KERALA INFRASTRUCTURE AND TECHNOLOGY FOR EDUCATION
PRESENTS

കേരള സർക്കാർ
പൊതുവിദ്യാഭ്യാസവകുപ്പ്

e-Language LAB

ENGLISH
eNjoy, eNhance & eNrich

E-cube English
Language Laboratory Software Developed by KITE
User Guide

A FOSS based easy to adopt, free to use and deploy anywhere digital multimedia software for enhancing the English language proficiency of students developed by KITE.

FOREWORD

Government of Kerala initiated an action oriented project titled Public Education Rejuvenation Mission to bring a comprehensive revival of the public education system in the State. As part of the Mission, Kerala infrastructure and Technology for Education (KITE) launched a project named E^3 English which aims to enhance and enrich the English language proficiency of students by making use of hi-tech labs in schools. It is in this context that Government vide GO (Rt.) No.804/2020/G.Edn dated 17.02.2020 sanctioned the roll-out of E^3 English (E-Cube English) project in schools. The project comprises of three components viz. Samagra E-library, E-language lab and E- broadcast.

E^3 English digital multimedia language lab developed by KITE provides practical experience to learners to listen, speak, read and write English and thus it facilitates the acquisition of English through engagement and interaction. The language lab has three major components viz. teacher console, student console and the software. Teacher console and student consoles consist of computers with appropriate software, and earphone for students and teachers. The main function of the teacher console is to mentor, support and give necessary instructions to students. Students can access the course content through student console. The course content in the language lab software has four levels:

- Level 1(for students of classes 1&2),

- Level 2 (for students of classes 3&4),

- Level 3 (for students of classes 5&6) and

- Level 4 (for students of classes 7&8).

However, the levels are not strictly class specific, so teachers are free to assign the students to do activities in any of the levels based on students' proficiency in using English.

E^3 English Language Lab software has three login options such as student login, teacher login and HM login. The student login is meant for students to access the course content at a particular level. But they need the support of the teacher to login and access the course content. With the support of the teacher, each student can go to the course content at a particular level. The following photograph illustrates students working in individual consoles in E^3 English Language Lab at G.U.P.School, Poojappura, Thiruvananthapuram.

Each level in the software consists of 10 stories and language learning activities related to all the stories. Each story at a particular level consists of 2 listening activities and activities related to the story such as: drag and drop, true or false, matching type, choose the appropriate answer, assignments, audio recording, video recording etc.

All these features are inbuilt in the software by customizing the activity part of Moodle software. Teachers have to direct students to do all the activities and submit their answers/responses to the teachers for assessment and feedback.

The following are some of the advantages of E^3 English Language Lab

- Experience in using the interactive multimedia software content and activities promote the English language proficiency of all students in a gaming and enjoyable atmosphere.

- Students have access to high quality stories and activities related to the learning outcomes.

- The course content in the E^3 English Language lab enriches students' listening, speaking, reading and writing skills in an integrated manner in meaningful contexts.

- Students can record their own voices, videos and playback the recordings and if needed they can modify their recordings and resubmit the same to teachers for feedback and assessment.

- The language lab course content and activities allow students to enhance and enrich the skills and competencies acquired in class by putting them into practice through interactive activities.

- The individual login facility arranged in the software helps the teachers to know the progress of each student and teachers can provide individual feedback and support to students.

- Report cards such as activity report and participation report of each student can be generated from the software.

- Using teacher login teachers can go through the answers/responses submitted by the students and assess their performance and provide feedback to the students.

- Using H.M. login, head teachers can monitor the progress of all students by going through activity report and participation report.

- The language lab activities promote self-guided and independent learning.

At the implementation level the software has the following advantages:

- No separate hardware / exclusive device is needed.

- No need of centralized Server systems for accommodating 45 lakh students.

- It vastly reduces the implementation cost.

- No Networking needed.

- The interactive multimedia software works in offline mode.

- E^3 English language lab can be used through Local networks or Computers and can be easily installed in the computers deployed in schools by KITE, which runs the KITE-GNU Linux Operating System.

In brief, the E^3 English Language lab software developed by KITE is easy to adopt, free to use and deploy anywhere digital multimedia software based system for enhancing the English language proficiency of students.

I hope E^3 English Language lab will be highly useful for students and teachers for improving their confidence and proficiency in using English.

K. ANVAR SADATH
Cheif Executive Officer

Table of Contents

1. E-Cube eLanguage Lab

E language lab is a space for English learning where students have access to computer based interactive digital multimedia software. Language lab software is designed to enable the students to acquire language skills in an interesting and interactive way. The interactive software works in offline mode. In IT@School GNU/Linux 18.04 Operating system (Ubuntu) it is available in the order Applications ➔ School Resources ➔ E-cube English.

The working of this software is explained below. The language lab software developed by KITE in 2021 has four levels viz Level 1, Level 2 , Level 3 and Level 4. See the table given below.

Sl.No.	Level	Description
1	Level 1	For Standard 1 and Standard 2
2	Level 2	For Standard 3 and Standard 4
3	Level 3	For Standard 5 and Standard 6
4	Level 4	For Standard 7 and Standard 8
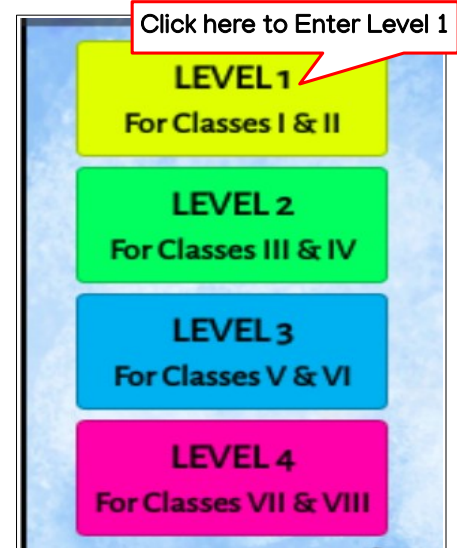
One can enter the course content by choosing the level. See Figure 1.

If you select a level, a login window appears (Figure 2). You can enter to the language lab by giving class number and password.

Figure 1: Course levels

NOTE: Each and every activities completed by the participants will be stored in E-Cube eLanguage Lab software separately for teachers monitoring and future verification of the learner.
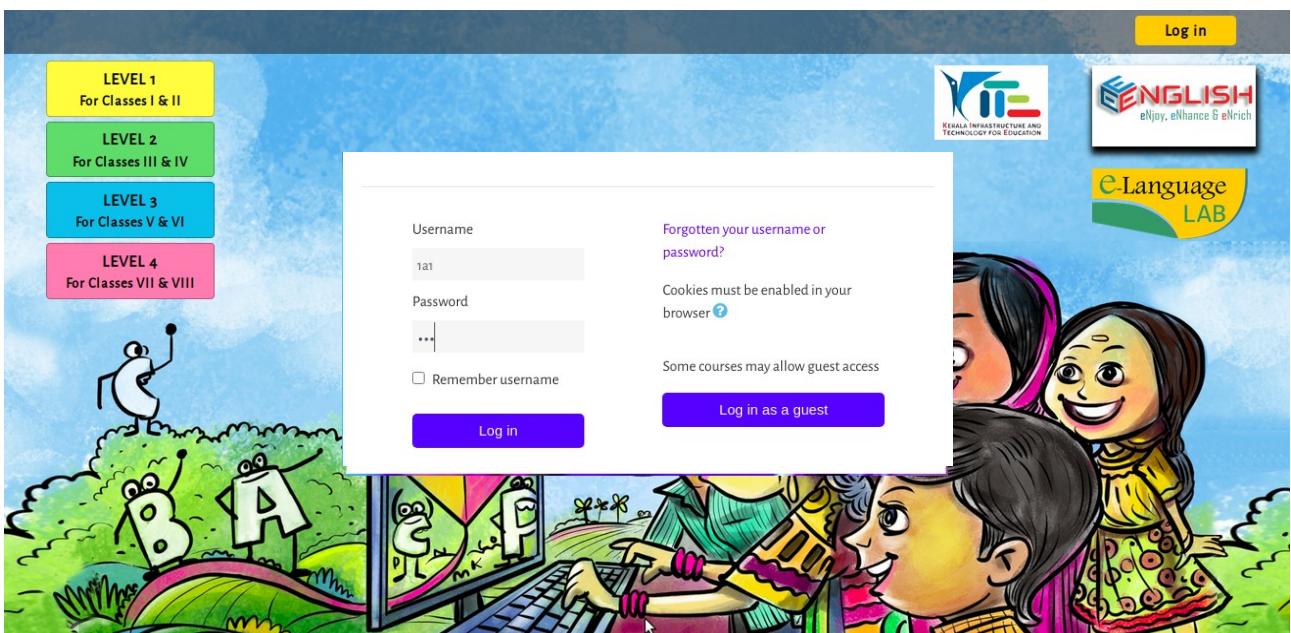
Figure 2: Login Window (E-Cube eLanguage Lab)

2. Student Login

2.1 Introduction

See the table below. It shows how the login of the children in each class is configured in the software. For example, the username of the first child in class 1A will be 1a1. The password will also be 1a1.

No	Standard	Division	User name	Password	Remark
1	Standard 1	A	1a1 1a2 1a3 . . 1a15	1a1 1a2 1a3 . . 1a15	Standard 1, Division A, No.1 Standard 1, Division A, No.2 Standard 1, Division A, No.3 . . Standard 1, Division A, No.15
2	Standard 1	B	1b1 1b2 1b3 . . 1b15	1b1 1b2 1b3 . . 1b15	Standard 1, Division B, No.1 Standard 1, Division B, No.2 Standard 1, Division B, No.3 . . Standard 1, Division B, No.15
3	Standard 2	A	2a1 2a2 2a3 . . 2a15	2a1 2a2 2a3 . . 2a15	Standard 2, Division A, No.1 Standard 2, Division A, No.2 Standard 2, Division A, No.3 . . Standard 2, Division A, No.15

2.2 Course Entry in student Login

Here explains how to enter the course after logging in. Figure 3 shows the login window. The first child in the **class 1A** is in the picture is logged in. Only Level 1 course is available for class 1 & 2 students.
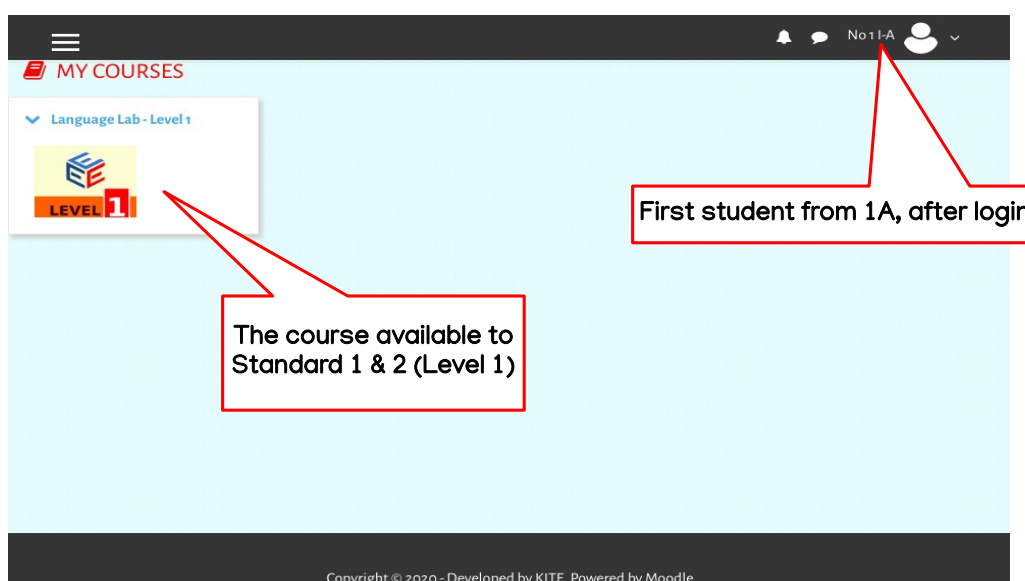
Figure 3 : Course Available for Standard 1 & 2

2.3 Course Content

Click on the course in the window that appears when you log in (here Language Lab – Level 1) to view the contents of the course (Figure 4). Here several activities are arranged in 10 units. The names of all the units are displayed in the left panel. If you click on the name of the unit, you will see the activities included in the unit on the right hand side.
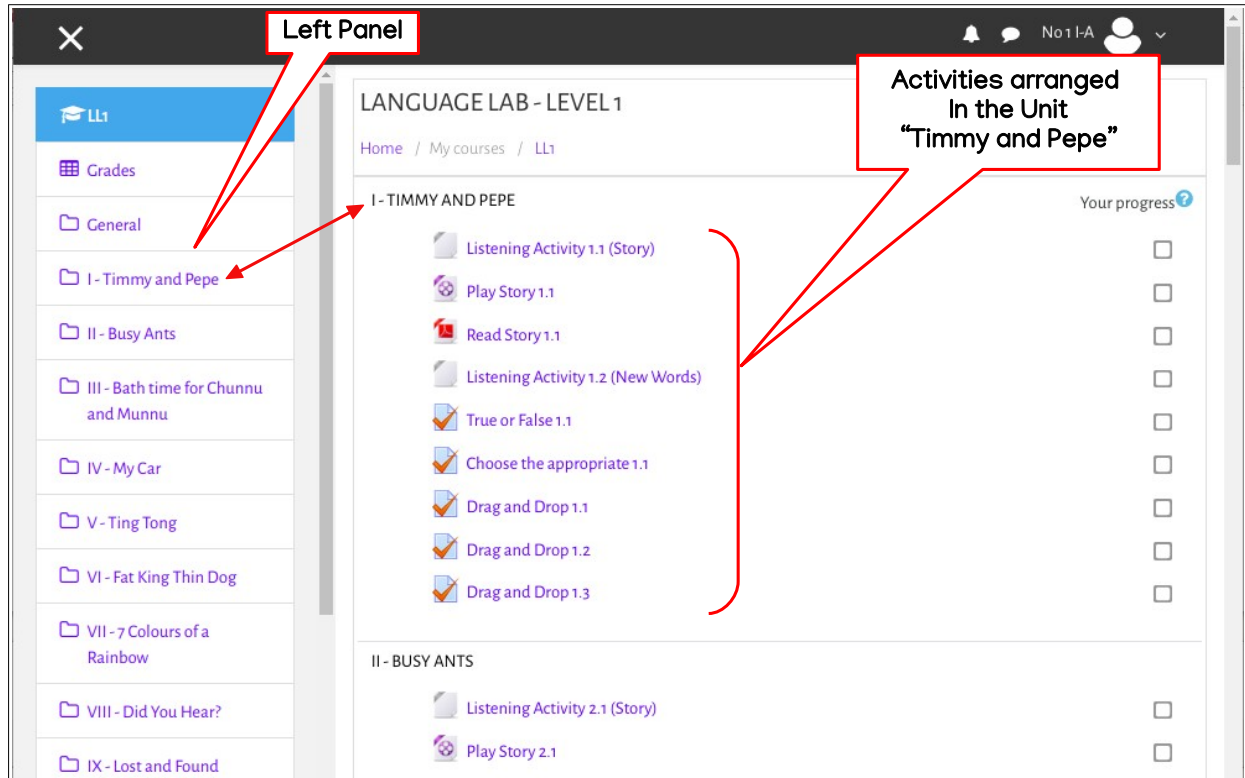
Figure 4: Exploring Course content

2.4 Course Activities

Different types of activities are included in each unit. The procedure for these is described below.

A. Listening Activities

Each unit may have two Listing Activities included in it. The **Listening Activity 1.1 (Story)** and **Listening Activity 1.2 (New Words)** shown in Figure 4 are the Listening Activities in the unit 'Timmy and Pepe'. These can be activated by clicking on the named link. For example, you can activate Story Listening Activity by clicking on **Listening Activity 1.1 (Story).** The first slide in the story will then appear in the new window with the illustration of the characters (Figure 5). Click on the Next button to proceed to the next slide. You can listen to the story by clicking the Play the sound button.

You can run Play Story, Read Story and New Words activity on the same way.
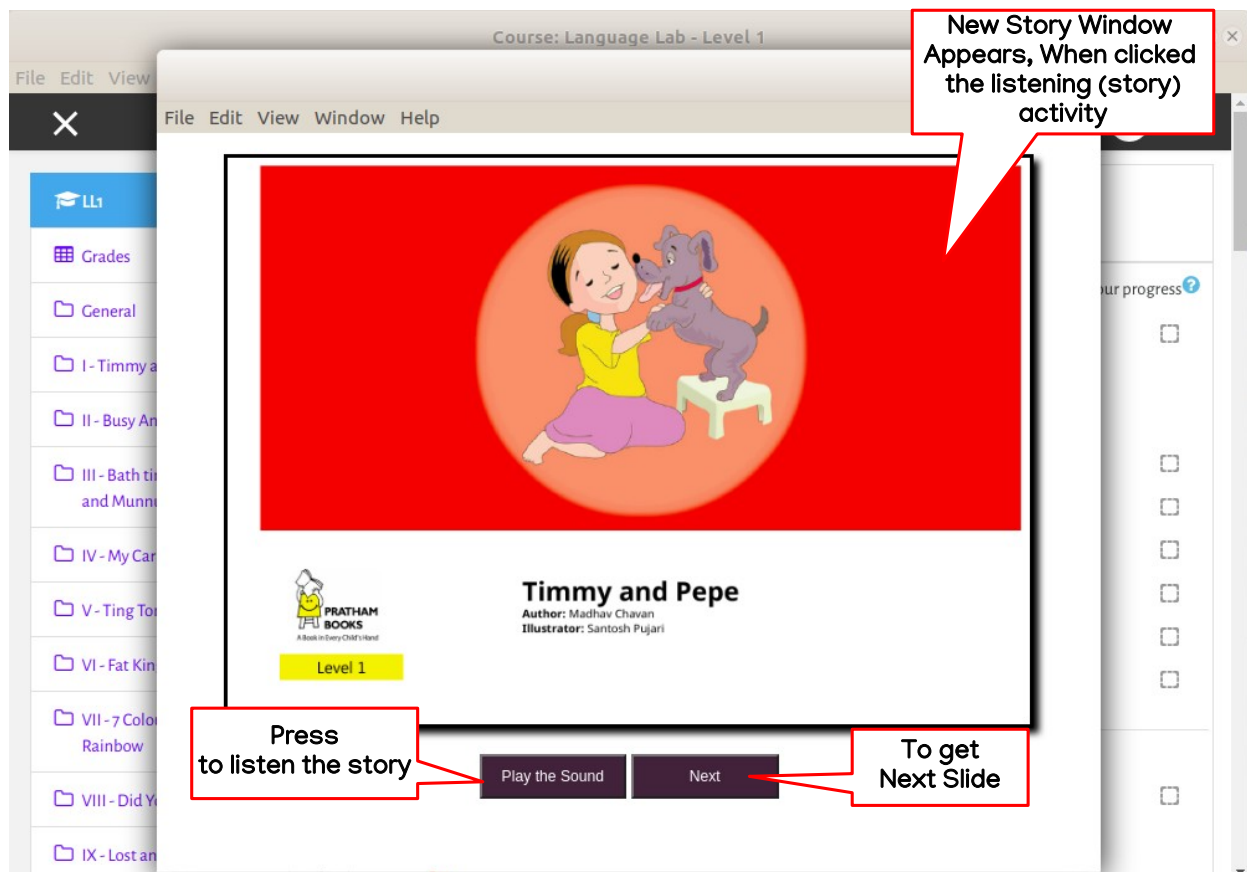
Figure 5: Listening Activity (Level 1, Unit 1)

B. Quiz type Activities

The quiz type activities related to the story included in the unit are given here. These come in a variety of forms, including Drag and Drop Activity, True or False, and Choose the appropriate. Below is how each of these works.

a) Drag and Drop Activity

Drag and Drop activities are arranged in such a way as to drag words or images into the blank position in the background image. For example, let's look at how the drag and drop activity in the unit 'Timmy and Pepe' (Level 1) works. To do this, click on the Drag and Drop 1.1 (Figure 4) link. In the window that follows, click on the Attempt Quiz button. The Activity window appears (Figure 6).

[When the quiz activity is run once and partially reopened, the Attempt Quiz button will change to Continue the last attempt.]
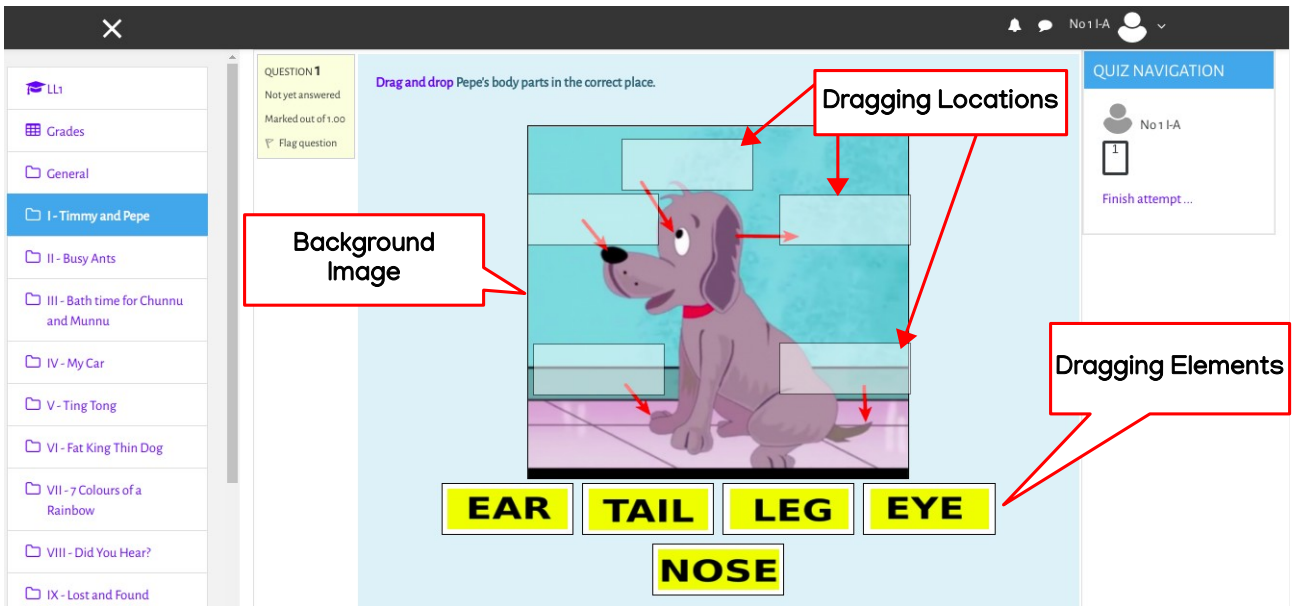
Figure 6 : Drag and drop activity (before attempt)

Dragging elements such as EAR, TAIL, LEG, EYE and NOSE can be seen below the background image. Drag these to the appropriate location in the background image. Then click on the Finish attempt link on the right (Figure 7).
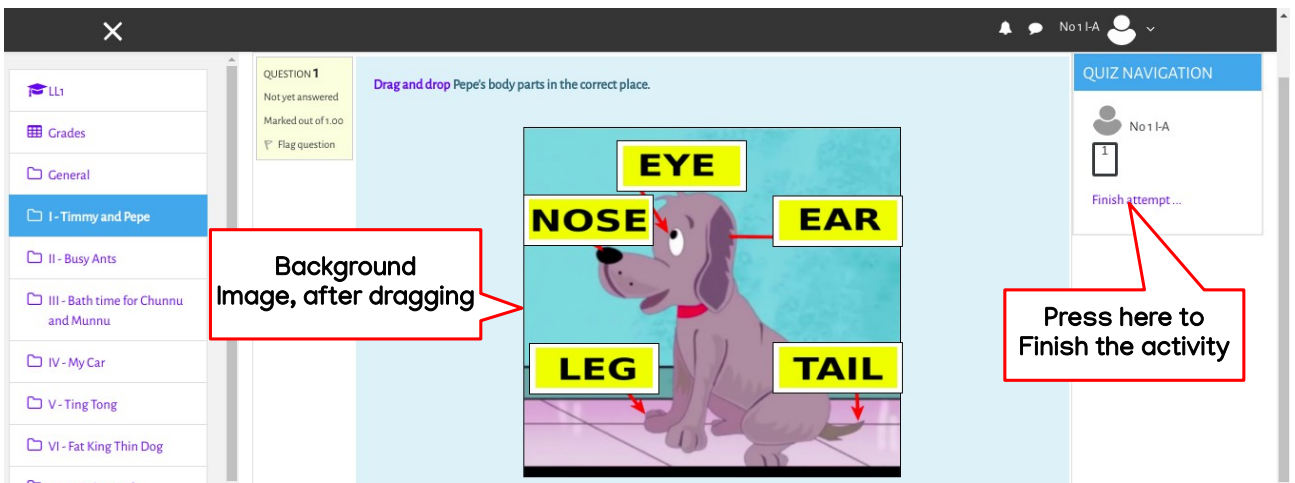
Figure 7 : Drag and drop activity (after drag & drop)

In the next window (Figure 8), click on the **Submit all and finish** button.
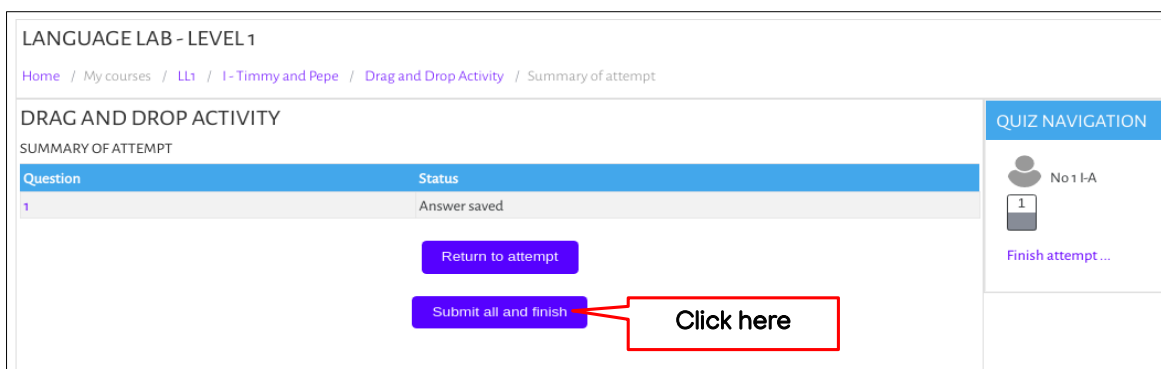
Figure 8 : Drag and drop activity (Submission window)

In the CONFIRMATION window that appears, click on the Submit all and finish option. Then, the Review window appears (Figure 9).

Figure 9 : Drag and drop activity (Activity Review Window)

It shows the score and grade obtained for the activity (Figure 9).

b) True or False Activity

True or False activities include True or False questions related to the familiar story in the unit. The following describes how to complete the True or False quiz activity included in the **Timmy and Pepe** unit. To do this, click on the **True or False 1.1** link (Figure 4) embedded in the unit. The Quiz window appears (Figure 10).

Figure 10 : Quiz Window (True or False)

The example given includes 5 questions (Figure 10). You can select any of these questions using the Previous page and Next page buttons. The buttons included in the Quiz Navigation area can also be used for this. Notice that the completed questions and the ongoing question are shown separately in the Quiz Navigation area (Figure 10). After attending all the questions, click on Finish attempt option. All subsequent windows are the same as in the Drag and Drop activity.

c) Multiple choice Questions

Multiple choice activities are similar to True or False activities. Instead of True/False questions, Multiple choice questions are included here.

d) Choose the appropriate

This is the most commonly used question model as part of English language learning. These are arranged in such a way as to fill in the blanks left in a sentence. For example, in the Timmy and Pepe unit, click on **Choose the appropriate 1.1** link (Figure 4). The activity appears (Figure 11). Here see a list of options to fill out.
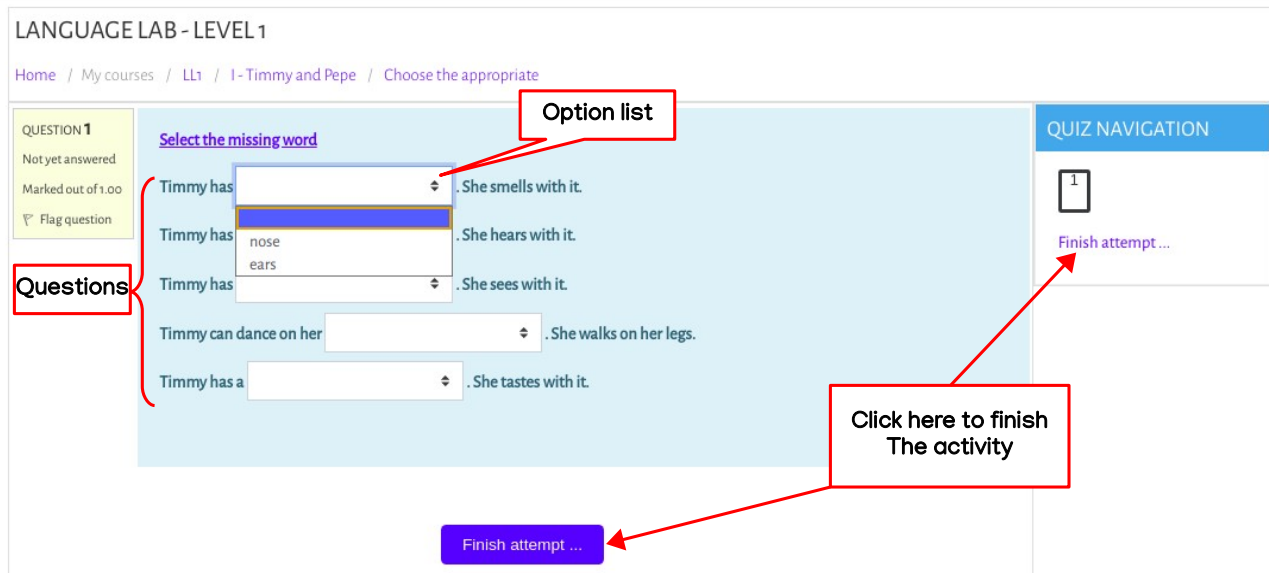
Figure 11 : Quiz Window (Choose the appropriate)

Select the appropriate option from the Options list and proceed. You can stop working by clicking on the Finish attempt button. The subsequent windows are similar to the Drag and Drop activity.

C. Recording Activities

The software includes a system for recording and storing a child's voice in both audio and video formats (Audio / video). These can then be used to improve a child's language skills. The working of the system is explained below.

a) Audio recording Assignment

Audio recording activities are included as assignments. The **Timmy and Pepe** unit has no such activity. However, **Assignment 2.1 – Record Yourself (Audio)** in the second unit, **Busy Ants,** has it. Its working method is given below.

Clicking on **Assignment 2.1 – Record Yourself (Audio)** in the second unit Busy Ants will bring up the Assignment Status window (Figure 12). As the assignment is not currently submitted, it is shown as **No attempt** in the Submission status section. Click the **Add submission** button to record the voice as an assignment.

Figure 12 : Assignment Status Window – before assignment submission

Clicking on the **Add submission** button opens the Assignment submission window. Task to be performed is displayed on the top of the window (Figure 13).

Figure 13 : Assignment submission window

Click on the Sound recording (🎤) button in the window. The **Record audio** window opens (Figure 14).
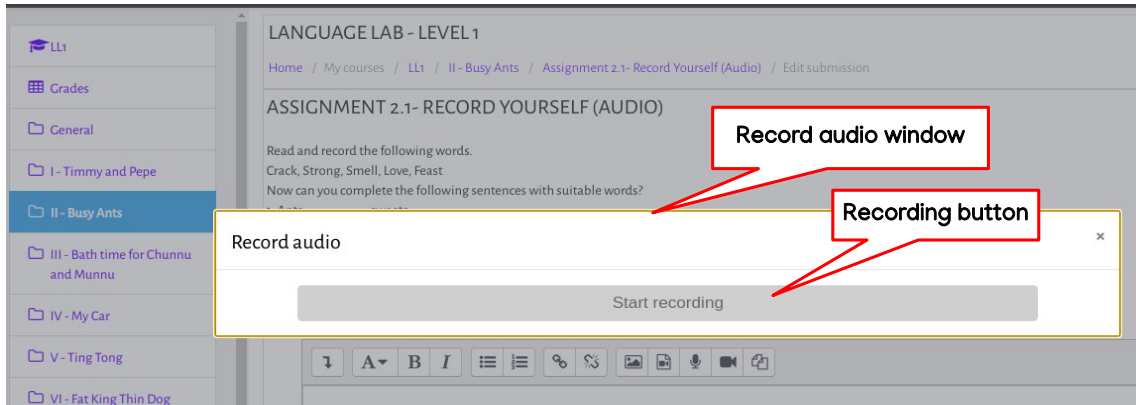
Figure 14 : Record audio window (before recording)

In the **Record audio** window, click on the **Start recording** button. Then Start Recording in the window will change to **Stop recording** (Figure 15). When the recording is complete, press the **Stop recording** button.
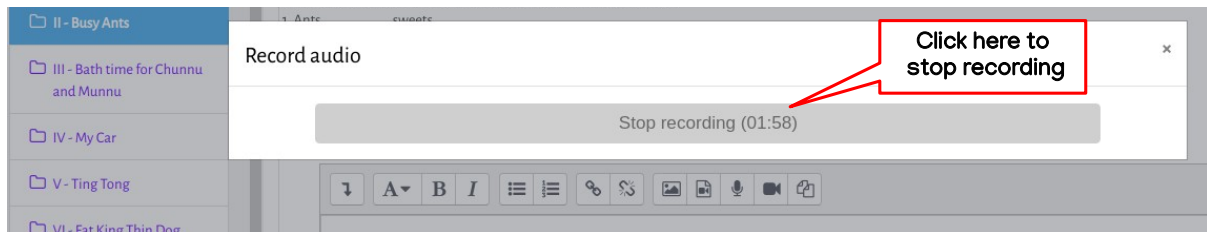
Figure 15 : Record audio window (on record)

Clicking on the **Stop recording** button will change the window as shown in Figure 16. The recording can be done again using the **Record again** button. Finally, when the recording is complete, click on the **Attach recording** button.
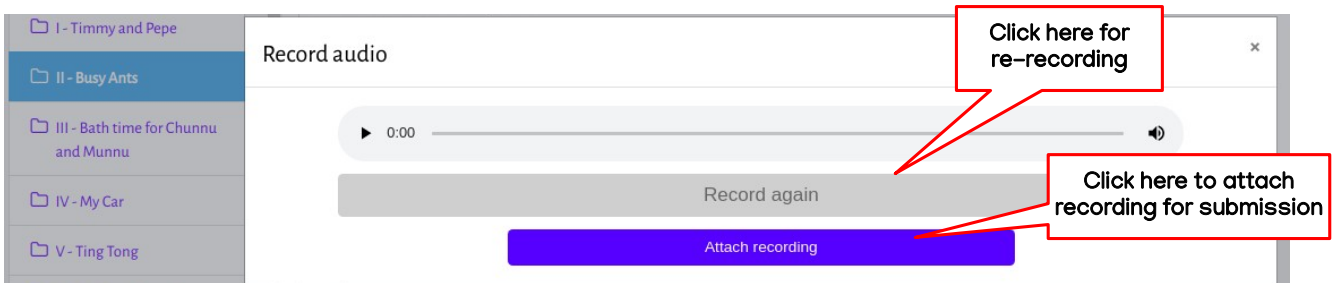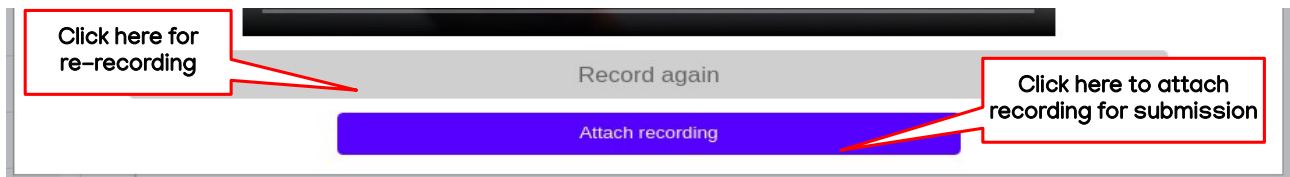

Figure 16 : Record audio window (after recording)

Clicking on the Attach recording button will display it in the window editor (Figure 17). After that, click on the **Save Changes** button.
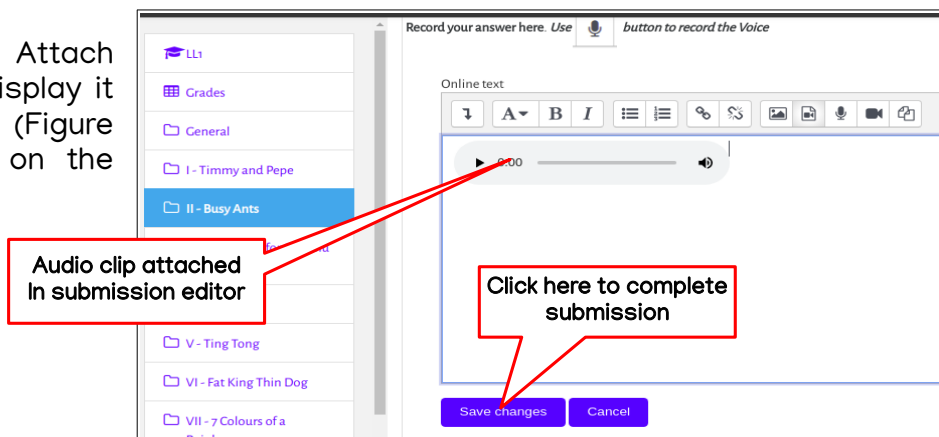
Figure 17 : Attachment on editor

The Assignment Status window appears again (Figure 18). Unlike the previous one, in the Submission status section, it says 'Submitted for grading'. (Compare with the same window in Figure 12)
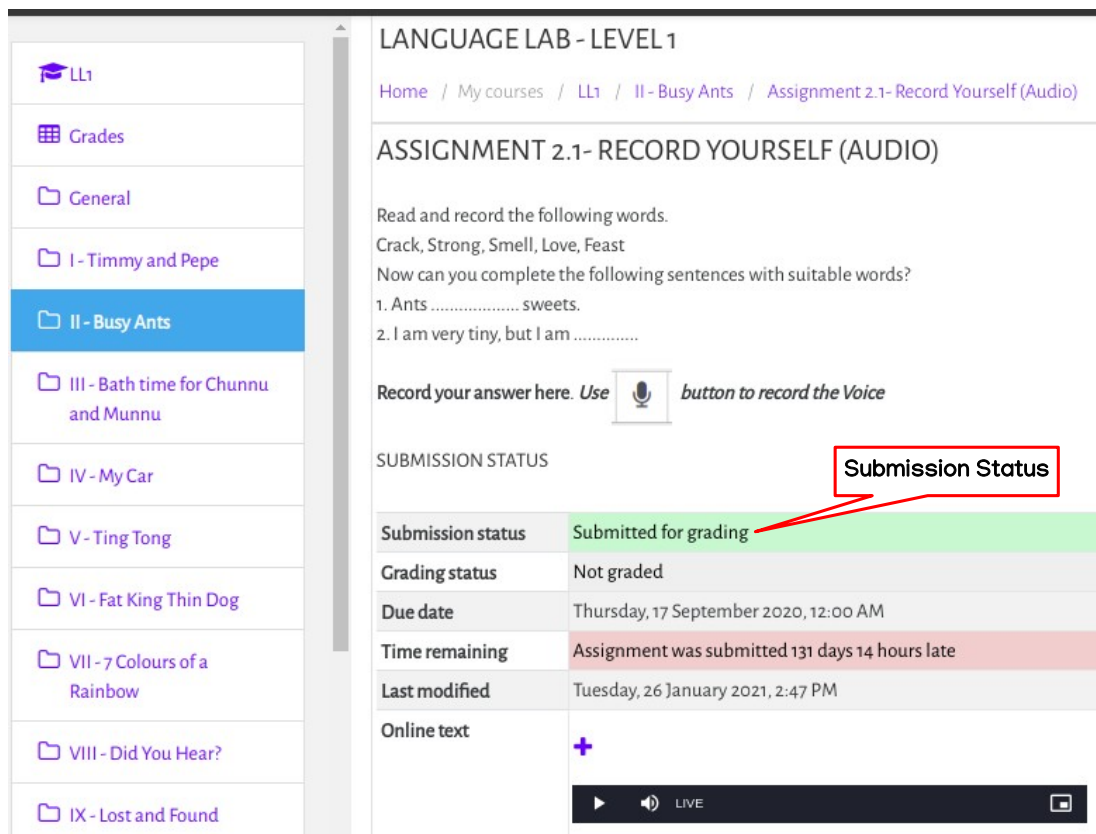
Figure 18 : Assignment Status Window – after assignment submission

b) Video recording Assignments

The same goes for submitting video assignments. The only difference is in the attachment. This difference is given below. Use the **Record video** (◼️) button next to the **Record audio** button to record video.

Clicking on it will bring up the Record video window (Figure 19).
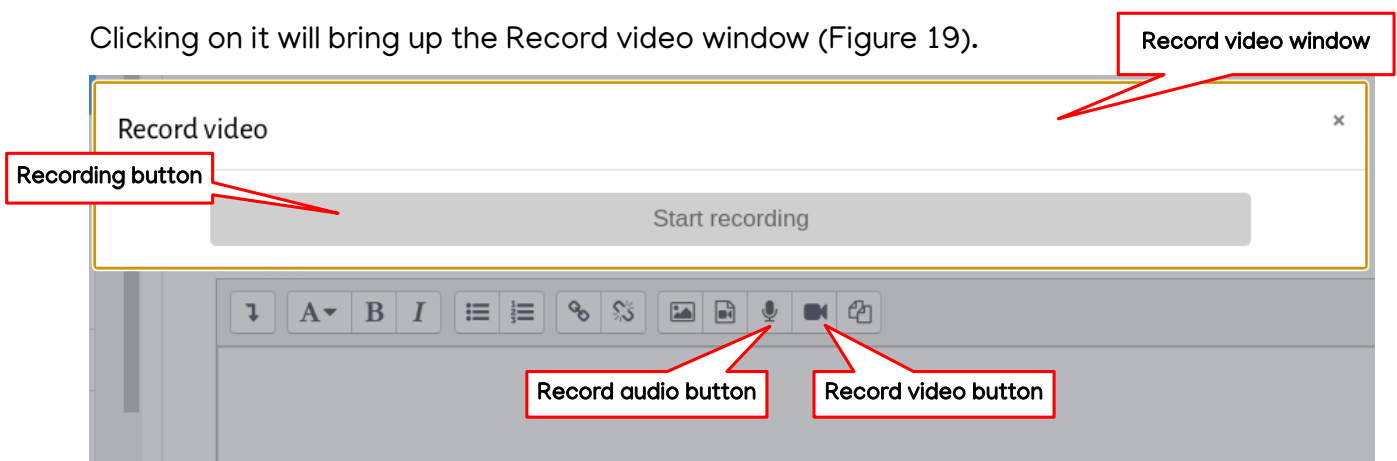
Figure 19 : Record video window (before recording)

You can start recording by clicking on the Start recording button in the Record video window (Figure 19). Then notice the change in the window (Figure 20). You can see the captured video footage there. The **Start recording** button will also be changed to **Stop recording.** (See Figure 19 and Figure 20)
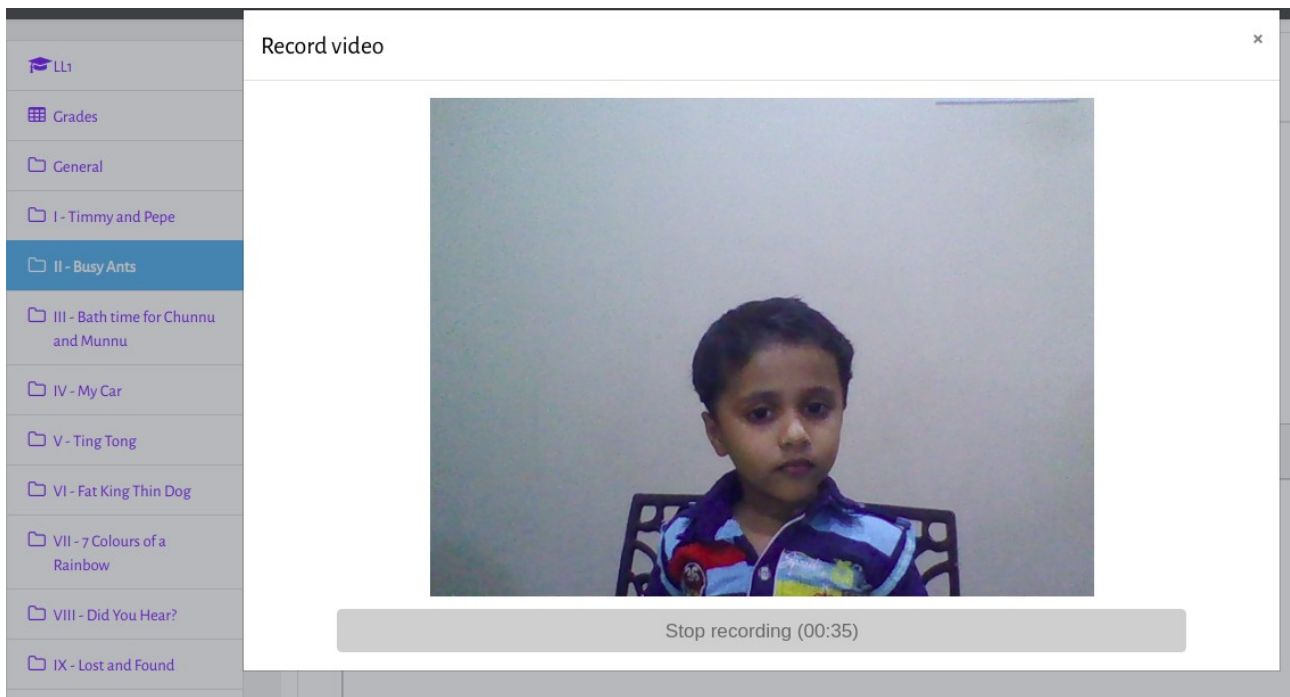
Figure 20 : Record video window (on record)

When you press the **Stop recording** button, the change shown in Figure 21 appears in the Record video window. Recording can be done again using the **Record again** button. Finally, when the recording is complete, click on the **Attach recording** button.

Figure 21 : Record video window (after recording)

Clicking on the **Attach recording** button the video will display in the Assignment Editor window (Figure 22). Then click on the **Save Changes** button to complete the submission.
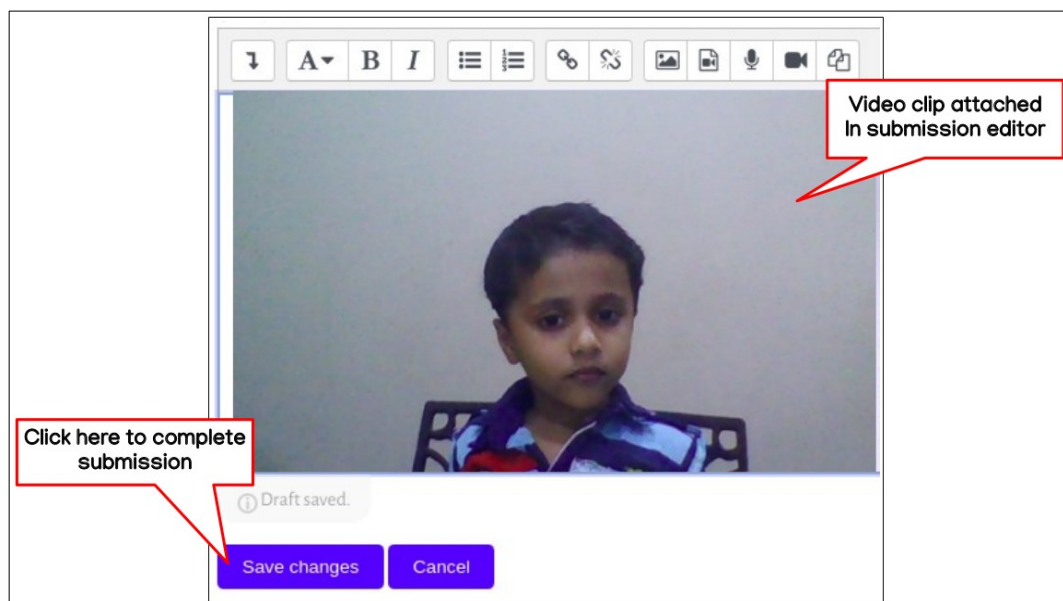
Figure 22 : Video Attachment on editor

Subsequent operations are the same for audio recording and video recording.

c) Assignment Upload Activities

The software also provides provision for submitting worksheets and other assignments answered by the learners. There are no such activities on the first level. The following activity **Assignment 1.2 – Upload Worksheet** in the Little Painters unit in Level 2 is such an activity.

(You can enter the username **3a1** and the password **3a1** to log in. After logging in, click on the **Little Painters** unit in the left panel. See Figure 23.)
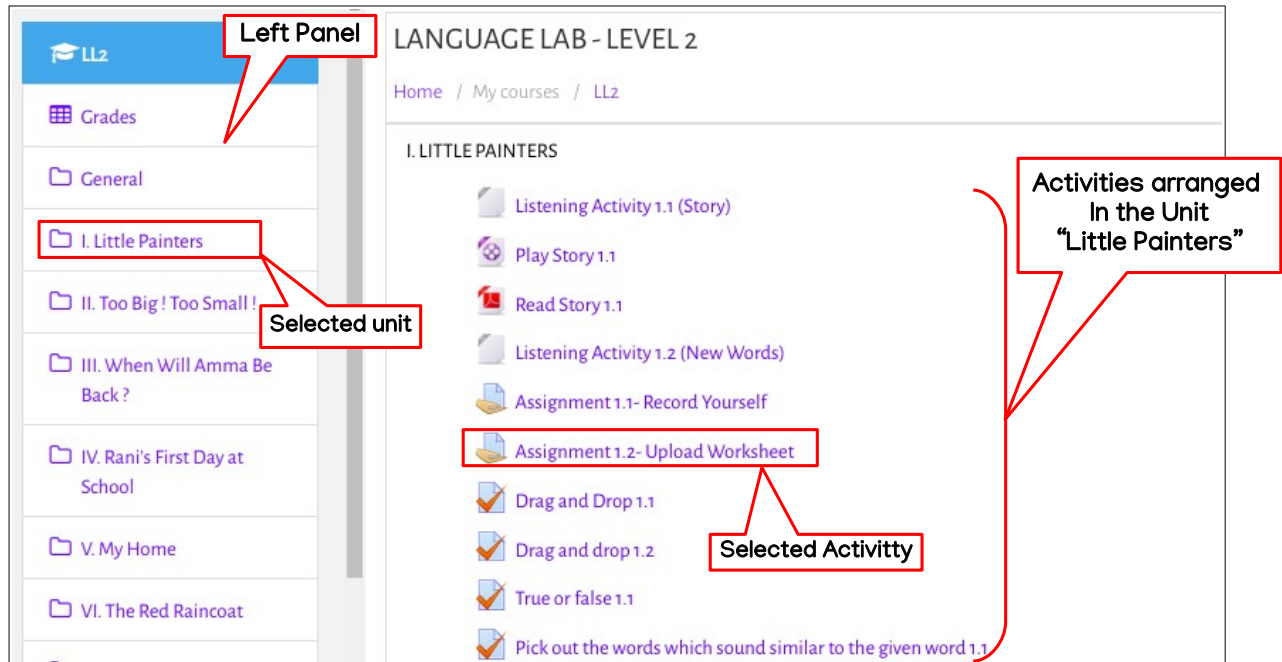
Figure 23 : Activities included in the unit 'Little Painters' (Level 2)

If you click on the **Little Painters** unit, the activities will appear on the right. From here, click on the link Assignment 1.2 – Upload Worksheet. The Assignment Status window appears (Figure 24). Assignment may be given above. **[Draw the picture of your home, and paint it. Then upload the photo with the help of your Teacher]**. As the assignment is not currently submitted, it is shown as **No attempt** in the Submission status section. Click the **Add submission** button to upload the worksheet as an assignment.

The Assignment Submission window appears (Figure 25). Drag and drop the pre-prepared worksheet into the Drag and drop area of the window.

[Worksheets for children do not have to be prepared digitally. All you have to do is upload a digital photo of the worksheets that the children are making on paper with the help of the teacher.]

Notice the change in the window after drag and drop (Figure 26). The icon of the dropped file appears in the drag and drop area. Then you can complete the submission by clicking on the **Save changes** button.
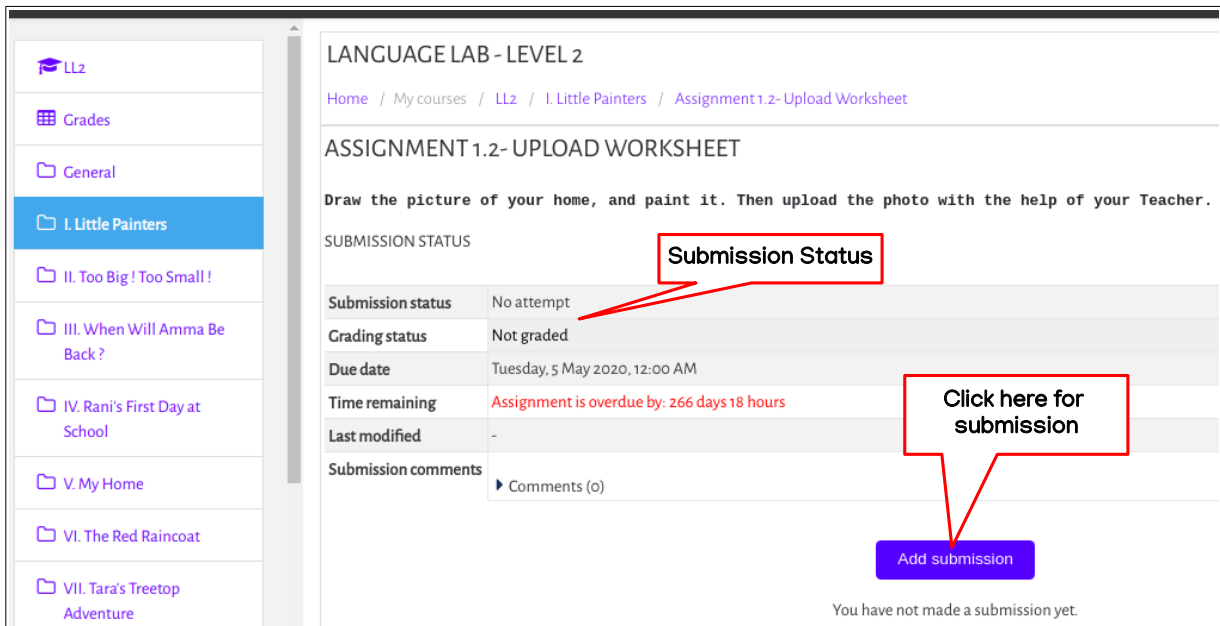
Figure 24 : Assignment Submission status window (before submission)
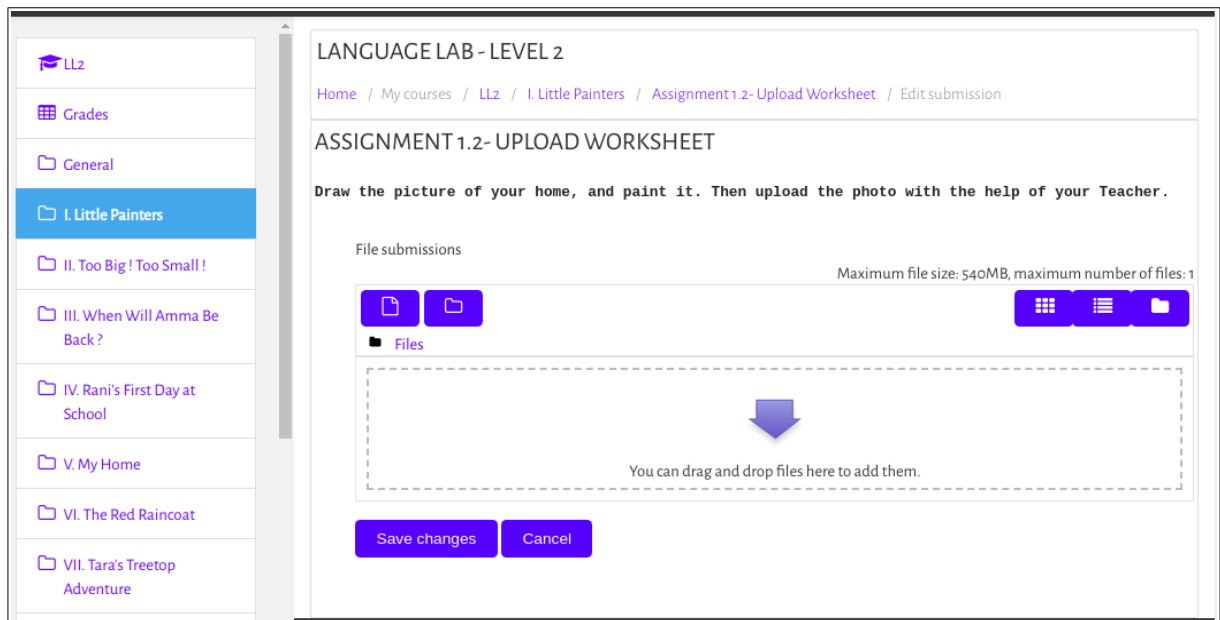
Figure 25 : Assignment Submission window (before drag&drop)
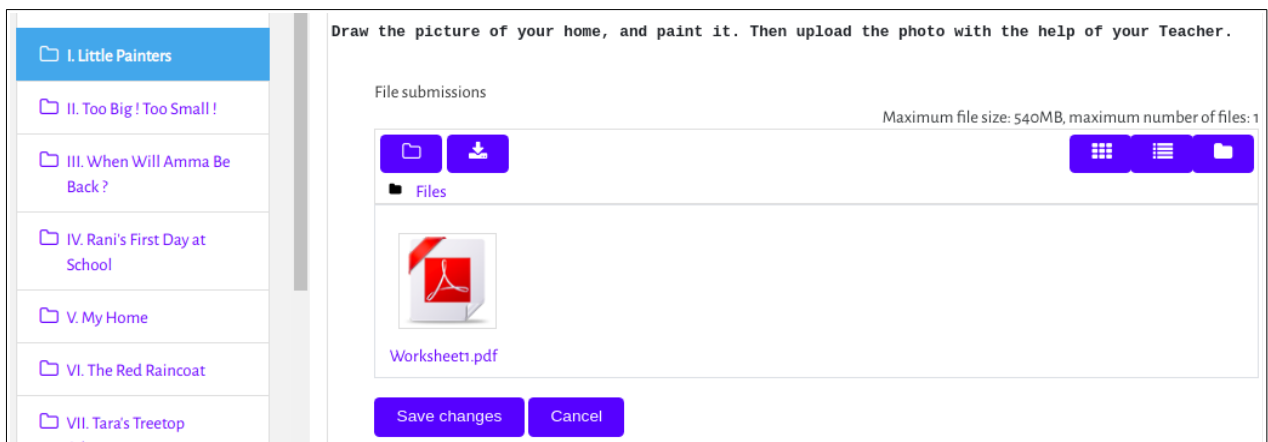
Figure 26 : Assignment Submission window (after drag&drop)

After completing the submission by clicking on the Save changes button, the Assignment Status window will reappear (Figure 27). Unlike the previous one, Submission for grading is written in the Submission status section. (Compare with the same window in Figure 24)

Figure 27 : Assignment Submission status window (after submission)

3. Teacher Login

3.1 Introduction

Each learning activity completed by the learner in the e-cube English Language Lab software is stored on the computer on a class basis. This can be checked by the teacher at any time and feedback can be given. If necessary, children's progress report can also be prepared. In order to do such things, each class is given a separate teacher login. See the table below. It shows how the teacher's login is configured for each class in the software. That is, the username of the teacher in class 1A will be **1at**. The password will also be **1at**.

No	Standard	Division	User name	Password	Remark
1	Standard 1	A	1at	1at	Standard 1, Division A, Teacher
2	Standard 1	B	1bt	1bt	Standard 1, Division B, Teacher
3	Standard 2	A	2at	2at	Standard 2, Division A, Teacher
4	Standard 2	B	2bt	2bt	Standard 2, Division A, Teacher
.	.	.	.	.	.
.	.	.	.	.	.
.	Standard 6	D	6dt	6dt	Standard 6, Division D, Teacher

See the table below. Learning activities are organized in four levels in this software.

Sl.No.	Level	Description
1	Level 1	For Standard 1 and Standard 2
2	Level 2	For Standard 3 and Standard 4
3	Level 3	For Standard 5 and Standard 6
4	Level 4	For Standard 7 and Standard 8

You can enter the course by selecting the level that includes the class to be logged in. For example, if you want to log in to Level 1, click on the Level 1 icon (Figure 28) in the window that appears when you open the software.

Clicking on this will bring up a login window (Figure 29). Here the teacher can enter the course by entering the username and password.
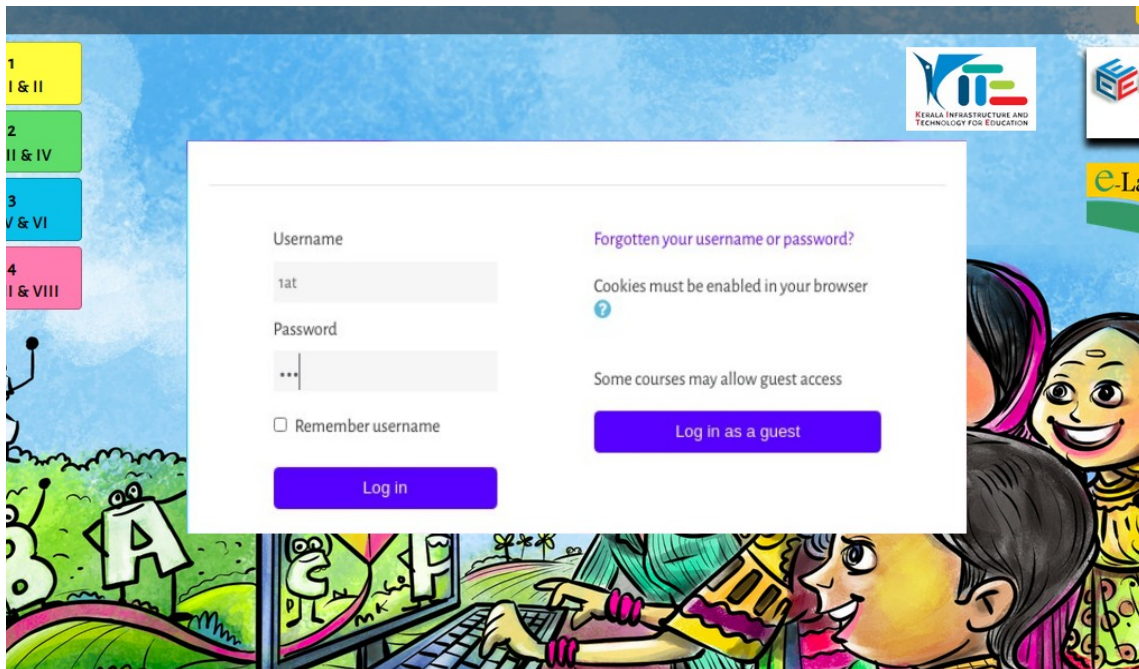

Figure 28: Course levels

Figure 29: Login Window (E–Cube eLanguage Lab)

3.2 Course Entry (Teachers)

Here explains the way to enter the course as a teacher. Figure 30 shows the window after login. In the picture, it is logged in as a class 1A teacher. Only Level 1 course is available for class 1 teacher.
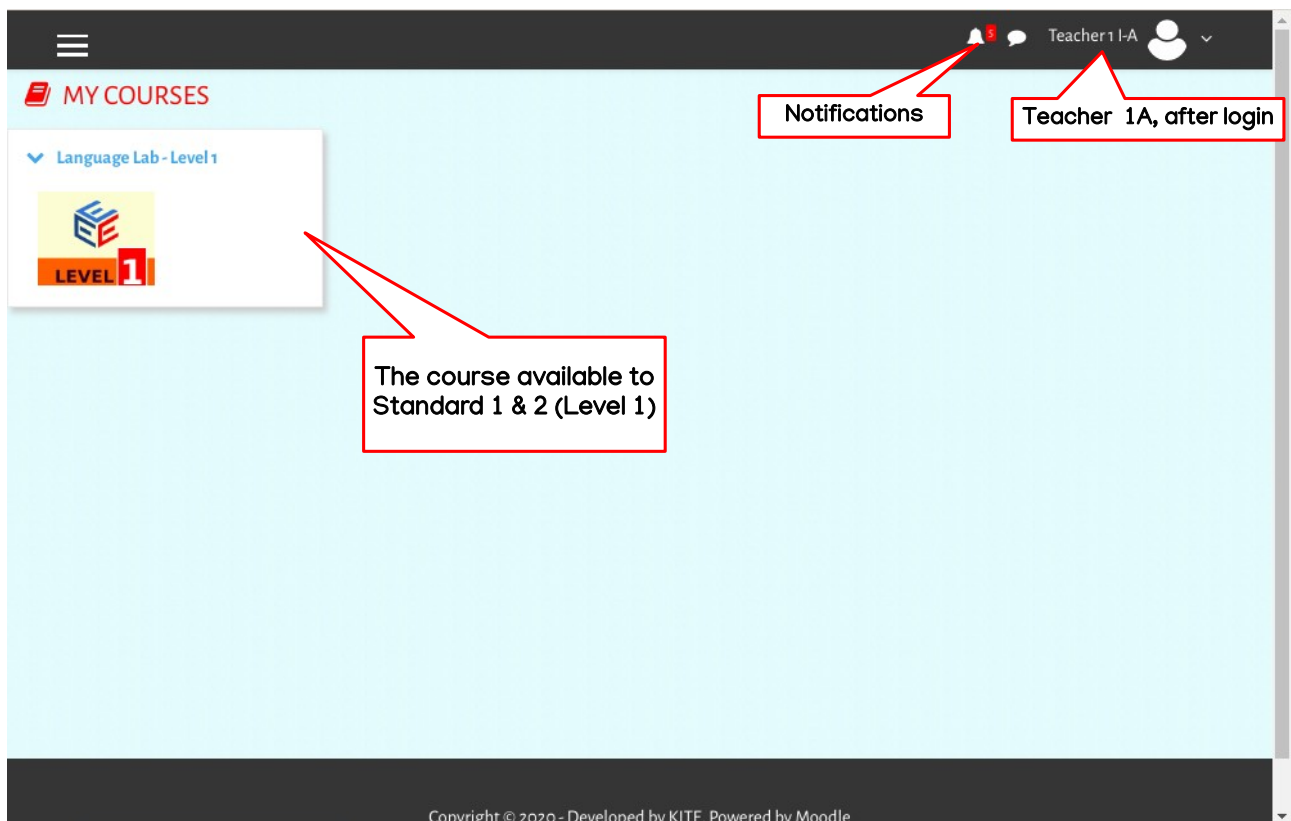

Figure 30 : Course Available for Standard 1 & 2

Course Content

Click on the course icon in the window that appears when you log in (here Language Lab – Level 1), you will see the contents of the course (Figure 31). Here several activities are arranged in 10 units. The names of all the units are displayed in the left panel. If you click on the name of the unit, you will see the activities included in the unit on the right.
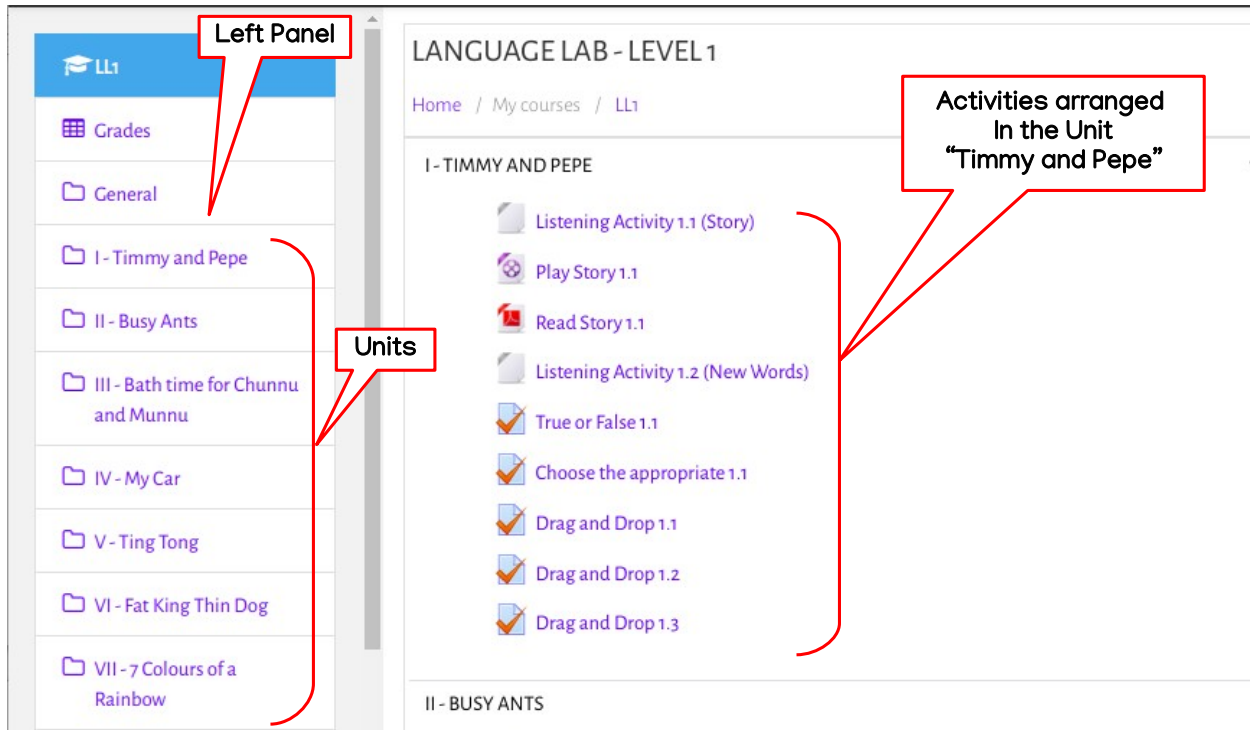
Figure 31: Exploring Course content

3.3 Activity Monitoring

The software has a system to check whether the students have done the assignment activities and quiz type activities included in the course. Quiz type activities will be scored automatically as soon as the student attends them. Teachers can also check these scores later. In addition, the software has provided the options to teachers to check and grade the assignments that children have uploaded. It is explained below in detail.

A. Monitoring – Quiz type Activities

There are four main types of Quiz type Activities covered in different units as part of the course. These include drag and drop activity, True or false activity, Multiple choice activity, and Choose the appropriate activity. The following is how to check if the children in the class have completed such activities. Take, for example, the first drag and drop activity on the Timmy and Pepe unit (Figure 31). To do this, click on the Drag and drop activity link. A new window appears (Figure 32).
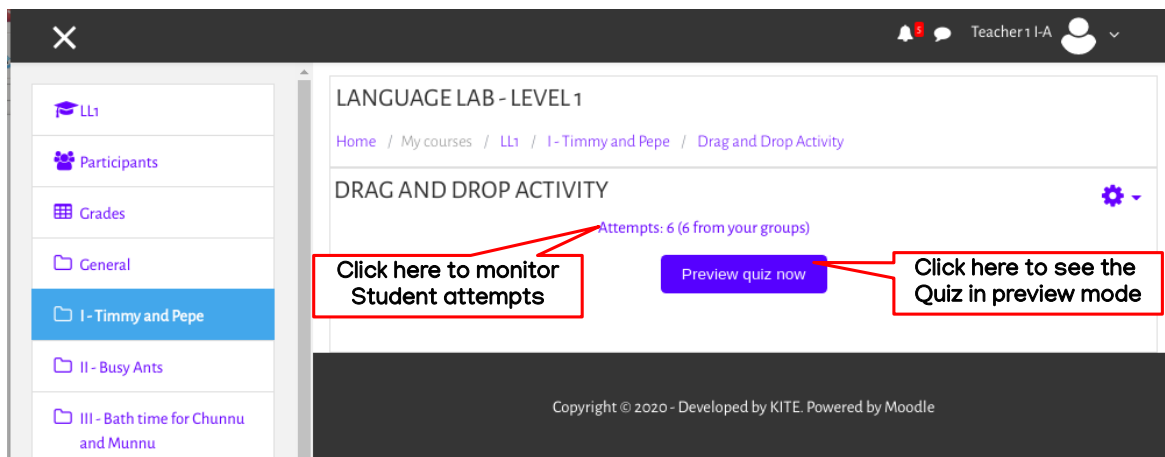
Figure 32: Drag and Drop Activity in teacher login

The **Preview quiz now** button in the new window allows the teacher to view the activity. Clicking on the **Attempts** link will bring up information about those who have done Drag and Drop Activity and those who have not, in a new window (Figure 33). You will also get the score of those who have completed the activity.

Figure 33 : Consolidation (Drag and Drop Activity)

All Quiz type Activities that are part of the course can be monitored in this way.

B. Monitoring – Assignment Activities

During the quiz activity, the score of the learner is given by the computer itself. But when doing assignment activities, the teacher has to give the score to the students. Therefore, the monitoring system of Assignment Activities will also have the facility for the teacher to record the score. Here explains the procedure.

For example, let's look at how to check the **Assignment 2.1–Record Yourself (Audio)** assignment activity in the **Busy Ants** unit. To do this, select the unit and click on the link **Assignment 2.1–Record Yourself (Audio)**. Then, the Grading Summary window appears (Figure 34).
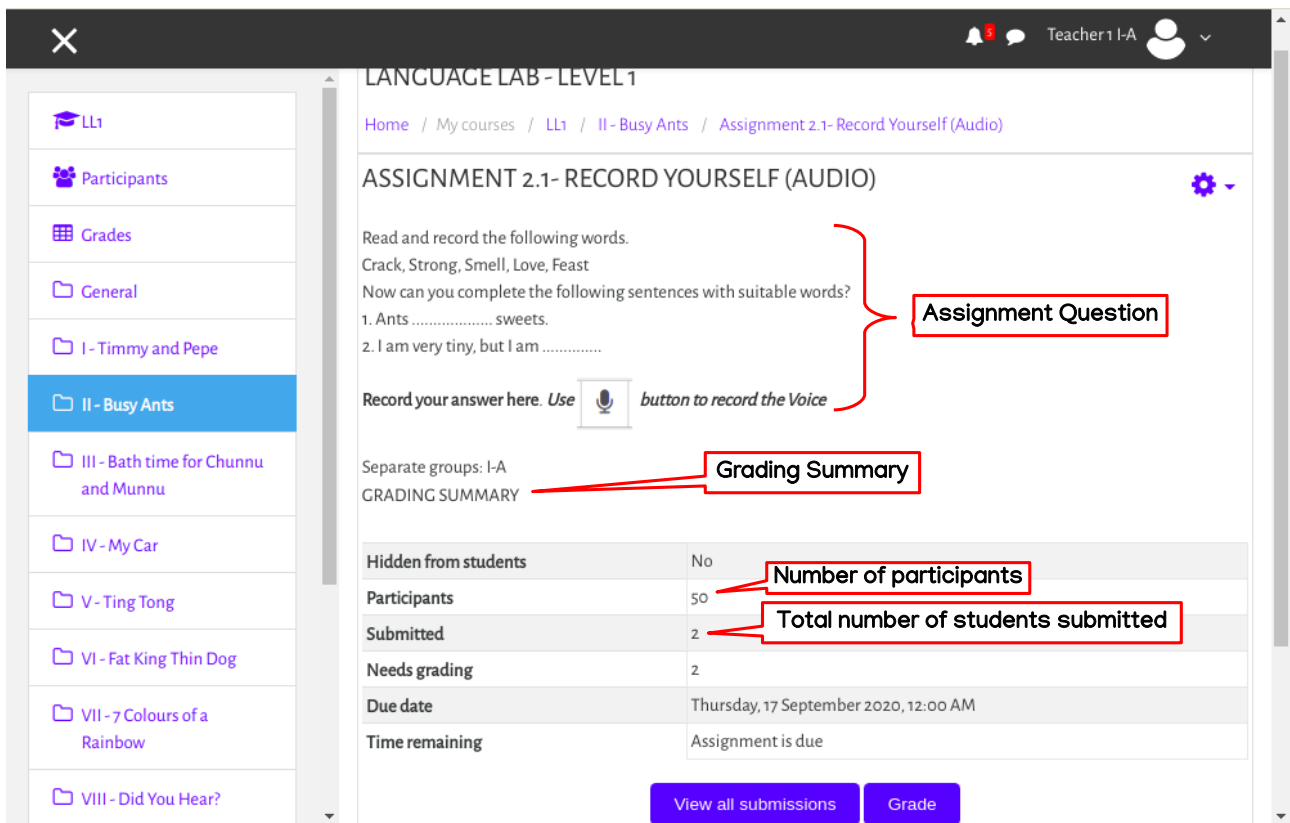
Figure 34 : Grading Summary Window in Assignment Activity

At the top of the Grading Summary window there will be an Assignment Question. Below that the Grading Summary may be given. The number of students in the class, the number of students who have submitted and the number of students who have been graded are displayed here (Figure 34). Click on the **View all submissions** button to see or hear what the children have submitted.

Clicking on the **View all submissions** button opens a new window (Figure 35). Here you can see the audio clips submitted by the children in the **Online text** column. These can be run by the teacher at any time.
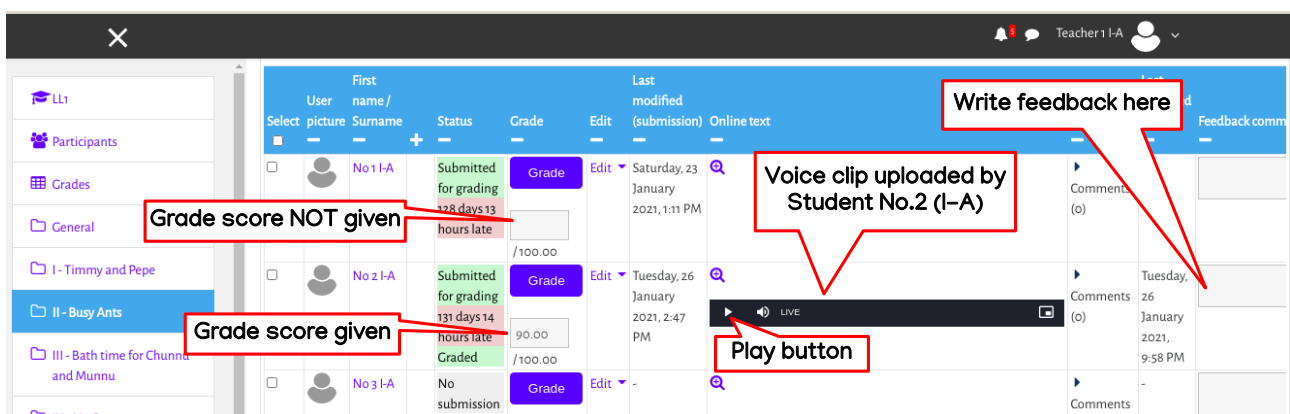
Figure 35 : Consolidation of all submissions in Assignment Activity (Audio uplaod)

The provisions to Grade assignments and give Feedback is also available in the same window. The grade should be recorded in the Textbox in the Grade column against the learner. See the second child graded in the picture (Figure 35). Similarly, you can enter feedback in the Feedback comments column against the child's name.

If the learner uploads worksheets as part of the assignment, there will be a small change in consolidation. See Figure 36. Here, instead of the **Online text** column, there will be a **File submissions** column. Below this are the worksheets uploaded by the learners. Clicking on it will open the worksheet. (Only if it is a supporting format. If it is not in supporting format just download and open it.) Check this and enter the Grade score in the Grade column.
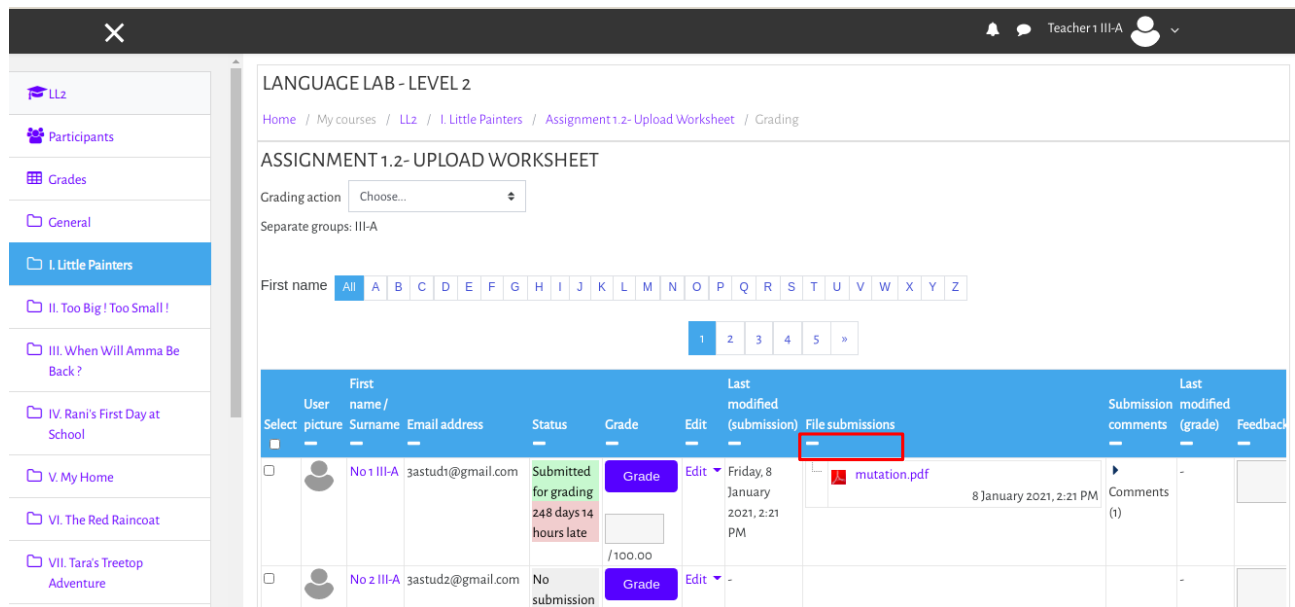
Figure 36 : Consolidation of all submissions in Assignment Activity (Worksheet)

When the grading is completed, click on the Save all grading changes button below. The Grading Summary window then reappears. The window may change according to the new grading.

4. HM Login

We already know that the class teacher can see and monitor every activity that children do with e-cube software. However, using HM login can monitor the activities of children in all classes. Similarly, Activity Report and Participation Report of all the students in the school are available in this login.

Currently, each class has a roll number of 50 children. So extra roll numbers may have to be avoided. For example, if there are 35 students in a class, roll numbers 36 to 50 may have to be omitted from that class. This is called Unenrolment. Such things are also included in the HM login.

4.1 Entry to E-cube software (HM)

Use the following username and password to enter HM login.

Username	Password
hm	hm1

All the levels included in the course are available in HM login. If you log in to HM login and select any level (Level 1 here) you will see a window similar to the one below (Figure 37).
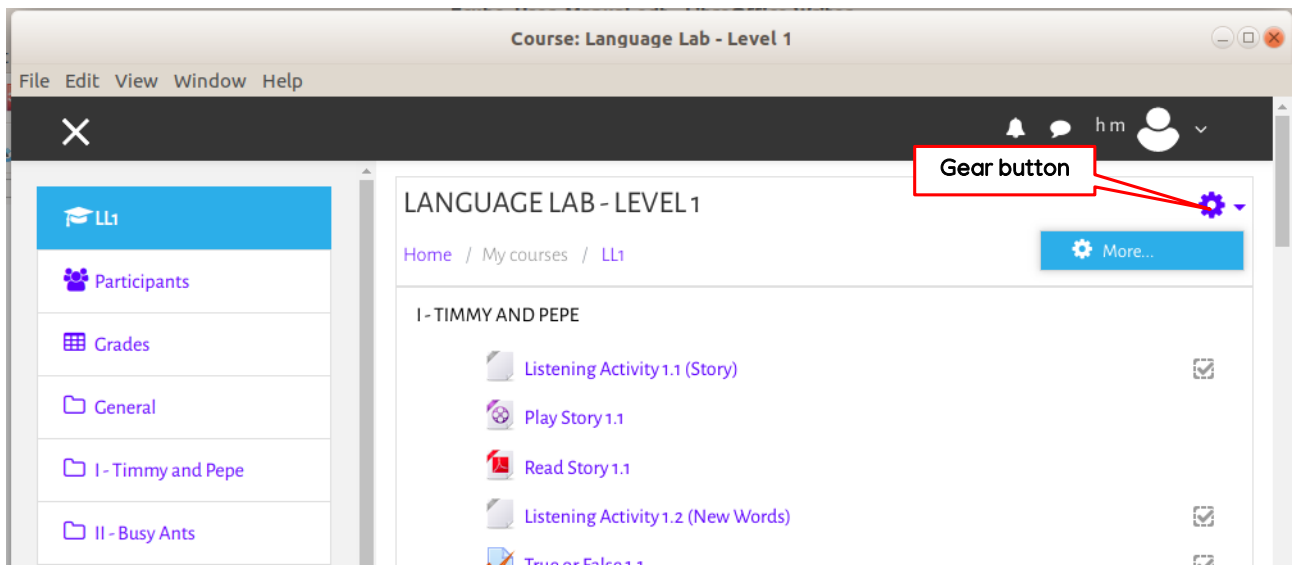
Figure 37 : Level 1 in HM login

Additional options related to HM login are available in the **More** option that appears when you press the Gear button at the top right of the window. Below is the COURSE ADMINISTRATION window that appears when you click on it. (Figure 38)
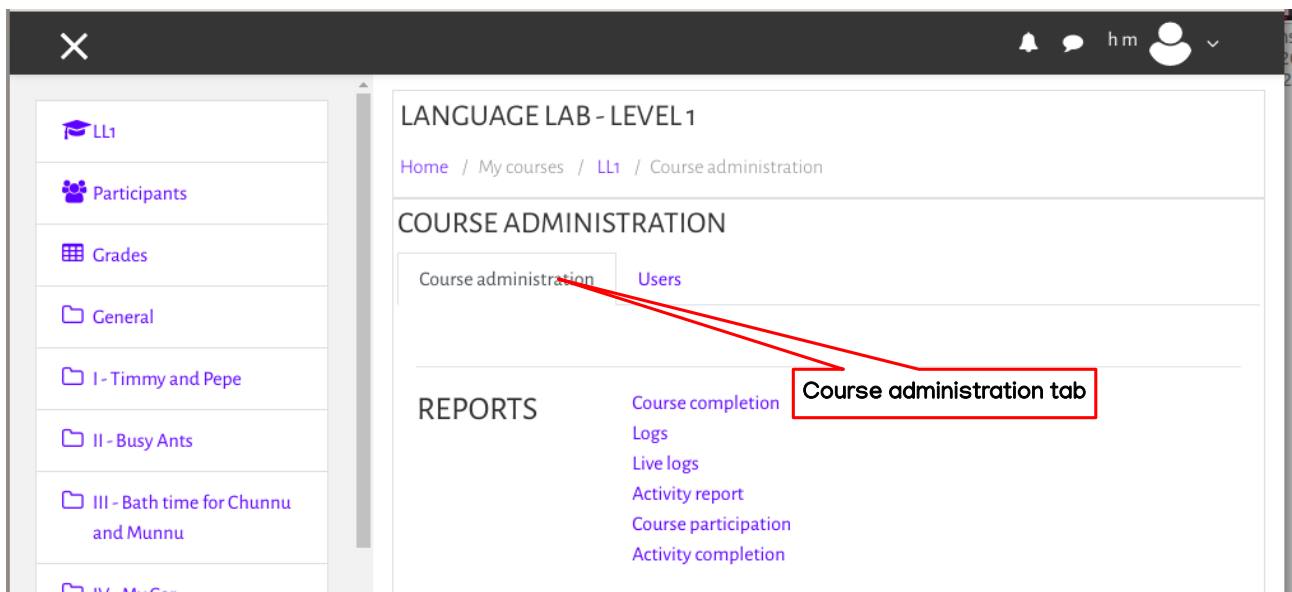
Figure 38 : Course administration window in HM login

4.2 Report Generation

Here is how to compile the information of all the students who have completed the activities. The following reports can be obtained by logging on to the Course administration tab (Figure 38) in the Course administration window.

A. Activity Completion Report

From the Course administration window, click on the **Activity Completion** option. The following window appears (Figure 39). By selecting the **All participants** option from the list next to **Separate groups** in the window, the information of all the children at the relevant level will be available. If you want a class report, just select the class from the list next to **Separate groups**.

Figure 39 : Activity Completion Report generation in HM login

In the list available, tick marks may be placed on the activities completed by the learners. The information in the list can also be downloaded as a spreadsheet. All you have to do is click on the **Download in spreadsheet format (UTF-8 .csv)** option at the bottom of the window (Figure 40) and save by giving the appropriate name in the dialog box.

Figure 40 : Bottom part of Activity Completion Report generation window

B. Activity Report

From the Course administration window, click on the **Activity report** option. The following window appears (Figure 41). This will help you understand which activities children do or attempt the most.

Figure 41 : Activity Report Generation

Live logs, Course participation and Course Completion report are also available in the same format.

4.3 Unenrolment

This option included in the HM login should be used to exclude the additional students from the class. To do this, use the **Enrolled users** option in the **User** tab (Figure 41) in the COURSE ADMINISTRATION window.

Figure 42 : User tab in COURSE ADMINISTRATION window

In the window that appears when you click on the **Enrolled users** option (Figure 43), select the class from which to remove the roll numbers from the list which is available in **Search keyword or select filter**. Then click on the delete button next to the roll number to be omitted and Unenrol. The same roll number can be enrolled and added later. This is described below.
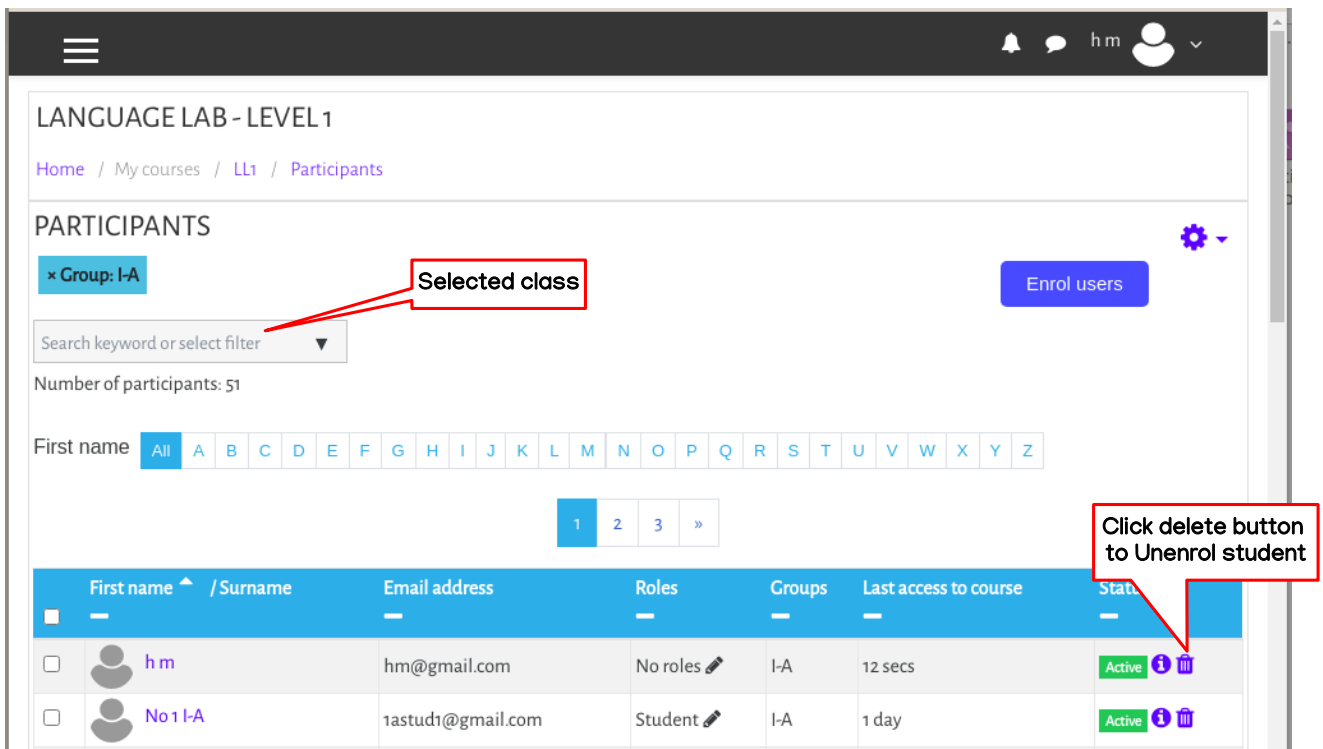
Figure 43 : Enrolment/Unenrolment window

4.3 Enrolment

To re-add a deleted roll number, click on the **Enrol users** button in the same window (Figure 43). All you have to do is search for the roll number in the window (Figure 44) and click on the **Enrol Users** button.
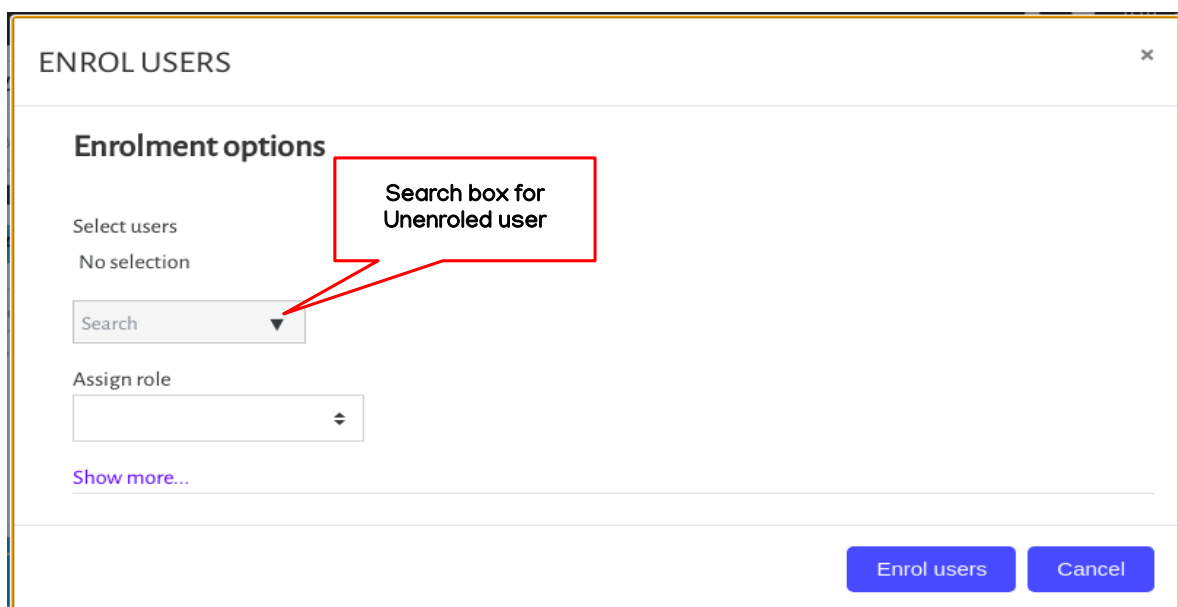

Figure 44 : User Enrolment window

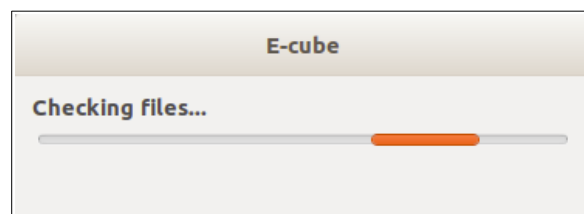# 5. Installation

Operating System: KITE GNU-Linux 18.04 / 20.04

HDD space: 11 GB free space.

5.1 How to Install E-cube software

- Extract the file E-cube_Language_Lab.tar
- (If this file is on a pen drive or Windows partition, then copy it to Home folder and extract it..)
- Open the E-cube_Language_Lab folder you found when extracting and double click on the file E-cube_server_install.sh and click on Run.
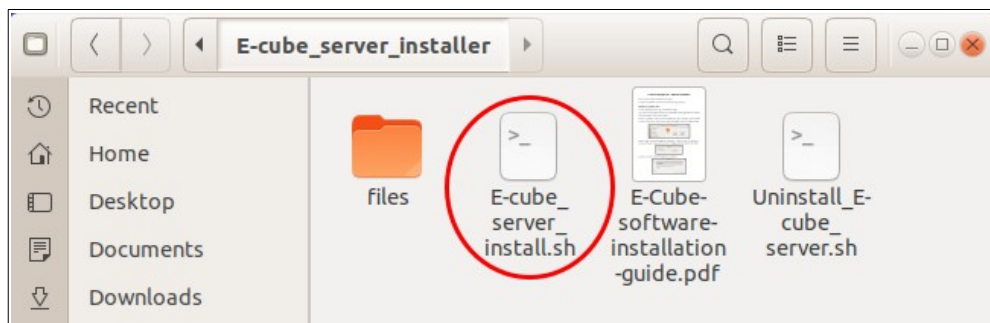
- Now check the installer files. (This is to ensure that the files are not corrupted while downloading / copying)
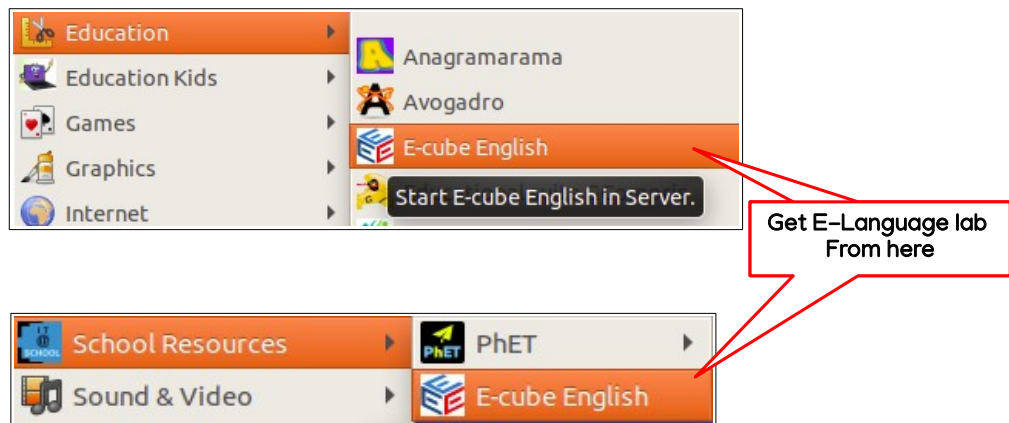

- Then you get the password window. Give your system password here.
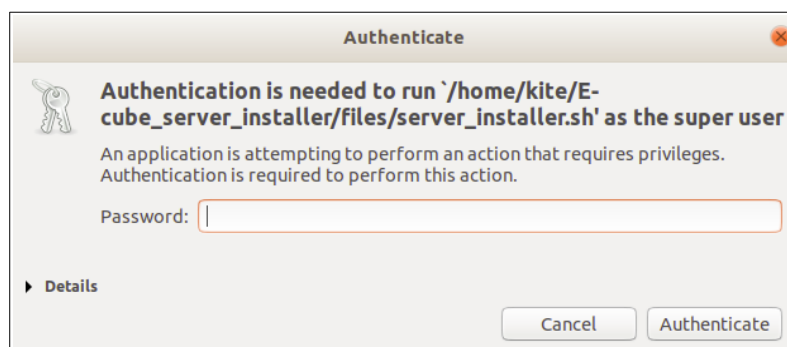
- Enter the password and click on Authenticate to begin the installation.
- Restart the computer after the installation is completed.

- E-cube English can be run from the Education menu or the School Resources menu.

(NOTE : If the Firefox window opens while running E-cube English, close it and run E-cube English again. (This usually happens with users who have not previously opened Firefox)

5.2 Other Facilities

A. E-Cube Backup

- When the e-cube_Language_Lab software is installed, a folder called **ECube** is created in the **Documents** at **home**. It contains two files, E-cube-backup.sh and E-cube_Create_Client-installer.sh.
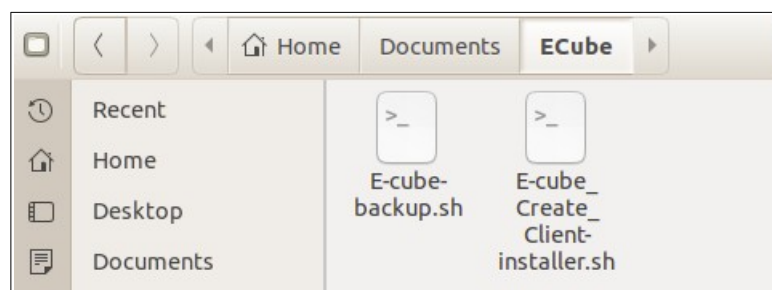
- Running the file e-cube-backup.sh gives you a backup of the existing E-cube English on the computer and its installer files. (This method can be used to transfer the ECube_Language_Lab installation from one computer to another.)

B. Client-Server Method

If the local area network (LAN) is available, after installing it on one computer, E-cube English can be run on the network on other computers. All you have to do is install Client Software to get E-cube English on other computers. Below is how to get client software.

- Open the folder **Ecube** from the **Documents** on the E-Language Lab installed computer.

- Double click on E-cube_Create_Client-installer.sh and click **run** there after.

- gets **E-cube_Client_installer.tar.gz** file.
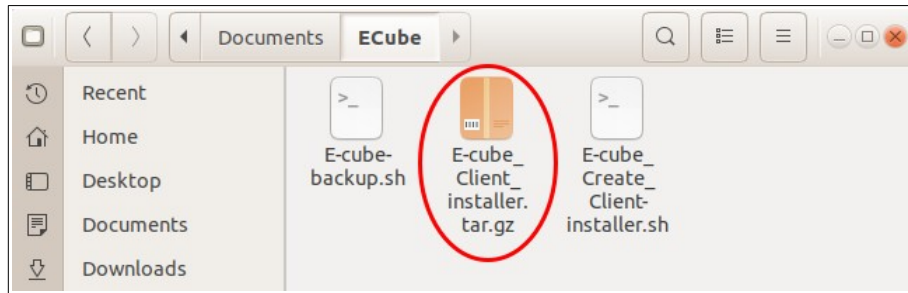
- This file is only 58 MB in size needs to be installed on other computers.

Installation Procedure

- Copy it to other computers and extract it.

- Now double click on the file **E-cube_client_install.sh** in the resulting folder and click on **Run in Terminal**.

- Now you can run E-Language Lab from the Education menu or the School Resources menu.

- It can be installed on the user's home. (Therefore E-Language Lab will only be available on the user who installs it. It must be installed on other users separately, if they want the access).

Client – Server Method

- Connect the computer (server) on which the E-cube Language Lab is installed and the computers on which the client software is installed on the same network.

- In the System Tools menu on the server computer, click Start- Server - E-cube English.
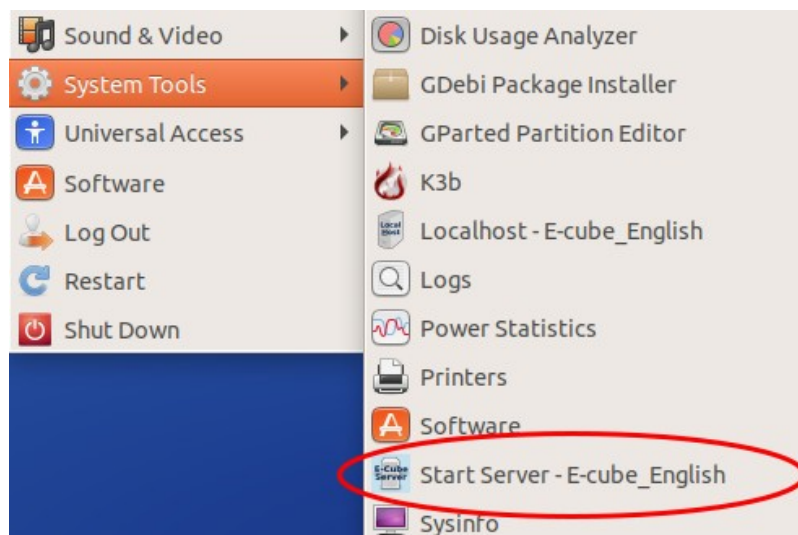
- Enter the password and click on Authenticate. (The server must be a user with computer admin privileges). A message box will now appear displaying the IP address of the server. Write down the IP address of this server.
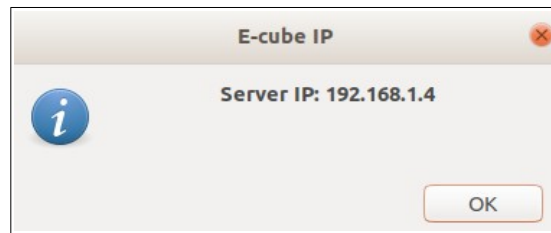
- Open E-cube English on client computers.
- In the box that appears, type this IP and click OK.
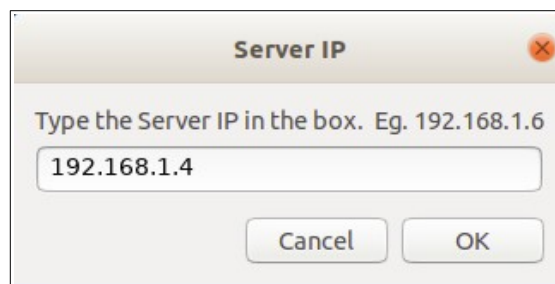
(Use the Localhost – E–cube English feature in the System Tools menu to revert the server back to its original state (as Localhost))

## C. Networking in Laptops using Hotspot

Laptops can be connected to each other using the Wifi Hotspot available on laptops in labs where network facilities are not available.

Make any one of the laptop in the network as Hotspot for this. (It is best to make the server a hotspot.)

WiFi Hotspot E-cube -Create is available in the Accessories menu for setting up Hotspot. (It can be found on servers and clients.)
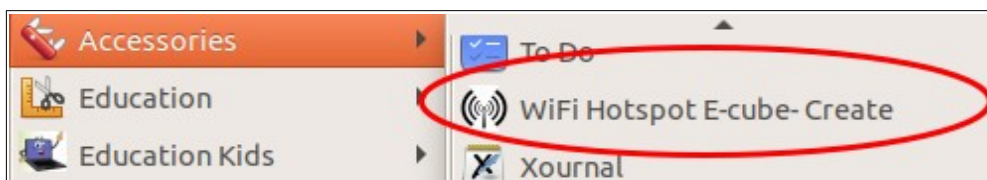
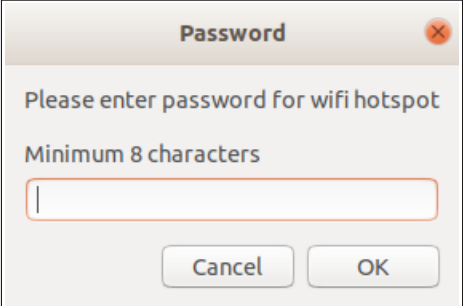Clicking on it will bring up a window similar to the one below
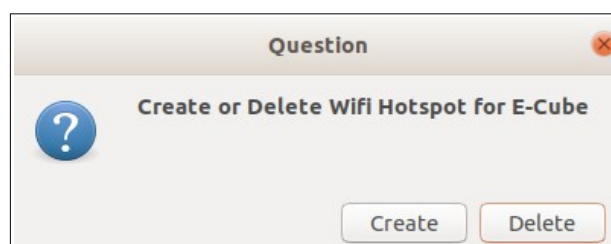
Click **Create** to create a hotspot and **Delete** to remove the created hotspot. (This only works on users with admin privileges)

When you first click on Create, a Hotspot password setting box will appear.

Set a password here. (Must have at least eight characters). Clicking on OK will create a Hotspot called Ecube WiFi.

Connect other computer to Ecube WiFi network.

Password ⊗

Please enter password for wifi hotspot

Minimum 8 characters

| |

Cancel   OK