

Higher Education Clicker Solutions

Turning Technologies - Leading Provider of Student Response

Support Research-Based Learning Theories

- Agile Teaching: Quickly adapt and change course pace, as well as alter course structure to suit the needs and abilities of students.
- Peer Instruction: Learners are asked a question and formulate their own answers. Then, they discuss answers in groups, attempting to reach consensus on the correct answer. This process forces students to assess their understanding of concepts even before they leave the classroom.
- Game Based Learning: Use competitive exercises, to pit students against each other or to challenge themselves in order to motivate one another to learn better.

Make the Difference with Student Response

- 70% of students agreed they were more likely to participate because of the anonymity of student response.
- Student response made class lectures more engaging (87%), motivational (63%), and enhanced learning during lectures (73%).
- 30% increase in attendance with the use of response technology.
- 91% of students agreed to experiencing deeper learning as a result of the discussions that follow clicker questions.



Clickers Can Be Used Across Campus

- Small and medium classrooms
- Large lectures
- Course evaluations
- Faculty meetings
- Student government
- Orientation programs
- Staff training
- Data collection
- Distance learning

Polling Solutions for Instructors

- Poll in ANY Mac or PC Application
- Poll in PowerPoint
- Poll multiple, remote locations

Response Options for Students

- Respond with clickers
- Respond with any web-enabled device



Sources:
1. Williams, J.B. (2003). Learning By Remote Control: Exploring the Use of an Audience Response System as a Vehicle for Content Delivery.
2. Hall, R.H. et al. (2005). A Student Response System for Increasing Engagement, Motivation and Learning in High Enrollment Lectures.
3. Shapiro, A. (2009). An empirical study of personal response technology for improving attendance and learning in a large class.
4. Williams, J.B. (2003). Learning By Remote Control: Exploring the Use of an Audience Response System as a Vehicle for Content Delivery.



www.TurningTechnologies.com
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