

3E 2-IN-1 CONVERTIBLE DEVICE

- A tablet and laptop in a single device, designed with students in mind
- Intel® Atom™ processor; runs Windows 8.1 Pro
- Flexible wireless options: WiFi (802.11 a/b/g/n 2x2), supporting WiDi
- Rugged, durable design supports anytime, anywhere learning, with 70 cm drop-resistance¹ on concrete, and water and dust resistance meeting IP51 standard
- Front-facing and rear-facing cameras promote content creation and scientific exploration
- Reversible docking gives students flexibility to collaborate and create content
- Eight hours of tablet battery life² plus optional keyboard with additional battery
- Snap-on magnification lens supports inquiry-based learning
- Temperature sensor probe works with SPARKvue³ software to enable experiments and inspire curiosity
- Intel® Education software engages students in 21st-century learning and empowers teachers
- Available with Kno software featuring the teacher analytics tool
- Simplify note-taking with Microsoft OneNote software
- Provide professional development for teachers with Panasonic Professional Development



IT'S NOT A TABLET. IT'S NOT A LAPTOP.
IT'S BOTH.

VERSATILITY FOR LEARNING

Designed specifically for education, the 3E 2-in-1 engages students in 21st-century learning. It is a tablet when students want mobility for anytime, anywhere learning, and a laptop when they need to create multimedia reports and presentations.



A DAY IN THE LIFE OF SOFIA, GRADE 6: USING THE 3E 2-IN-1



8:15 AM

Sofia rides the bus to school with her 3E 2-in-1 in her backpack. She detaches the tablet and reviews the flashcards she made with her history e-textbook on the Kno app. Then the bus hits a bump in the road, and Sofia drops the tablet. But thanks to the 3E 2-in-1's rugged design, the tablet is unharmed. Sofia simply picks it up and continues her review.



Kno Textbooks

Kno, part of Intel Education Software, gives students and teachers access to a global digital content library of more than 225,000 educational titles. Students and teachers can organize and annotate content to create notes, flashcards and other resources with ease.

8:45 AM

At school, Sofia sits down in language arts class with her group to brainstorm themes in a novel. She opens her 3E 2-in-1 as a tablet so she can view her notes as well as those of her group using the Kno app.

10:00 AM

Sofia enters the earth science lab, where her class is measuring the ambient temperature in different parts of the school using the temperature sensor probe to understand microclimates. Sofia enjoys the lab, but the activity they did last month using the snap-on magnification lens and Intel Education Lab Camera software to identify the properties of rocks and minerals was her favorite of the year.



Education Lab Camera by IntelliSense

Lab Camera is a science exploration application that uses the 3E 2-in-1's built-in camera to enable students to carry out scientific observations and measurements, making abstract concepts tangible.

12:00 PM

At lunchtime, Sofia pulls out the detachable tablet from her 3E 2-in-1 to show her friend Isabelle the drawing she made in her digital arts class using ArtRage.* As Isabelle reaches over, she spills her water, and a few drops splash on the tablet. The girls wipe the water off the tablet, and Isabelle shows Sofia how to add texture to the drawing.



ArtRage*

ArtRage* is a painting and drawing tool that simulates real-world materials, such as watercolors, so that students can create sophisticated digital artwork.



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Available in the U.S. only for the K-12 market starting fall 2014.



1:00 PM

Sofia takes a seat in math class and opens her 3E 2-in-1 as a laptop. She uses SPARKvue* to graph the results of a survey. Her teacher views Sofia's results using the Classroom Management software, and asks Sofia to share her screen so the class can discuss the statistics related to her survey.

3:00 PM

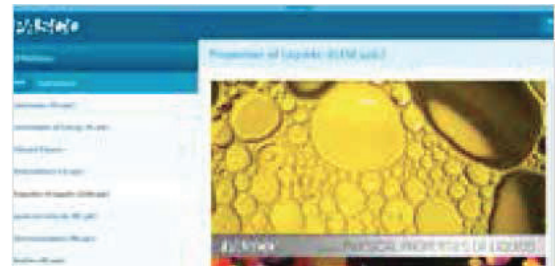
After her physical education class, Sofia heads home.

5:00 PM

When she gets home, Sofia can open her 3E 2-in-1 and begin researching on the Internet. Her mom looks over and has peace of mind that there is McAfee AntiVirus Plus* protection on Sofia's 3E 2-in-1 to keep her safe online.

5:30 PM

After completing her online research, Sofia creates a short video using the Media Camera software to present her findings.



SPARKvue*

SPARKvue* is a sensor-based data analysis application for investigating science and math concepts in a meaningful and engaging way. It enables students to perform experiments that inspire their curiosity as they see beyond what is possible with their eyes alone.



Classroom Management

Classroom Management is designed to enhance overall classroom productivity and collaborative student work. It provides teachers with tools to share screens, send/receive lessons, administer assessments and monitor student activity, all while eliminating distractions.



McAfee AntiVirus Plus*

Optional McAfee AntiVirus Plus* enforces safe and secure computing practices by proactively protecting student and educator devices from exposure to malware and identity theft risks.



Media Camera by IntelliSense

Media Camera is an interactive multimedia tool for video and photo editing that enhances students' creativity and media-literacy skills.



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3E EDUCATIONAL 2-IN-1 TABLET

Panasonic

Touch Screen Front and Rear-Facing Camera

Digital
Microphone

Tethered
Stylus

I/O Ports

micro HDMI, Micro SD,
audio/mic, USB 3.0,
power accessible
via tablet

Dual Speakers

Sensors

Accelerometer (G-sensor),
ambient light sensor,
E-compass, gyroscope

Temperature
Sensor Probe

Snap-On
Magnification Lens



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3E 2-IN-1

3E SPECIFICATIONS	
Processor	Intel® Atom™ processor Z3740D, 1.3 GHz, Quad Core
Operating System	Windows 8.1 Pro, 32-bit compliant
Memory	2 GB DDR3L-RS – 1333
Storage	32 GB eMMC, or 64 GB eMMC
LCD/Touch Panel	10" 1366 x 768, wide-viewing angle, 16:9 Active touchscreen, 5-point touch
Stylus	Capacitive stylus
Keyboard Docking	Keyboard docking without battery Keyboard docking with battery (optional)
Rugged Design	<ul style="list-style-type: none"> • 70 cm drop-resistance¹, IP51, (dust/water-resistant) • Reinforcement around ports • Non-slip texture hides wear and scratches
Security	McAfee AntiVirus Plus [*]
Battery Life ²	8 hours, polymer battery, 8400mAh (31Wh)
Camera	Front-facing 1.26 MP VGA, rear-facing 5.0 MP
Snap-on Magnification Lens	Snap-on magnification lens, 30X magnification
Temperature Sensor Probe	Temperature Sensor Probe
Dimensions	Tablet: 277.2 x 177.7 x 11.6 mm Tablet with dock: 281.3 x 231.3 x 27.8 mm
Weight	683 g (Tablet + Stylus) 1,173 g (Tablet + Keyboard dock + Stylus)
Network	802.11a/b/g/n 2x2 WLAN, supporting WIDI
Connectivity	Bluetooth 4.0
System I/O	1 x USB2.0 port, 1 x USB3.0 port, 1 x Micro-HDMI, 1 x Micro-SD slot, Audio-Microphone combo-jack
Audio/Speaker/Microphone	Integrated audio, stereo speaker, and digital microphone
Sensors	Accelerometer (G-sensor), ambient light sensor, E-compass, gyroscope

¹ Tablet and docking meet 70 cm drop-resistance test on concrete without the DC jack.

² Battery usage scenario to set LCD on except MP3 playback, never sleep, 200 mits, 50% system volume, WiFi On, Bluetooth off, 3G off. Scenario 1: System idle, proportion is 4%. Scenario 2: E-Reader, proportion is 24%. Scenario 3: 1080p video playing from HD, proportion is 16%. Scenario 4: web browsing, proportion is 24%. Scenario 5: gaming (Fruit Ninja etc.), proportion is 8%. Scenario 6: classroom management (connect to teacher PC), proportion is 12%. Scenario 7: MP3 playback, LCD off, proportion is 12%.

^{*} Other names and brands may be claimed as the property of others.

Panasonic Education Resources

Panasonic Education Resources include a rich set of global and local digital content that enables teachers to design more enriching learning experiences and provide students with extended opportunities to engage in meaningful learning. Panasonic Education Resources cover a range of subjects, including math, science, and digital literacy, as well as professional development for teachers.

