

WAIT...I CAN USE MY CELL PHONE
IN CLASS? USE OF TECHNOLOGY
TO ENGAGE STUDENTS IN
CLASSROOM LEARNING

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Students Today

- Students are digital natives (Prensky, 2001)
 - They have always had computers, video games, and the internet during their lifespan
- We live in a “screen” society (Nielsen, 2016)
 - The average American adult spends 10 hours and 39 minutes per day in front of a screen (Nielsen, 2016)
 - 50 hours per week are spent consuming information from hand held devices such as smart phones, iPads, and tablets according to Dr. Douglas Gentile (2016)



Quick Tech Facts

- Over 90% of college students have *two or more* internet-capable devices
- Approximately 80% of students use laptops in their courses
- 48% of students say they are more actively involved when a course integrates the use of technology
- 40% of students report being “distracted” in class by text messages, e-mail, social media, or web surfing

(Educause, 2016)

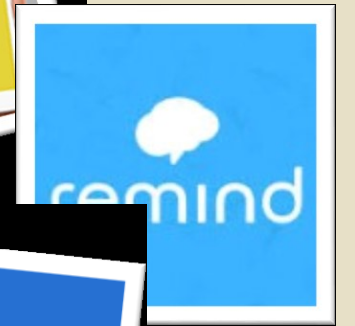
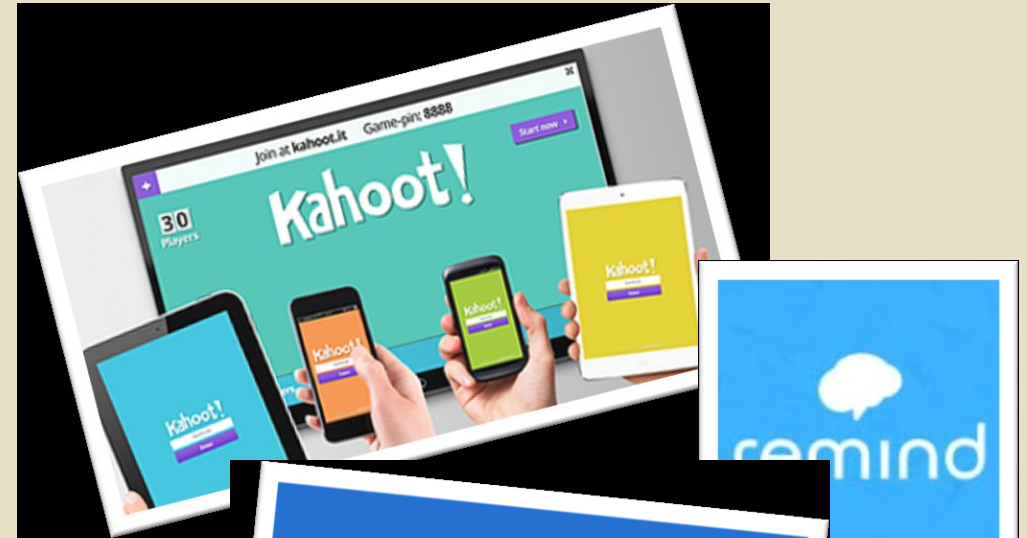
What does this mean for educators?



- Technology clause in syllabus?
 - Rules for using handheld devices in classroom
- **BYOT**: Bring Your Own Technology
- Finding effective ways to actively engage students in the learning process by utilizing technology in the classroom.

Classroom Setting

- Agricultural Leadership Courses at the University of Arkansas
 - New academic program (Fall 2016)
- Undergraduate and graduate students
- Instructors sought innovative ways to engage students through the use of (FREE!) technology platforms:
 - Kahoot!
 - Remind.com
 - Quizlet
 - Socrative
 - SignUp Genius



Kahoot!

- Used to create interactive quizzes, discussions, surveys.
- Students “play” Kahoot! by recording answers on their own devices. Answers are then shared on a screen to create a “campfire moment.”
 - Can host up to 4,000 players at a time!
- Works on any device with an internet connection
- Has the potential to create a competitive environment by displaying the top three winners
- Bonus: all recorded responses can be downloaded into an Excel spreadsheet to record grades and class attendance
 - Double Bonus: fun “video game” music

Let's Play!



Let's
Play!



- Similar to Kahoot!
- Quizzes, questions, polls, exit ticket
 - Used for formal assessments
 - Greater breakdown of student answers
- Limited to 150 students
- Free or Pro option (\$50/year)



- Platform that allows you to send reminder text messages to students
 - Used to send class announcements, extra credit opportunities, and sometimes study hints
 - Limited to 140 characters
- Privacy Please! This platform does not allow students to have access to your number nor the number of their classmates
- Students must sign up to be a member of the Remind.com class group

Sample from Remind.com

The screenshot displays the Remind.com interface. On the left is a sidebar with a list of classes under two categories: OWNED and JOINED. The 'OWNED' section includes 'ACT 2016', 'AGED 3153: Leadershi...', 'Campaigns Sprin...' (with a red notification badge '1'), 'Leadership and Fi...' (with a red notification badge '3'), 'Leadership Theory', 'University Perspectives', and 'UNIV: Sp 17'. Below this is a '+ Create a Class' button. The 'JOINED' section includes a '+ Join a Class' button and 'All Classes'. The main area on the right shows a message history for the 'Leadership and Film: Sp17' class. The messages are:

- THU 3/16/17 AT 8:28 AM:** A blue reminder message: "Reminder: Beauty and the Beast is out today! No class to provide you an opportunity to watch it!". Below it is a reaction bar with a smiley face icon and a plus sign, and the text "Tap to leave a reaction".
- MON 4/3/17 AT 7:54 PM:** A blue reminder message: "Just a reminder to read for leadership tomorrow. Check out Blackboard: 1 chapter in book, 3 articles.". Below it is a reaction bar with a smiley face icon and a plus sign, and the text "Tap to leave a reaction".
- WED 4/5/17 AT 1:14 PM:** A blue reminder message: "Please complete the assessment at the following link: <https://www.>".

At the bottom of the message history is a text input field with the placeholder "Send a message, photo, or voice clip". Below the input field are icons for sending a photo, voice clip, and a globe. A "Send" button is located at the bottom right of the input area.

Quizlet

- Platform that allows you to create “review” materials such as quizzes and flashcards
- Great for lower level courses
- Use in place of a review session
- **WARNING!** Students use this platform to create test files



- Online sign up system
- Useful for presentations, class events, activities that require students to bring items to class
- Allow students to change times if needed
- Automatically sends a reminder

The Results

- Found most effective applications to be Kahoot!, Remind.com, and SignUp Genius because they're:
 - User friendly
 - Best fit for class objectives
 - Student friendly
- The use of these platforms resulted in positive student impacts by:
 - Better class preparation
 - Heightened involvement
 - Healthy competition

Student Testimony

- “Kahoot was great! I made sure to complete my reading before class because I wanted to win during class.”
- “I liked having text messages sent to me. It was especially helpful during inclement weather this semester.”
- “I hate clickers! So I was excited when I learned that we would need to sign up for Kahoot. It did not cost me anything and I found myself wanting to study the material to be prepared for class.”



The background of the slide is a repeating pattern of white floral and leaf motifs on a red background. The motifs include stylized leaves and circular floral designs. A white rectangular box with a thin black border is centered on the slide, containing the text. A solid red rectangular block is positioned at the top center of the white box.

THANK YOU!

Additional informational handout available by request.