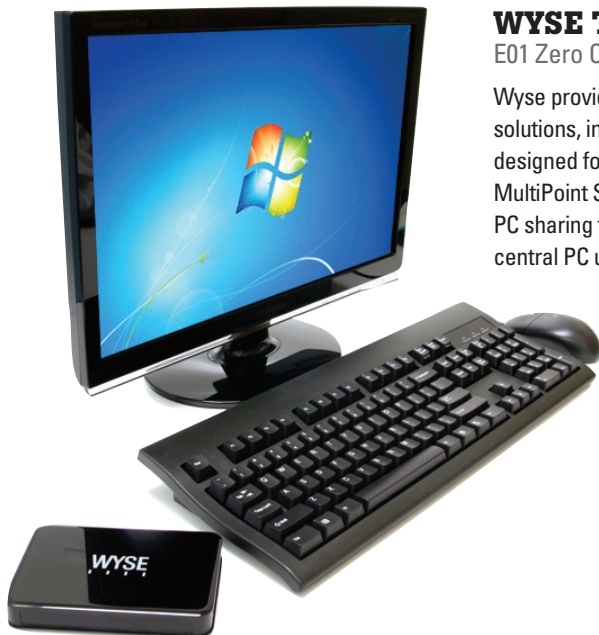


## EXPANDING COMPUTING WITH **VIRTUAL DESKTOPS**

THE PROCESSING SPEED, MEMORY SIZE AND OVERALL COMPUTING POWER OF PCS HAVE advanced at an exponential rate over the years, and the pace shows no signs of slowing. The result for many users—those in K12 schools in particular—is that the power of new computers is far greater than most require for the majority of applications. As a result, a number of desktop virtualization products have appeared in the last several years, which divide a single PC into multiple workstations. Users connect a monitor, keyboard and mouse to a hardware interface, called a “thin client” or “zero client,” which is connected to a central computer. This setup expands the number of users while costing less, using less energy and requiring less maintenance than purchasing multiple individual computers.

This technology holds great appeal to school districts with limited resources, which continually face the challenge of providing computers for staff and students. Emerging trends include expanding this model on a larger scale to utilize servers instead of a central PC and installing unlimited numbers of thin clients in a school or district, or even further, using fully hosted Web-based resources and “cloud client” devices. The industry is also just beginning to embrace mobile technology, developing solutions that enable users to access their virtual PCs from smartphones or other mobile devices. Here are some of the many options to consider using in your district.



### **WYSE TECHNOLOGY**

#### **E01 Zero Client, \$99**

Wyse provides a variety of thin-client and zero-client computing solutions, including both hardware and software. Its E01 Zero Client is designed for the education market and specifically to utilize Microsoft's MultiPoint Server 2010 software, which has been developed to support PC sharing through virtual desktop products. The E01 connects to a central PC using only a USB cable, requiring no additional power supply.

The unit includes a total of four USB connections for using peripherals such as webcams or flash drives, one VGA port for connecting a monitor, as well as a microphone input and an audio output for connecting speakers.

[www.wyse.com](http://www.wyse.com)