

## Encouraging Students Participation Using Electronic Voting Tools

### Educational Situation:

The discussion is usually an important part of the lecture between the students and the professor, where the professor presents examples (asks questions), and solves them with the students. At the beginning of the semester, the students' interaction with the examples was great, as they participated in solving the examples and asked some questions. However, in last weeks, there has been a noticeable avoidance of participating in questions and answers.

### The Issue:

In-class discussions are considered one of the most effective teaching methods, as they help students better understand topics and apply them to real-life situations. However, the course instructor faces a challenge with some students' avoidance of contributing to discussions or participating actively during the lecture.

### Teaching Practice: Encouraging Students Participation Using Electronic Voting Tools

Guiding student to become active participant in the learning process is very important, as it transforms him into engaged learner who actively contribute to the process instead of just receiving information. The student's expression of his ideas - whether they agree or disagree with discussion – allows him to engage more deeply with the lecture topic. Therefore, using electronic voting tools provides unique environment for everyone to participate. An example of these tools is Mentimeter program, which displays all the results, enabling the students to see their results in comparison to their colleagues.

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### Implementation Procedures:

Electronic voting tools help activate students' participation, including PollEverywhere, Google Forms, and Mentimeter. Which offers presentation features during lectures. The link to the tool: <https://www.mentimeter.com/>

Steps to activate students' participation and motivation using Mentimeter electronic voting tool:

Before the Lecture:

- Preparing the slides of the lecture.
- Adding interactive questions in the Mentimeter program.
- Creating an online link for the program and a QR code.
- Sending the link to the students via Blackboard platform before the lecture.

During the Lecture:

- Explaining to the students how to answer the interactive questions.
- Presenting the lecture slides, including the interactive questions.
- Discussing the questions with the students, allowing enough time to answer each question.
- Displaying the results on the screen and discussing them with the students.
- Providing feedback to the students about their performance.
- Adding a brief survey at the end of the lecture to measure the students' satisfaction regarding the activity.

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After the Lecture:

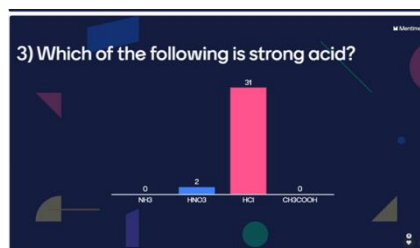
- Using the results of the students' responses to identify the concepts or points that need further explanation.
- Utilizing the survey at the end of the lecture to improve future lecture and activity.

The implicit educational principles used:

- 1- Highlighting the possibility of having more than one correct answer.
- 2- Calling students by their names.
- 3- Diversifying questions formats, including multiple- choice, fill in the blanks, etc.
- 4- Providing early opportunities for success.

### Examples:

Example1: the course instructor uses voting at the end of the lecture to measure the post-knowledge of the lecture topic. Each slide contains one question and four options to answer. The questions should be concise and clear, as well as the answers. The example below shows the slide with the students' responses to be displayed on the screen.



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### Resources

Ambrose, S. A., Bridges, M. W., DiPietro, M., Lovett, M. C., & Norman, M. K. (2010). *How learning works: Seven research-based principles for smart teaching*. John Wiley & Sons.

Mohin, M., Kunzwa, L., & Patel, S. (2022). *Using mentimeter to enhance learning and teaching in a large class*. *International Journal of Educational Policy Research and Review*, 9(2), 48.

Used App links:

- Mentimeter <https://www.mentimeter.com/>
- Polleverywhere <https://www.polleverywhere.com/>
- Google forms <https://docs.google.com/forms/u/0/?tgif=d&ec=asw-forms-hero-goto>

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