

Interaction Toolbox

Kahoot!

Purpose: Quiz system for multiple choice questions

Platform: Website & App

Nr. of students: Unlimited

Cost: Free or Premium (6 USD/month)

Time: 1

IT skills: 1

<https://kahoot.com/>

Mentimeter

Purpose: Presentation system where you can integrate polls and interactive questions

Platform: Website

Nr. of students: Unlimited

Cost: Free

Time: 1

IT skills: 2

<https://www.mentimeter.com/>

socrative

by MasteryConnect

Purpose: For making quizzes, tests, polls and evaluating assignments

Platform: Website & App

Nr. of students: 50 (free), unlimited (premium)

Cost: Free or premium (59.99 USD/year)

Time: 1- 2

IT skills: 2

<https://www.socrative.com/>

GoSoapBox

Purpose: Student response system incl. confusion barometer, Q&As, polls etc.

Platform: Website

Nr. of students: 30 (free), 400 (premium)

Cost: Free or premium (99-279 USD/semester)

Time: 1-2

IT skills: 2

<https://www.gosoapbox.com/>

Poll Everywhere

Purpose: Create Q&A activities & feedback, monitor participation & understanding

Platform: Website & App

Nr. of students: 25 (free), 700 (premium)

Cost: Free or 120 USD/year

Time: 1-2

IT skills: 2

<https://www.polleverywhere.com/>

Time ranking (1-4)

1 - Less than an hour

2 - 1-3 hours

3 - More than 3 hours

4 - More than a day

IT skills ranking (1-3)

1 - No need to have great IT skills

2 - Some IT skills are needed, but you don't need to be an expert

3 - Quite difficult to manage if you don't have a lot of IT experience/don't use computers as much

Interaction Toolbox



Purpose: Virtual lecture hall with avatars, video and audio

Platform: Website

Nr. of students: up to 500

Cost: UG has an account

Time: 1-2

IT skills: 2

<https://gather.town/>



Purpose: Add on for google slides, integrates questions & knowledge-checks into slides

Platform: Add on for google slides

Nr. of students: Unlimited

Cost: Free & Premium (150 USD/year)

Time: 3 (replaces powerpoint)

IT skills: 2

<https://www.peardeck.com/>



Purpose: Minimalistic feedback tool that uses real time audience participation & feedback

Platform: Website & App

Nr. of students: Unlimited

Cost: Free

Time: 1

IT skills: 1

<https://answergarden.ch/>



Purpose: Private chat room to accompany lecture discussion

Platform: Website

Nr. of students: Unlimited

Cost: Free

Time: 1

IT skills: 2

<https://www.chatzy.com/>



Purpose: Helps instructors capture moments to improve student engagement

Platform: Website & App

Nr. of students: Unlimited

Cost: Pricing provided by vendor

Time: 4

IT skills: 1

<https://echo360.com/>

Time ranking (1-4)

1 - Less than an hour

2 - 1-3 hours

3 - More than 3 hours

4 - More than a day

IT skills ranking (1-3)

1 - No need to have great IT skills

2 - Some IT skills are needed, but you don't need to be an expert

3 - Quite difficult to manage if you don't have a lot of IT experience/don't use computers as much

Interactive Toolbox Manual

<p>Interaction Toolbox</p>	<p>Kahoot!</p> <p>Purpose: Quiz system for multiple choice questions Platform: Website & App Nr. of students: Unlimited Cost: Free or Premium (6 USD/month) Time: 1 IT skills: 1 https://kahoot.com/</p>	<p>Interaction Toolbox</p>	<p>Gather</p> <p>Purpose: Virtual lecture hall with avatars, video and audio Platform: Website Nr. of students: up to 500 Cost: US has an account Time: 1-2 IT skills: 2 https://gather.town/</p>
<p>Mentimeter</p> <p>Purpose: Presentation system where you can integrate polls and interactive questions Platform: Website Nr. of students: Unlimited Cost: Free Time: 1 IT skills: 2 https://www.mentimeter.com/</p>	<p>socrative</p> <p>Purpose: For making quizzes, tests, polls and evaluating assignments Platform: Website & App Nr. of students: 50 (free), unlimited (premium) Cost: Free or premium (9-99 USD/year) Time: 1-2 IT skills: 2 https://www.socrative.com/</p>	<p>Pear Deck</p> <p>Purpose: Add on for google slides, integrates questions & knowledge-checks into slides Platform: Add on for google slides Nr. of students: Unlimited Cost: Free & Premium (150 USD/year) Time: 3 (replaces powerpoint) IT skills: 2 https://www.peardeck.com/</p>	<p>AnswerGarden</p> <p>Purpose: Minimalistic feedback tool that uses real time audience participation & feedback Platform: Website & App Nr. of students: Unlimited Cost: Free Time: 1 IT skills: 1 https://answergarden.ch/</p>
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1. Introduction

Why an Interaction Toolbox?

Our names are Hannah Saul and Yvette Schipper from the faculties of Economics and Business and Medical Sciences respectively. This manual accompanies the *University of Groningen Interaction Toolbox*. This toolbox is created to lower the bar for introducing interactive elements into lectures, whether you have 30 or 300 students.

Disclaimers

We just want to clarify that we do not believe that the current way of education is wrong, but there is possibility for improvement. We do not expect that our ideas will involve all students, as interactiveness is a two way street. However, we do believe that these tools will encourage more students to interact with you as a lecturer and helps students interact with the material in a more efficient way.

2. Basic Guidelines

We included these basic guidelines, because lecturers that we interviewed shared these standard things they did before every lecture, which students acknowledged as being helpful.

Transparent Expectations

Be transparent in what you expect from the student. Do you want them to ask questions and perhaps even start a discussion, tell them so. If this is your desire, make sure to create a safe space. A

safe space, means that there are no stupid questions, no judgement. This sounds very trivial, but speaking from a students' perspective, it really does help!

Disclaimers

As seen in our introduction, we've told a few disclaimers. This is something you can do at the start of a lecture as well. Especially when working with online tools, things can go wrong. Tell the students so before you start using the tool, because even though it seems obvious, you can relate back to it if something does go wrong.

3. Interaction Tools

Per tool we illustrate the following aspects:

- 1) **What:** *What can you use it for?*
- 2) **Connectivity:** *Is it linked to blackboard/Nestor or do you need a separate account?*
- 3) **IT skills:** *How good do you have to be with computers?*
- 4) **Range:** *How many students/listeners can participate?*
- 5) **Time management:** *How much time does it take to make an interactive element?*

Kahoot

<https://kahoot.com/>

- 1) Kahoot is a quiz system in a multiple choice format. For every question you can choose the amount of time the students get to answer and therefore time planning is easier. You can add videos and pictures to the questions. Possibility for anonymity since students choose their own screen name. There is a ranking after each question though. It is also possible to make polls
- 2) You need a separate account for this tool. For entering the quiz, students should use: <https://kahoot.it/> or the Kahoot app. When you've made a quiz, the students can enter a PIN-code when starting the website/app. The students **cannot** see the questions, so you'll have to share your screen!
- 3) The program is easy to work with, very self-explanatory.
- 4) Unlimited participants
- 5) Dependent on how many questions you want to do, but since the program is so easy to use, it will not take long.

Mentimeter

<https://www.mentimeter.com/>

- 1) Mentimeter is a presentation program where you can easily incorporate interactive elements such as polls and questions.

With the free version you have these features:

- Unlimited audience
 - Unlimited presentations
 - Up to 2 question slides
 - Up to 5 quiz slides
- 2) You need a google account to use this tool (so your UG account will do). Students can use their mobile devices and go to <https://menti.com/>, where they'll enter the code on the slide. You have to switch from your regular powerpoint to Mentimeter to use the tools. When you have the paid version, you can import your powerpoints.
 - 3) You have to be able to switch screens during your presentation. The tool itself is not difficult to use.
 - 4) Unlimited participants
 - 5) Takes almost no time to make.

Socrative

<https://www.socrative.com/>

- 1) Socrative is used for making quizzes, tests, polls and evaluation assignments. You can personally skip questions or assess how much time they need by clicking the next question yourself. You can allow students to review their results. You can also have students make this test at home (ideal for online teaching)
- 2) You need a separate account for this tool. There's a website and an app. When you've made an online environment, the students can go to the website or app and enter the classroom pin code (this code is always the same!)
- 3) Said to be more challenging than Kahoot.
- 4) For the unpaid version: 50 participants max; for the paid version: unlimited
- 5) Since it is more challenging to use, it will probably take more time to make the interactive elements. Still dependent on how many you want to make.

GoSoapBox

<https://www.gosoapbox.com/>

- 1) GoSoapBox is a student response system with several applicabilities:
 - Confusion Barometer
 - Social Q&A, students can easily submit and vote for questions, allowing the best question to rise to the top.
 - Real-Time Polls
 - Quizzes for Easy Formative Assessment

Students can be anonymous with this tool.

- 2) You need to make a separate account to make use of this tool. All quizzes and discussions are saved to your personal account. The students see the questions of their devices and therefore you do not need to screen share.
- 3) This tool can be complicated, since not all features are self-explanatory. It takes some getting used to.
- 4) For the unpaid version: 30 participants max; for the paid version: unlimited
- 5) As this tool is more challenging to use, it will probably take more time to make the interactive elements. Still dependent on how many you want to make.

Poll Everywhere

<https://pollev.com/>

- 1) This tool can be used for:
 - Creating Q&A activities
 - Receiving feedback
 - Monitoring participation
 - Monitoring understanding of the students/participants.
- 2) You need an account for this tool. You'll have to screenshare to share the results.
- 3) This tool is fairly easy to use, although some elements are more difficult than the standard poll.
- 4) For the unpaid version: 25 participants max; for the maximum paid version: 700 participants.
- 5) Dependent on the amount of elements you want to incorporate.

GatherTown (Online Exclusive)

<https://gather.town/app>

- 1) This is an online environment where you use an avatar to walk around. You can see and hear everyone in a room (if cameras and microphones are turned on), unless you make a special room (see below). The nice thing is that you can make different kinds of spaces within one space and can assign them different qualities. An example: you can make a private space. When you enter this private space, you can only see and hear the people who are also in this same space. There is also a possibility to make an area which broadcasts you to all people in a room. Thus, even if people are in private spaces, they can hear you, but you can't hear them.
- 2) The UG has an account for this.
- 3) This one takes some getting used to. Once you understand the features, it is actually very simple.
- 4) Paid service. It takes some time to create the different rooms and spaces if you want to do it nicely.
- 5) Once people enter your room, they always can, you can't delete them. There is a maximum number of people you are allowed to invite.

Pear Deck

<https://www.peardeck.com/>

- 1) Add on for google slides, integrates questions & knowledge-checks into slides. What if you could instantly see who's confused and who's ready for more? That's the power of Pear Deck. Bell ringers, checks for understanding, exit tickets, and more. Use Text, Number Response, Multiple Choice, and Web Slide questions to engage students, add audio to slides. Control the pace of class and project student answers anonymously.
- 2) This is an add on that you can integrate into your google slides.
- 3) This one needs some time to figure out, but as with all tools, once you understand it, it's not hard at all.
- 4) Unlimited number of participants.
- 5) This tool essentially replaces powerpoint and therefore, you need to make your slides in google slides instead of powerpoint, which might take some time if you don't use google slides.

AnswerGarden

<https://answergarden.ch/>

- 1) Answergarden is a minimalistic feedback tool that uses real time audience participation and feedback during your presentation. Students just type in reply to any question and answergarden creates word clouds.
- 2) You do not need an account to use this app or website. The tool is free to use.
- 3) Very easy tool.
- 4) Unlimited participants.
- 5) As mentioned before: very easy tool and also quick to incorporate.

Chatzy

<https://www.chatzy.com/>

- 1) Chatzy is a website where students can ask questions or pose discussion points during a lecture. It's essentially a sort of chatbox to support back channel conversations in a private setting. These live chats make great companions to classroom discussion, provide exit tickets, or keep a discussion going after the class is over.
- 2) You do not need an account to use this tool. Only if you want to save a room.
- 3) You can customize your chatrooms and therefore it can become a bit tricky, but if you want a simple chatroom with the standard functions, it's fine.
- 4) Unlimited participants.
- 5) It takes almost no time to create a room. If you want to alter the room functions, it takes longer, but it's a "click and go" kind of tool.

Echo360

<https://echo360.com/>

- 1) Echo360 helps instructors capture and extend those moments to improve student engagement before, during and after class. Through our technology platform, students have 24/7 access to classroom discussion, presentation materials, and the lecture itself. We generate data that helps instructors and institutions identify problems early and take action. The website provides a very informative video.
- 2) You need a paid account to use this tool.
- 3) It is said to be very simple to use.
- 4) Unlimited participants.
- 5) This is a big tool and will need a lot of management before you can actually use it, since there are so many options (this tool requires the re-watching and re-editing of lectures).

