Teaching Screen-Share — Setup Checklist

Pressure-test a teaching-grade screen share for a virtual classroom before you ship: the surface, the two-track setup, content tuning, audio, layout, and accessibility.

A. Capture surface & privacy

- [ ] Instructors default to sharing a window or browser tab, not the whole monitor
- [ ] The interface reminds the presenter what is visible before they go live

B. Two-track setup

- [ ] Shared content is its own track — the camera is never swapped off to present
- [ ] Both the camera and the content track reach every learner at the same time

C. Content tuning

- [ ] Content track sets contentHint = detail or text; the camera sets motion
- [ ] Content track sets degradationPreference = maintain-resolution; camera maintain-framerate
- [ ] Frame rate matches content: 1–5 fps slides, ~15 demos, 30 for played video

D. Audio

- [ ] Shared tab or window audio is captured so a played video reaches the class
- [ ] suppressLocalAudioPlayback is used to stop echo from the local speakers

E. Layout & accessibility

- [ ] Spotlight puts content on the main stage with the instructor in picture-in-picture
- [ ] Presented text meets WCAG 2.1 AA contrast; captions cover any shared video

Companion to: 'Screen Sharing and Content Presentation for Teaching'
www.forasoft.com/learn/elearning-video/articles-elearning/screen-sharing-for-teaching



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This checklist pressure-tests a classroom screen share: capture surface, the two-track setup, content hints, audio and accessibility. Our seven-volume handbook covers the stack under it. Volume 3 handles WebRTC and players, Volume 4 audio capture and captions, and Volume 1 how text and slides survive encoding.

WHAT YOU WILL FIND INSIDE

- WebRTC tracks, simulcast and real-time delivery
- Audio capture, echo cancellation and loudness
- Encoding text and slides without smearing
- Captions and accessibility in live sessions

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Vol. 1 · Video Encoding — pixels and color to H.264, HEVC, AV1, quality metrics and AI
Vol. 2 · Video Streaming I — network transport, contribution and ingest, HLS, MPEG-DASH, CMAF
Vol. 3 · Video Streaming II — ABR, CDNs, players, WebRTC, DRM and the economics of delivery
Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing
Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs
Vol. 6 · AI for Video I — models and inference, computer vision, speech, search, generative video
Vol. 7 · AI for Video II — real-time pipelines, agents, serving, cost, compliance, verticals

Building screen sharing into a virtual classroom or LMS?

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