# **SET UP**

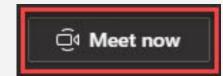
### -TEAMS



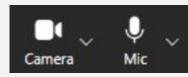
- Log into the lecture theatre PC using your regular University of Leeds username and password.
- Once logged into Windows open Microsoft
   Teams using the link on the desktop or search
   from the Start Menu.
- Locate the correct Microsoft Team and you will arrive in the **General** channel.

## MEET NOW

 In the top right corner of the channel you will see the Meet button. Select the Meet Now option.



- Choose your audio and video settings for the lecture, enter a title and finally click the Join Now button.
- Use the **People** option to see remote students join the meeting. Make sure the **Camera** and **Mic** options are enabled or they will not be able to see or hear you.



# **CONTROL**

## **MEETING OPTIONS** -

To ensure smooth running of the online meeting you may wish to change some of the settings at various points in the lecture.

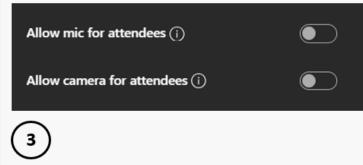
 To do this click on the More option then select Settings and Meeting Options.

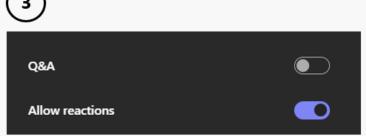


- To prevent others from sharing their screens change the 'Who can present' option to 'Only organizers and coorganizers'.
- To prevent attendees from turning their cameras or microphones on during the lecture, toggle these options off.
- 3) You can also choose to enable/disable the O&A and reactions features.

Who can present
Only organizers and co-organizers

(2)

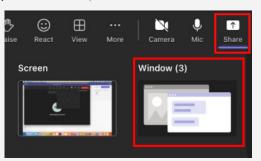




# **INTERACT**

#### **POWERPOINT**

- You can open your PowerPoint presentation for attendees who are there in person.
- To share the PowerPoint with those joining online. Select **Share** - **Window** (then select the presentation)



### CHAT -

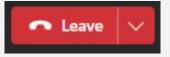
 You will be able to interact with remote participants using the Chat option.



 If you have already disabled the mic/camera for attendees, you may wish to enable this again in meeting options.

### **ENDING A SESSION**

 Remember to end the Teams Call at the end of the session. Press the Press the Leave button.



• Then **log out** of the Lectern Computer