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**StreamingOS: Low Cost Education System**

In today’s world, studies show that students from schools in lower-income families have limited or no access to technological tools such as cellphones, tablets, or laptops. This implies that those students are at a major disadvantage and have fewer opportunities to collaborate outside a classroom environment, conduct online research for school assignments/general learning, and develop meaningful computer skills for the industry compared to students from middle and high-income families. The objective of this project is to design a low-cost (yet powerful) device and system that enhances the learning experience. StreamingOS uses an inexpensive Raspberry Pi (or alternative) and container virtualization to visually render and stream applications from a server or the teacher’s computer to these devices used by the students. The system design leverages concepts learned in distributed computing, operating systems, database theory, and networking courses. The advantage of this design over current alternatives is that it is scalable while enabling the teacher full control of what software each student views. Due to the inexpensive hardware, it breaks down the barrier of the lack of technology in school settings, and empowers teachers to incorporate more modern-day means of learning in their classrooms.