

# An overview of student response systems

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- I tested a range of student response systems in my class to learn about what is out there, how I can use it, what works well, and what does not
- The project provides a **catalogue** of existing systems along with an **assessment** of their main characteristics/ advantages/ disadvantages
- I asked for **students' feedback** about their experience with each system - they generally enjoyed them, although a more systematic investigation of the extent to which they improved their learning would be a useful follow up project to this one

Student response systems I surveyed can be categorized – they differ along **two broad dimensions**:

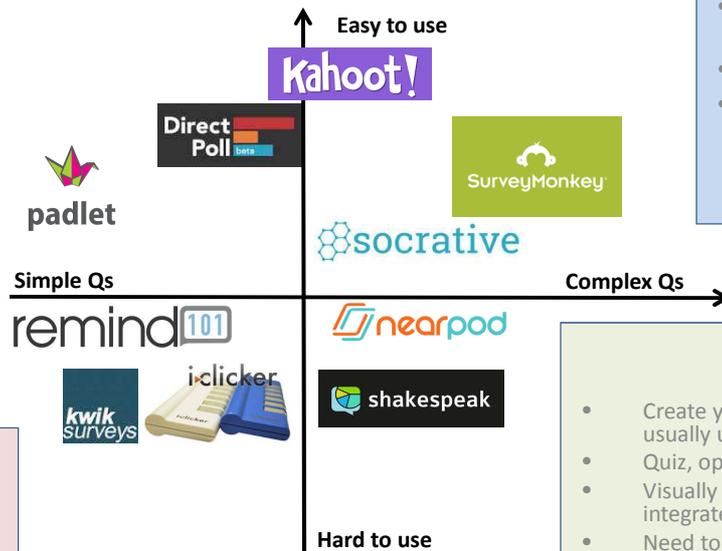
1. Ideal question type:

- Complex/ mathy vs. simple/ open-ended/ subjective/ discussion

2. Ease of use, including

- Pecuniary cost
- Other start-up costs
- Visual appeal
- Cross-platform use
- Flexibility of question format (for example math support)

How do available student response systems compare?



## Kahoot!

- Like a game, fun
- Similar to Socrative but less serious/clunky
- Quiz, discussion or survey
- Timed questions, so best for competition rehearsing rather than questions that require thought



- Nice visualization of results, no account needed, best for short questions
- Only polls (multiple or single choice)
- No pictures, animations or embedding



- Create your slides in whatever program you usually use, upload them, insert activities
- Quiz, open-ended question, poll, drawings
- Visually pretty nice, and activities are well integrated with rest of lecture/ presentation
- Need to pay beyond basic features

## My experience



- Used spring 2015, 200 undergrads, Macro C
- Used all free services at least once, Socrative, Kahoot, Directpoll and Surveymonkey several times

### The good

Very useful for 2 main purposes: (i) “activating” students to break the lecture pattern and (ii) checking on/ developing understanding by asking to solve small problems, mostly in groups of two

### The bad

Each app has drawbacks – no perfect solution. The benefit for small classes is less obvious, asking into the room can achieve both purposes too?

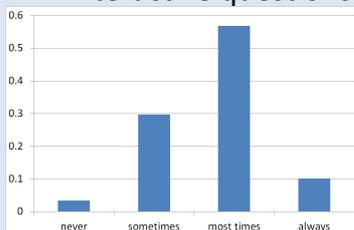
### The ugly

Each service takes time to learn, for students and professor. All are prone to overuse – students get bored, stop participating, click without thinking.

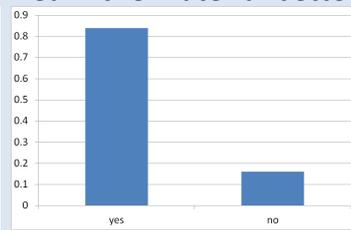
## Student feedback

118 responses, ca. 63%  
4 single response questions

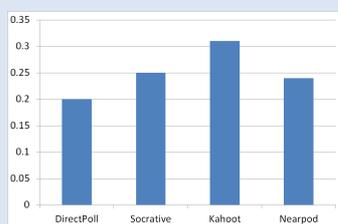
Did you participate in the interactive questions?



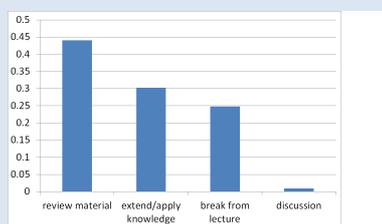
Did the activities help you learn the material better?



Which tool was your favorite?



What are the activities most useful for?



## Tips for you

- If you invest time to learn: Nearpod because it integrates very well with the rest of the lecture
- If you want to try one quickly: Socrative, Directpoll. Easy to learn, visually ok
- My top choice: I will most likely continue to use Socrative more than the others – not as involved as Nearpod, a little more flexible than Directpoll and Kahoot
- Final word: Thinking about the time surrounding the activity is as important as the activity itself – how to introduce it, and how to follow up on the answers