



INTERACTIVE POLLING WITH TURNINGPOINT

TurningPoint allows you to ask the audience questions and get them to vote whilst attending a lecture/ presentation. This is the University of Plymouth's preferred voting system due to its quick and easy configuration and the ability to add questions to pre-existing Powerpoint presentations. The software is now mobile compatible meaning that it no longer relies on the clickers hardware, increasing its flexibility both in and out of the classroom.

Significant benefits can be achieved with the use of a Personal Response System. Polling anonymously allows students to respond, see the outcome of the poll, and compare their own response to the correct answer without introducing the element of peer pressure. Introducing audience participation can help create an interactive, engaging and fun learning environment.

Tutors and learners get the benefit of seeing the results immediately, generating quick feedback, analysis and further discussion to clarify any misunderstood materials and concepts. The results of polls can be stored and used later for course evaluation or pre and post-testing.

Polls are simple to create and deploy using TurningPoint, adding value to lectures and seminars.

ACADEMIC SUPPORT, TECHNOLOGY & INNOVATION

Enhancing teaching and learning through technology

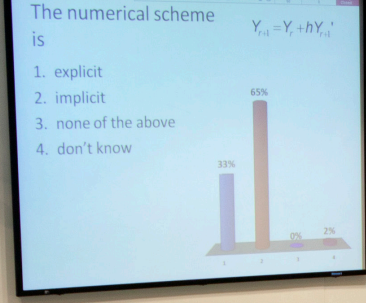
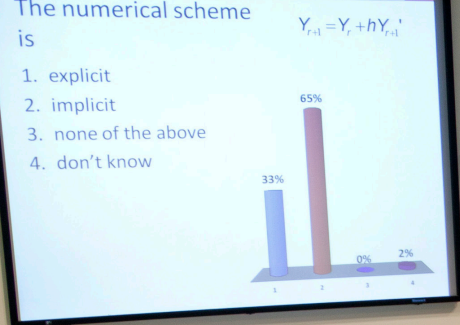
Student benefits

- Anonymous polling
- Interactive and fun method of learning
- Immediate feedback
- Improve attentiveness

Staff benefits

- Improve attentiveness & engagement
- Pre and post-study diagnostic testing
- Create an interactive fun learning environment
- Confirm audience understanding of key points
- Gather data for reporting and analysis
- Track individual responses
- Aid critical thinking
- Out of lecture feedback





How it works

TurningPoint allows students to poll or answer questions within lectures, they can do this using either the company's own clickers or the students own mobile device. The questions can be embedded within PowerPoint presentations or independently, with students being able to vote and see the results in real time.

You create the questions prior to your lecture and build questions either on their own or integrate it in with other presentation materials such as images and videos. As a lecturer you can also change how the results are shown, this can either be in a tabulated or graphical format, dependent on the relevance to the question. Once the lecture has finished you are then able to save the results into a suitable format for analysis. <http://bit.ly/turningpoint-polling>

Features

Mobile

There are a number of advantages to students being able to vote using their mobile devices:

- You no longer have to rely on clickers
- You can poll up to 500 pupils
- Students can be polled outside of the lecture, supporting a flipped classroom approach
- You can collect text inputted answers

Gamification

TurningPoint allows you to split your lecture into certain demographics and then use these to form teams where the users are able to compete against each other.

Self paced

You can create quizzes for students to work through in their own time. You then assign points or feedback to answers.

Academic feedback

"Students took to it immediately. The interesting part was when majority of them got it wrong and the discussion that generated. They seemed more engaged and generally enjoyed the interactivity."

Asiya Khan,

Lecturer in Control Systems Engineering.

<http://bit.ly/turningpoint-case-study>

