MARYMOUNT MANHATTAN COLLEGE
C-TIE

Improving Classroom Engagement
Online Technologies

Technology / Description	Tools	Pluses	Fee / Limitations

Socrative
www.socrative.com
 	
Socrative is an online application that allows faculty to assess student learning in a variety of ways (e.g., quizzes, group challenges, exit-tickets) while increasing engagement. Faculty can use the quick poll tool to generate discussion and encourage reflection. This app is ideal for those interested in gamification as it allows for group challenges, which foster collaborative peer-to-peer learning. Results can be shared with the class live. Faculty has access to assessment reports.
	• Quizzes
	• Quick polls (multiple choice, T/F, or short answer)
	• Group exercises (called Space Race)
	• Exit ticket
	  ○ Quick check exercise
	  ○ Ideal when seeking to assess students' understanding of the material discussed
		• Faculty and students can see progress or results in real time (as they are submitted), if desired.
		• Faculty can control which identifiers to collect or show. For example, you can require students to enter their names, but choose not to show them on the screen when discussing.
		• Allows faculty to download reports (Excel or PDF file) for any activity. Reports include names (if requested), answers to all questions, scores, etc.
		• Phone app for students and professors
		• Can copy existing activities to be used at a later time (e.g., for other courses, sections, semesters)
		• Quizzes can be downloaded as a PDF. Allows faculty to administer in paper-and-pencil format. Helpful if students are not willing or unable to use their phone for class activities.
			Free (basic account)

Nearpod
https://nearpod.com/
 	
Nearpod is an online platform that allows instructors to create interactive lessons. Instructor can import existing lessons in a variety of formats (PDF, PPT) directly from their computers, via Google Drive, Box, Dropbox, and OneDrive. The instructor can add quizzes, polls, matching exercises, collaborative boards, among other possibilities,
	• Interactive (live) lessons - Instructor can:
	  ○ Add quizzes, polls, matching exercises, collaborative boards (for brainstorming) to their lessons
	  ○ Ask student to draw responses
	  ○ Add links to website to review content
	  ○ Add activities "on the fly"
	  ○ Take students on "field trips" using of virtual reality (mostly
		• App available
		• Seamless integration with Google tools such as Google Drive, Slides, and Classroom
		• Instructors can upload existing presentations to Nearpod directly from their computers, via Google Drive, Box, Dropbox, and OneDrive
		  ○ Activities can then be added
		• Presentations can be started in Google Slides and Nearpod activities can be added.
			Free (basic account)
			
			Some limitations on basic account include:
			• Storage space
			• File size
			• Number of students (Free account: Up to 40 students)
			• Features (e.g., gamification)

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to their presentations. Using a code, students can access the lesson via their phones or computers (the instructor must launch the lesson for students to be able to access it). During class, students can follow the presentation as designed by the instructor; they cannot move forward until the professor has, thus giving the professor control over class pace. Instructors can evaluate students' responses live or via a post-session report (provide individual and group data). This platform might be particularly useful for in-person lessons.	on paid version)	• Instructors can evaluate students' responses live or via a post-session report. Reports can be obtained for individual students and/or the group.	
Kahoot https://kahoot.com Kahoot is a free game-based learning platform. Faculty can create live quizzes, surveys, and quick polls. Images, videos and diagrams can be added to questions. Activities can be time-based. Students can access the platform via their phones or computers. This application is typically used in secondary education – freshman students tend to be familiar with it.	• Interactive live quizzes, surveys, and quick polls	• Students can also create games to share with the class (discussion leadership)	Free (basic account) Some limitations on basic account include: • Up to 50 players • No student reports
Canva https://www.canva.com Canva is a free infographic maker. Faculty can create their own or use any of the templates. Infographics can be shared and edited online, added to presentations, and/or downloaded. Infographics can be particularly useful in explaining processes, discussing historical data, summarize data, among other possibilities.	Infographics – allow for faculty to: • Present information in an eye-catching way • Explain processes • Discuss historical data • Summarize data	• Students can work in teams to generate their own infographics. Designs can be shared and edited by all team members.	Free for the most part. Some images / templates are only available for premium accounts

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Quizlet https://quizlet.com/ Quizlet is a popular learning app that students can download for "free" (in exchange for advertising) to post and share flashcards and practice quizzes. Faculty can choose to post either publicly or privately. Students frequently use this application in secondary education so they should have a degree of familiarity. Faculty, though, should be aware, that some students in other colleges have been found to use the app to share actual test and quiz questions from real exams. Faculty who do not vary their exams often might want to check to make sure their exams are not publicly visible.	• Post and share flashcards • Practice quizzes		Free (basic account)
EdPuzzle https://edpuzzle.com/ This is a video management system. Faculty can create videos to serve as tutorials or supplements to their classes. Faculty can also edit videos and customize videos for their class and add questions in for quizzes. You can also assign student projects so students can add information. This might be particularly useful for hybrid or online classes or to reinforce content to students.	• Tutorial videos • Customize videos for classes • Interactive projects		Free (basic account)
Gimkit https://www.gimkit.com/ This is a live quiz website where students can interact with each other or faculty in real-time.	• Live quizzes		Free (basic account)

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TED-ed https://www.ted.com/watch/ted-ed The popular Ted Talks now have an educational version. These videos are typically shorter in length as compared to a traditional Ted Talk. They might be useful in supplementing online material.	• Instructional videos		
Virtual Public Speaking https://apps.apple.com/us/app/virtualspeech-vr-courses/id1091287571 This public speaking app allows students to practice public speaking in different environments. This free app may be useful for students who want a chance to practice their speech before a presentation for class.	• Practice public speaking		Free