	(S)TEST 2	(T)AlphaGo	-(6)	SZ:19 HA:4 KM:0.5
...	2017-03-05 20:41	(S)TEST 2	(T)AlphaGo	-	SZ:19 HA:2 KM:0.5

Below the table is a navigation bar with buttons for "GAME", "LECTURE", and "KIFU HIS.". To the right, there are two video feeds: "CLS. CAMERA" showing a student and "STU. CAMERA" showing a teacher. At the bottom, there is a control bar with buttons for "QUIT", "SPEAK", "OBSERVER", "Q&A GOBAN", "START VD.REC.", "VD.RESET", and "SETTING". The system clock shows "2017/03/08 (Monday) 5:36:39 PM".

4.6.4. CLS. CAMERA

For operation detail, please reference chapter 「[4.4.2. Student Cameras](#)」 .

4.6.5. TEXT CHAT

Student could only text chat with teacher.

4.6.6. Function Buttons

Earth icon in left bottom changes to blue when connect to class successfully,
Otherwise it is of orange color and keeps on blinking.

(1) QUIT

Exit class room, and return to login dialog.

(2) OBSERVER.

Open observer dialog.

Please reference chapter 「[4.8. Oberver Main](#)」

(3) Q&A GOBAN

Discuss kifu with teacher interactively.

(4) VD. RESET

Reset your camera.

Click this button when video stopped or voice quality goes bad.

(5) SETTING

Following window pops up,

Video send is checked in default.

About other setting items,

Please reference chapter 「[4.4.7. Function Buttons](#)」 ~ (6)SETTING

STUDENT SETTING

VIDEO SEND VIDEO RECEIVE

VIDEO DEVICE
Integrated Camera

AUDIO DEVICE
??? (Realtek High Definition Audio)

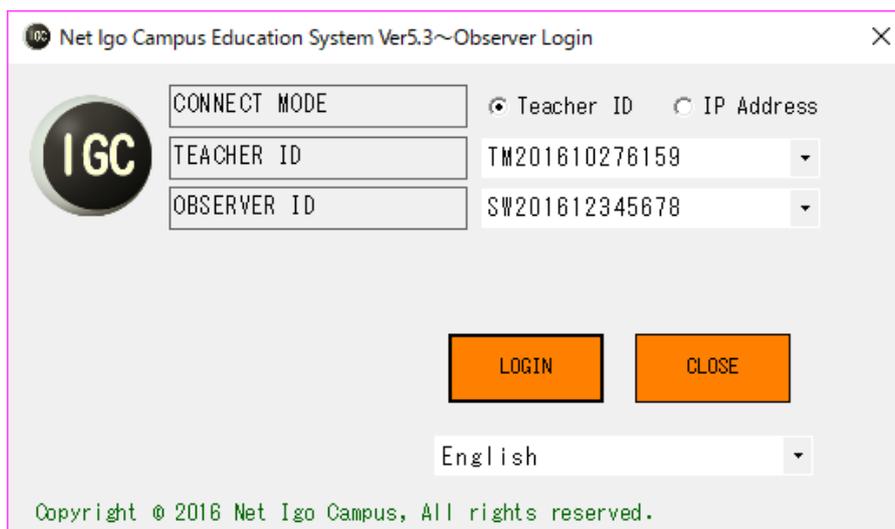
RECORDING AUDIO DEVICE
マイク (Realtek High Definition Audio)

CHARACTER CODE OF KIFU
Default

GOBAN CUSTOMIZE ...

OK CANCEL

4.7. Observer Login



Use teacher id, observer id (offered by teacher), to login a class.

4.8. Observer Main

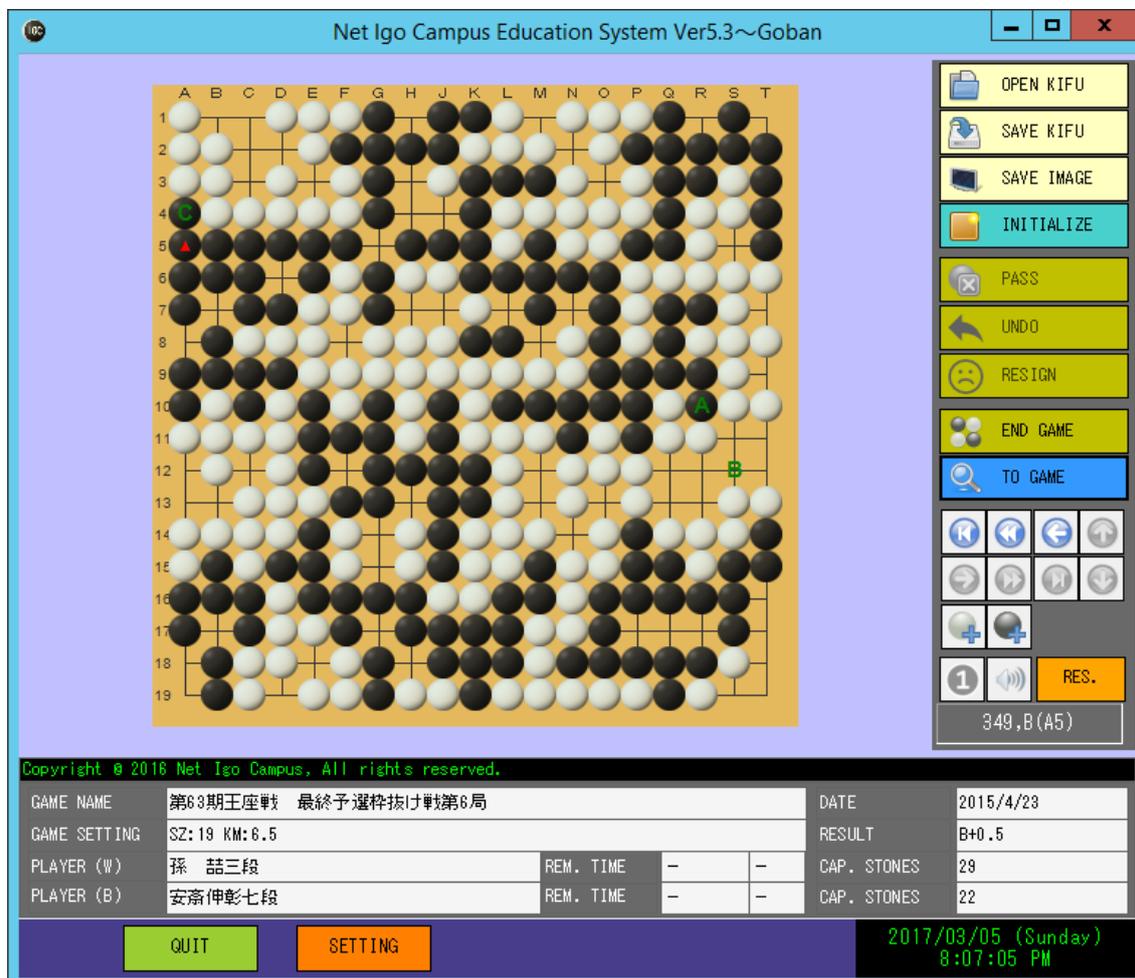


You can view all games of classroom.

Double click a goban, it will be expanded for bigger and easier view.

4.9. Goban Main

This is goban tool. You can navigate, view, and edit kifu.



5. Precautions

- You can download newest version from our website.
<http://www.igocampus.com/en>
- Teacher should prepare all prerequisites which is written in chapter 「[2. Operation Environment](#)」 when he starts a real lesson.
- We offer free use period opening in our website, tuition fee is upon negotiation between teacher and student.
- We hope this application widely used by teachers who possess enthusiasm and responsibilities in his teaching work. Any disputes occurred in cases, we take no responsibilities in free using period.

6. Contact

If you have any question or suggestion in using of our system,
Please contact us.

Tel: +81-3-5875-7408
Fax: +81-3-5875-7409
Email: support@igocampus.com
Skype: igocampus