

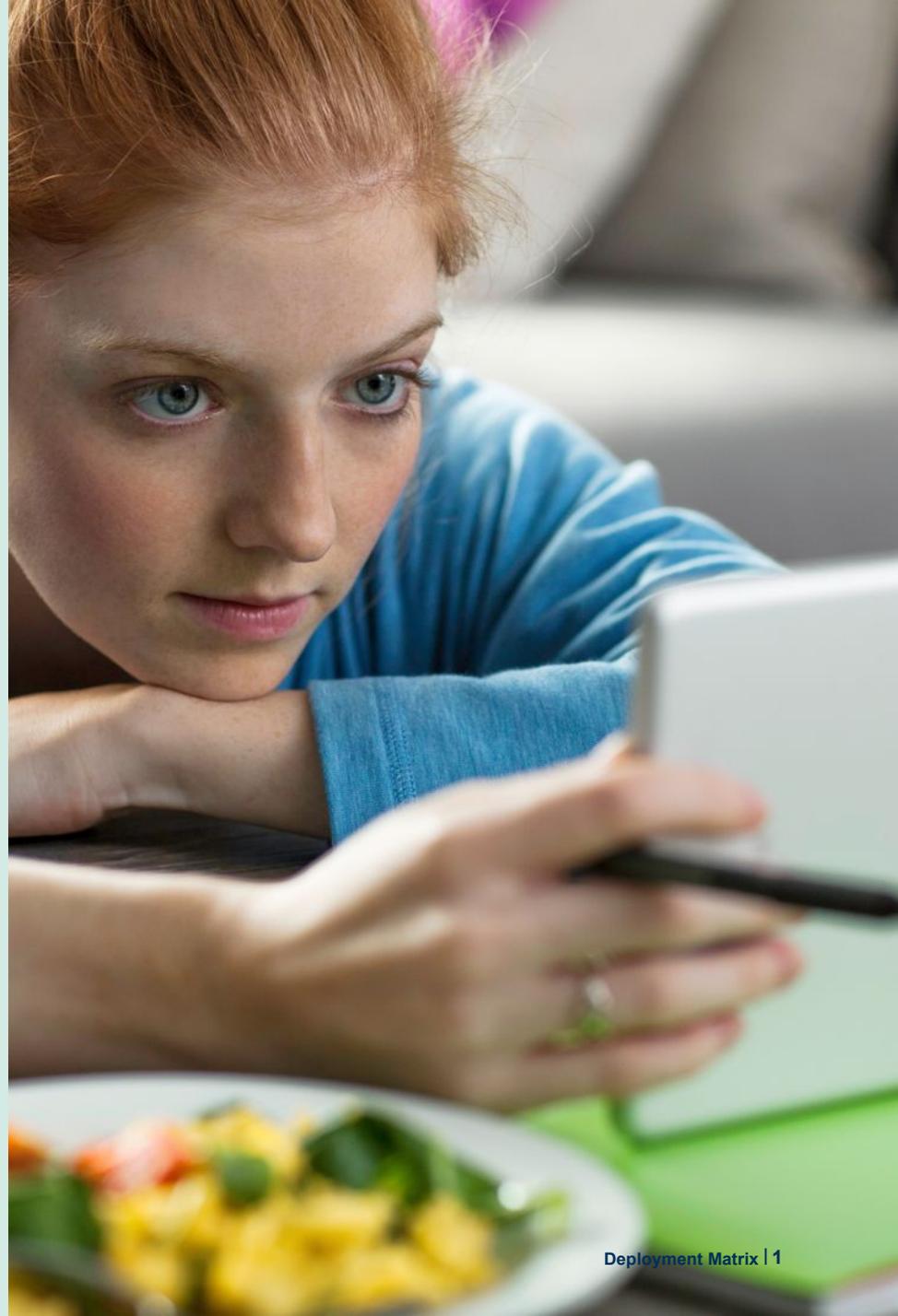


Pearson

# Pearson System of Courses Deployment Matrix

Choose the deployment process  
that's right for you

March 2017



# Terminology

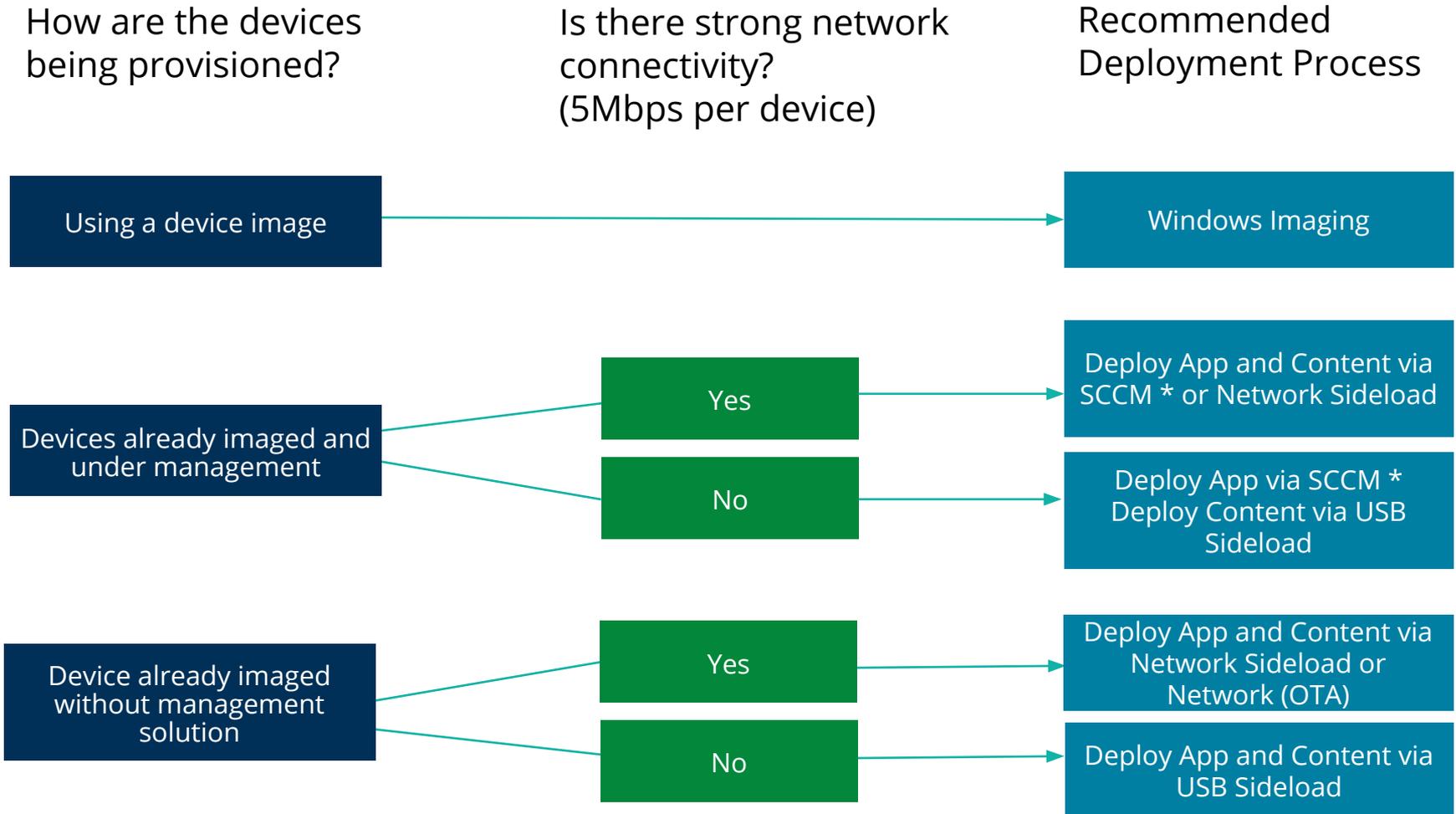
**Mobile Device Management (MDM)** is the administration of mobile devices, such as smartphones, tablet computers, laptops and desktop computers. MDM is usually implemented with the use of a third party product that has management features for particular vendors of mobile devices.

**System Center Configuration Manager (SCCM)** is a systems management software product developed by Microsoft for managing large groups of computers running Windows, MacOS (OS X), Linux or UNIX, as well as Windows Phone, Symbian, iOS and Android mobile operating systems. This software product provides remote control, patch management, software distribution, operating system deployment, network access protection and hardware and software inventory.

**Apple Configurator 2 (AC2)** is a free OS X application, available from the Mac App Store that enables administrators to conveniently set up and configure multiple iOS devices at once via USB before providing them to users. With this tool, your institution can quickly configure and update multiple devices to the latest version of iOS, configure device settings and restrictions, preconfigure MDM enrollment, and install apps and content.

**Universal Serial Bus (USB)** is an industry standard that defines the cables, connectors and communications protocols used in a bus for connection, communication, and power supply between computers and electronic devices. USB was designed to standardize the connection of computer peripherals (including keyboards, pointing devices, digital cameras, printers, portable media players, disk drives and network adapters) to personal computers, both to communicate and to supply electric power.

# Windows Deployment Process Tree

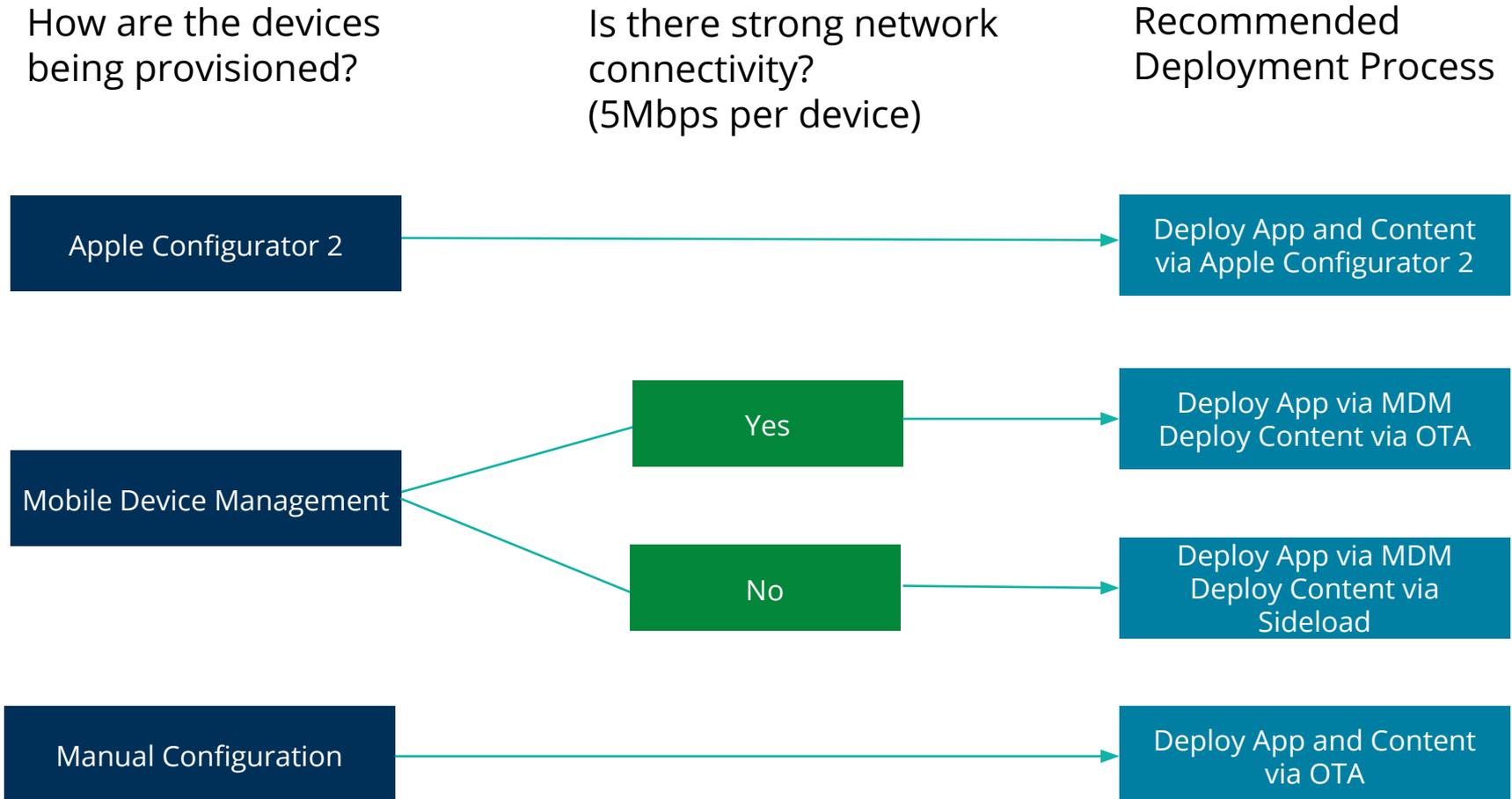


\* Deployment processes will be compatible with other client management tools besides SCCM

# Windows Deployment Process

Process	Overview	Key Benefits	Key Considerations
Windows Imaging	<ul style="list-style-type: none"> <li>App and Content built into Windows image</li> </ul>	<ul style="list-style-type: none"> <li>Fastest Win deployment timeline – already part of initial device provisioning</li> </ul>	<ul style="list-style-type: none"> <li>Knowledge of Windows Modern app deployment</li> <li>Increased image size due to content size</li> </ul>
MDM (MDM / MDM, MDM / Sideload, MDM / OTA)	<ul style="list-style-type: none"> <li>App deployed via MDM AND</li> <li>Content deployed via MDM OR</li> <li>Content deployed via Sideload (USB or Network) OR</li> <li>Full content downloaded over Network (OTA) OR</li> <li>Partial content downloaded over Network (OTA)</li> </ul>	<ul style="list-style-type: none"> <li>No-touch deployment of App to all devices</li> <li>Content – MDM                             <ul style="list-style-type: none"> <li>No touch deployment of Content to all devices</li> </ul> </li> <li>Content – Sideload USB                             <ul style="list-style-type: none"> <li>Supports lower quality network</li> </ul> </li> <li>Content – Sideload Network or OTA</li> <li>Supports staggered or user deployment</li> </ul>	<ul style="list-style-type: none"> <li>Knowledge of Windows Modern app deployment</li> <li>Content – SCCM                             <ul style="list-style-type: none"> <li>Requires strong network</li> </ul> </li> <li>Content – Sideload USB/Network                             <ul style="list-style-type: none"> <li>Longer deployment time – More admin interaction with devices</li> </ul> </li> <li>Content – OTA                             <ul style="list-style-type: none"> <li>Requires strong network and admin/user interactions</li> </ul> </li> </ul>
Manual Process OTA	<ul style="list-style-type: none"> <li>App and Content deployed using Sideload via (USB or Network)</li> <li>App and Content deployed via Network (OTA)</li> </ul>	<ul style="list-style-type: none"> <li>Supports districts which lack management tools</li> <li>Supports lower quality networks</li> <li>Support single or small device deployment</li> </ul>	<ul style="list-style-type: none"> <li>Longest deployment time – Admin interaction required with each device</li> <li>Requires device access to Windows Store for OTA</li> </ul>

# iOS Deployment Process Tree



# iOS Deployment Process Overview

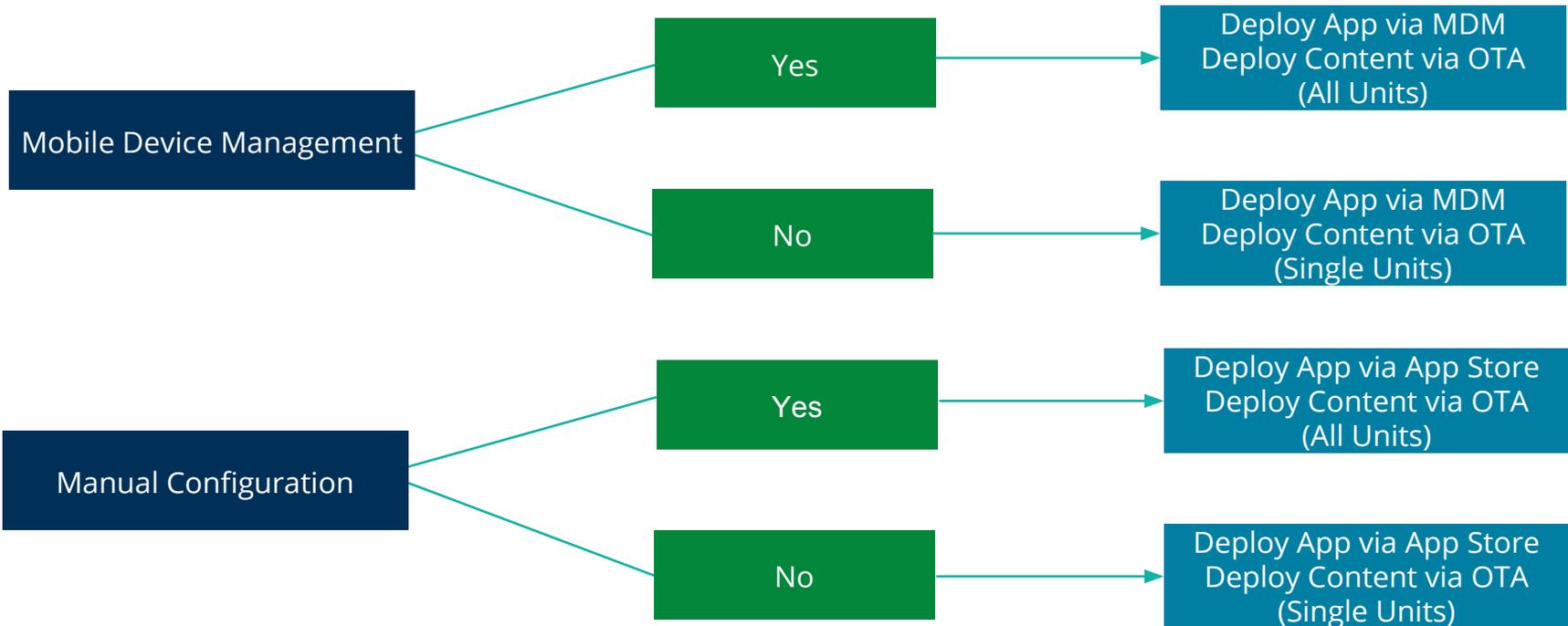
Process	Overview	Key Benefits	Key Considerations
Apple Configurator 2 (AC2)	<ul style="list-style-type: none"> <li>App and Content deployed via sideload using AC2</li> </ul>	<ul style="list-style-type: none"> <li>Lower infrastructure requirements (Network, MDM)</li> <li>Ideal for schools using AC2 to provision devices</li> </ul>	<ul style="list-style-type: none"> <li>Longer deployment time</li> <li>More admin interaction with devices</li> </ul>
MDM / OTA	<ul style="list-style-type: none"> <li>App deployed via MDM</li> <li>Content downloaded OTA                             <ul style="list-style-type: none"> <li>Lessons included (full grade) OR</li> <li>Lessons not included (on-demand)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>No-touch deployment of App to all devices</li> <li>Content – OTA                             <ul style="list-style-type: none"> <li>One touch to deploy content</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Knowledge of MDM Apple Programs (DEP, VPP, etc.)</li> <li>Content – OTA                             <ul style="list-style-type: none"> <li>Requires strong network</li> </ul> </li> </ul>
MDM / AC2	<ul style="list-style-type: none"> <li>App deployed via MDM</li> <li>Content sideloaded with AC2                             <ul style="list-style-type: none"> <li>Lessons included (full grade)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>No-touch deployment of App to all devices</li> <li>Content – Sideloaded                             <ul style="list-style-type: none"> <li>Supports lower quality networks</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Content – Sideloaded</li> <li>More admin interaction with devices</li> </ul>
Manual Process OTA	<ul style="list-style-type: none"> <li>App deployed via App Store</li> <li>Content downloaded OTA                             <ul style="list-style-type: none"> <li>Lessons included (full grade) OR</li> <li>Lessons not included (on-demand)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Lower infrastructure requirements (MDM, AC2)</li> <li>Ideal for schools which do not have devices under Supervision</li> <li>Ideal for single devices, one-offs or troubleshooting</li> </ul>	<ul style="list-style-type: none"> <li>Longest deployment time</li> <li>Admin interaction required with each device</li> <li>Requires strong network for content download</li> </ul>

# Chromebook Deployment Process Tree

How are the devices being provisioned?

Is there strong network connectivity?  
(5Mbps per device)

Recommended Deployment Process



# Chromebook Deployment Process

Process	Overview	Key Benefits	Key Considerations
MDM / OTA	<ul style="list-style-type: none"> <li>• App deployed via MDM</li> <li>• Content downloaded OTA               <ul style="list-style-type: none"> <li>• Unit by Unit (All Units)</li> <li>OR</li> <li>• Unit by Unit (On-demand)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• No-touch deployment of App to all devices</li> </ul>	<ul style="list-style-type: none"> <li>• Knowledge of MDM and App deployment</li> <li>• Content deployment by End Users or Admins</li> <li>• Requires strong network for mass concurrent device content download</li> </ul>
Manual Process	<ul style="list-style-type: none"> <li>• App deployed via App Store</li> <li>• Content downloaded OTA               <ul style="list-style-type: none"> <li>• Unit by Unit (All Units)</li> <li>OR</li> <li>• Unit by Unit (On-demand)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Lower infrastructure requirements (MDM)</li> <li>• Ideal for schools which do not have devices under Management</li> </ul>	<ul style="list-style-type: none"> <li>• Longest deployment time</li> <li>• App and Content deployment by End Users or Admins</li> <li>• Requires strong network for mass concurrent device content download</li> </ul>