

# Increasing interactivity in class

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09-08-2017



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# General overview

## Problem description

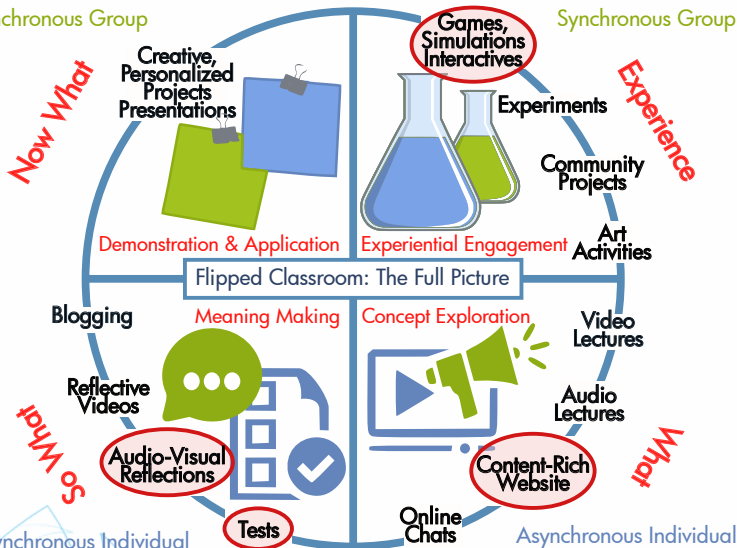


# General overview

Theoretical framework (Jackie Gerstein, 2012)

Synchronous Group

Synchronous Group



# General overview

## Possible solutions – Audience Response Systems

### ARS as a possible solution

- ▶ simple voting for all participants
- ▶ authentication possible
- ▶ attendance
- ▶ embedded questions in the lecture
- ▶ LMS integration



# General overview

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## Available solutions

### Providers

- ▶ Optivote
- ▶ Adobe Connect
- ▶ Poll Everywhere
- ▶ Turning Technologies
- ▶ SOPRESO
- ▶ Learning Catalyst
- ▶ Moodle survey
- ▶ Limesurvey
- ▶ kahoot.it
- ▶ etc.

### Features

- ▶ Hardver-, software-based or hybrid
- ▶ Embedding into presentation tools
- ▶ Question and answer types
- ▶ Additional features

# Pilot at the UP

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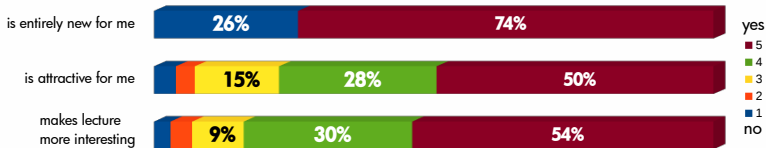
## Time schedule

- ▶ Pearson Learning Catalyst demo (Nov. 2015)
- ▶ SOPRESO demo (Dec. 2015)
- ▶ Turning Technologies demo (Feb. 2016)
- ▶ kahoot.it demo (Mar. 2016)

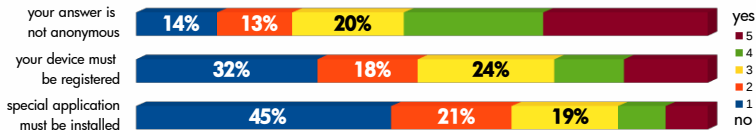
# Pilot at the UP

## Students' expectations

### Using ARS in classroom would be...

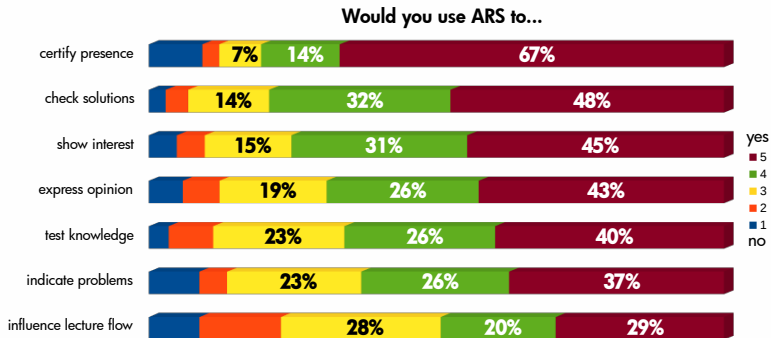


### Would it be annoying if...



# Pilot at the UP

## Students' expectations





# Pilot at the UP

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## Lecturers' expectations, opinions

- ▶ some resistance, especially older colleagues
- ▶ fear from allowing/encouraging use of mobile devices
- ▶ in case of „clicker”-based solutions the ownership and distribution of devices is a question
- ▶ should everybody/most of lecturers use these techniques or not?
- ▶ how can we use the data that comes from the in-class polls
- ▶ important to be able to switch between anonymous and unanonymous applications

# Pilot at the UP

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## Turning Technologies „clickers”

- ▶ received „clickers” and some receivers for a trial period
- ▶ students liked them especially at the BA level
- ▶ not sure about long-term usage
- ▶ around 45 euros / device + receivers
- ▶ students prefer to use their phones to vote
- ▶ chance of cheating if it is part of the assessment

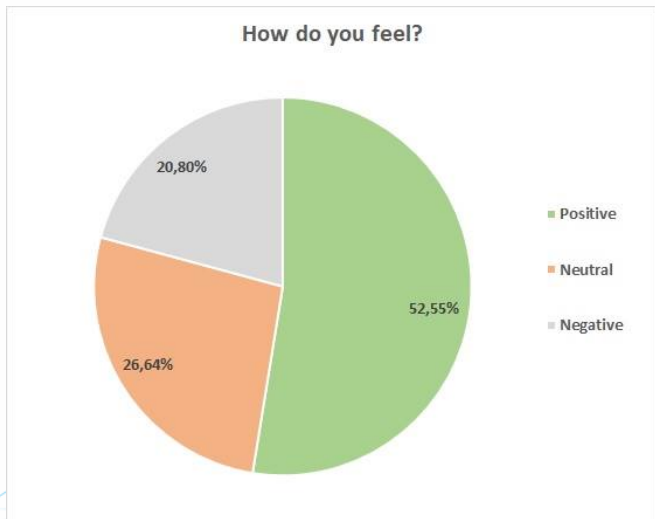
# Pilot at the UP

Kahoot

- ▶ free web and mobile device based voting system
- ▶ easy to use
- ▶ simple choice questions only at the moment
- ▶ no need to register but Neptun code can be given
- ▶ test semester with Probability and Statistics „readiness tests” for extra credits
- ▶ more and more colleagues are using it in different ways

# Pilot at the UP

Kahoot – student opinions



# Summary

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- ▶ we suggest to use free solutions first
- ▶ participation from the lecturers' side should be voluntary
- ▶ only after reaching a „critical mass” consider some flexible paid service
- ▶ different importance/techniques for smaller and larger groups
- ▶ students seem to like it if it is not overused, great tool to break the long lecture
- ▶ possibility for students to show their excellence
- ▶ but most of them only see the „fun” part instead of the „interactive self-check” part