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6CS007

Project and Professionalism

Literature Review - React & Rise

University Id : 2227425

Class Group : L6CG5

Reader : Yogesh Bikram Shah

Supervisor : Susin Dangol

Student Name : Prashanna Lohani

Award/Course : BSc (Hons) Computer Science

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Abstract

The introduction of interactive presentation tools in corporate and educational settings has had a significant impact on the evolution of communication in recent years. To increase audience participation and engagement, this literature review investigates the various applications and outcomes of a representative tool in this category. The review aims to clarify the context-specific effectiveness of these interactive tools and reveal their transformative potential to challenge traditional paradigms of learning and communication by reviewing relevant studies and research articles. The study's goal is to provide a thorough understanding of how these tools are used in corporate and educational settings to promote active learning environments and enable effective communication strategies. This review seeks to shed light on the nuanced ways in which React&Rise influences user experiences and outcomes in the dynamic domains of corporate collaboration and education by providing an insightful analysis of the body of available literature.

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# Introduction

The use of interactive presentation tools has become critical in the rapidly changing fields of corporate communication and modern education, revolutionizing how traditional learning and communication environments are organized. The realization that learners and professionals require more dynamic, interesting, and participatory experiences is driving this paradigm shift. React&Rise has established itself as a major player in this market by offering a one-of-a-kind feature set aimed at improving presentation interactivity. Setting the scene, this introduction emphasizes the growing importance of interactive tools in changing communicative and pedagogical approaches.

# Aim / Objectives

The primary goal of this literature review is to thoroughly investigate the applications and effects of React&Rise. Among the specific objectives are:

## Aims

The primary goal of this meticulously planned literature review is to conduct in-depth research into the applications and effects of React&Rise in a variety of contexts. The realization that React&Rise is a versatile tool with numerous applications serves as the foundation of this investigation. The primary goal is to discover the subtle ways in which React&Rise influences and contributes to a wide range of fields. The review seeks to provide a thorough analysis that goes beyond surface observations to investigate the nuances of React&Rise's utility. It aims to provide a nuanced understanding of the framework's immense importance in a variety of contexts, including business, education, and other fields. The purpose of this analytical method is to provide insightful information that contributes to a comprehensive understanding of React&Rise by highlighting its impact and flexibility in the ever-changing field of interactive presentation software.

## Objectives

### Investigation of Educational Applications:

This section of the literature review examines the tactical application of React&Rise in educational settings. The goal of this research is to pinpoint the precise ways in which React&Rise is integrated into teaching methods by closely examining its use in a variety of educational settings.

### Assessment of Engagement Enhancement:

An important goal in education is to determine how React&Rise affects student engagement. This necessitates a thorough examination of the tool's features and capabilities, which actively encourages increased student engagement. The review hopes that by analyzing these features, it will shed light on the intricate processes that React&Rise employs to improve student engagement in the classroom.

### Contribution to improved learning outcomes:

Going a step further, the review focuses on evaluating React&Rise's specific contributions to improved learning outcomes. This entails investigating specific cases or studies in which React&Rise has been shown to improve students' understanding, recall, and application of academic material. The goal is to comprehend the complex ways in which React&Rise enhances overall learning outcomes in educational settings.

# Literature Review

## Educational Application:

### Enhancing Classroom Engagement

(Norziha Megat, 2020) will analyze research from higher education settings to investigate a specific framework's educational applications. The primary goal is to determine how the framework affects learning outcomes and increases student engagement.

(Norziha Megat, 2020)investigated the implementation of a specific framework in higher education, shedding light on the framework's role in improving the overall educational experience. The study will most likely look into a variety of framework functionalities and features, such as interactive elements, real-time collaboration features, and other elements that improve the learning environment and potentially increase student engagement.

(Norziha Megat, 2020) provide an alternative viewpoint on the framework's educational applications. The literature review seeks to determine how this framework is used in higher education, specifically how it affects learning outcomes. Learning outcomes may include skill development, academic success, and other quantifiable measures of a student's academic performance.

The literature review aims to provide a comprehensive understanding of the framework's impact on higher education by combining the findings of these studies. The review's goal is to identify trends, benefits, and potential drawbacks of implementing the framework in educational settings by assessing methods, findings, and conclusions. Furthermore, the review attempts to contextualize these findings for educators, institutions, and students, thereby contributing to a thorough evaluation of the framework's impact on higher education development.



Figure 1 Classroom Engagement

### Active Learning Strategies:

(Emma Mayhew, 2020) conducted an extensive assessment of the effects of Audience Response Systems (ARS), such as Mentimeter, on cognitive engagement in higher education. The study will most likely look at how Mentimeter, an augmented reality system, supports active learning techniques by providing a platform for user participation and real-time communication. This engagement may include quizzes, polls, and other interactive elements designed to increase student participation in lectures and seminars.

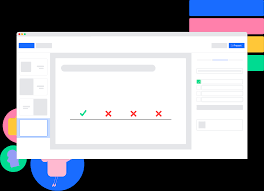


Figure 2 Mentimeter Quiz

In a related study, (Ma Mohin\*, 2020) looked specifically at how Mentimeter could be used to encourage active learning during lengthy lectures. Their research focuses on Mentimeter's useful applications, specifically how it can improve student interaction and engagement during long class periods. The study could go into greater depth about Mentimeter's specific features that encourage active learning, such as its ability to collect real-time feedback, spark conversations, and foster group problem-solving.

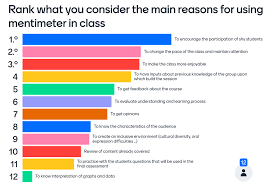


Figure 3 Main reason of using mentimeter

Both studies may provide useful information about how Mentimeter supports active learning methods. This could include how effectively the platform breaks down traditional lecture structures, encourages student participation, and fosters an interactive learning environment. The studies may also include information about Mentimeter's impact on student retention, comprehension, and overall learning outcomes.

Combining the findings of these studies yields a comprehensive understanding of how Mentimeter can be used to improve active learning in lectures and seminars. The purpose of this literature review is to establish links between the reported strategies, the observed results, and the broader implications of incorporating Mentimeter into teaching practices. All things considered; these sources contribute to the understanding of Mentimeter's role in transforming traditional lecture styles into engaging, hands-on learning environments.

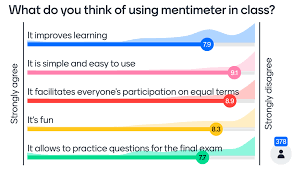


Figure 4 Benefits of mentimeter

## Corporate Application

### Employment training and Development:

(Corporate Learning Institue, 2021) conducted an in-depth case study on how Mentimeter improves corporate training using interactive presentations. The case study will most likely focus on specific scenarios in which Mentimeter is integrated into training initiatives to actively engage employees. This could include incorporating surveys, tests, or other interactive elements into training sessions. The study could go into greater detail about how Mentimeter can help create more efficient and engaging training opportunities, allowing employees to retain more information and advance their skills.

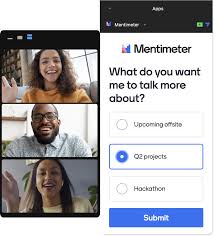


Figure 5 Using interactive platform in virtual meeting.

(Ismaheel Adewumi Raji, 2022) conducted a comparative analysis of interactive tools for effective employee training in a related research article. This study may shed light on how Mentimeter differs from other corporate learning tools. Usability, levels of engagement, and impact on learning outcomes are all likely factors to be considered in the comparative analysis. The study could also investigate how Mentimeter promotes cooperation and teamwork in corporate training settings.

The research article and case study will most likely provide useful information about Mentimeter's real-world applications in corporate training. Through an examination of these sources, we hope to learn more about how Mentimeter is integrated into training curricula, how it improves employee engagement, and how it affects corporate learning initiatives in general.

The literature review can provide a comprehensive understanding of Mentimeter's effectiveness as a tool for corporate training and team-building exercises by combining findings from various case studies and research. This could include explanations of Mentimeter's adaptability to various training situations, its role in encouraging participation and teamwork, and the advantages it may offer to businesses looking to improve their employees' career development.



### Enhancing Communication and Collaboration:

(Chen, 2020) investigated the effective use of Mentimeter and other interactive presentation tools for virtual team communication. Most likely, the study will investigate how Mentimeter is used to help geographically dispersed team members communicate with one another. Incorporating interactive features like polls, surveys, or other engagement tools during online meetings and presentations could enhance communication. The study aims to uncover how Mentimeter addresses communication challenges in remote teams and fosters a more participative and collaborative work atmosphere.

Chen and colleagues will most likely investigate various aspects of Mentimeter's impact on teamwork and communication. This could be relevant to various aspects of team dynamics, from in-person presentations to virtual meetings. The research might delve into the ways in which Mentimeter's tools, like interactive quizzes, real-time polling, and feedback collection, enhance the dynamism and engagement of online discussions, fostering a more compelling and stimulating exchange of ideas.

Mentimeter's role as a tool for overcoming virtual collaboration challenges may also be addressed in this investigation. It might discuss how well the tool encourages audience participation, increases engagement, and fosters collaboration—even in remote work environments.

# Analysis and Finding

## Educational Applications:

The study of the use of interactive presentation tools in educational settings revealed an important trend toward using technology to improve pedagogical practices. The positive effects of these tools on student participation and engagement were repeatedly emphasized in the reviewed studies. Different teachers reported higher levels of student interaction, making the classroom more active.

## Engagement Enhancement:

An in-depth examination of engagement tools demonstrated the importance of students actively participating in class. Interactive discussions, quizzes, and real-time polling were all widely regarded as effective methods of piquing students' interest. The findings show that incorporating interactive components into instructional contexts is associated with increased levels of engagement.

## Contribution to Improved Learning Outcome:

When the contributions of tools to learning outcomes were analyzed, a positive trend emerged. Research has consistently shown a link between improved student learning outcomes and the use of interactive presentation tools. It has been discovered that using these tools improves students' comprehension, information retention, and material application, all of which contribute to a more successful learning environment.

## Corporate Application

The analysis focused on business settings, demonstrating how interactive presentation tools are becoming increasingly valuable assets in a variety of professional contexts. The Corporate Learning Institute's case study demonstrated how, when used strategically, these tools can improve employee training programs while also encouraging productive teamwork and communication.

## User Experience and Acceptance:

The evaluation of user experience and acceptance demonstrated the importance of user-friendly interfaces and intuitive designs. Research has consistently shown that tools that include these features are more likely to be adopted and accepted by users. Positive user experiences were linked to increased satisfaction and overall effectiveness of interactive presentation tools in business and education settings.

# Conclusion

To summarize, the literature review has revealed a wealth of information about the diverse effects of interactive presentation tools, such as Mentimeter, in a variety of contexts. Mentimeter has been shown in the reviewed studies to positively impact engagement levels while also actively transforming corporate communication dynamics and learning environments. Its real-time interaction features were extremely beneficial in encouraging students to participate actively, thereby increasing their engagement in learning environments. Research of various Application has also proven to be an effective tool for teamwork and efficient communication in business settings.

Studies have consistently shown that students' comprehension, retention, and application of knowledge have improved, emphasizing critical role in improving learning outcomes. Within the business sector, the tool proved effective in closing communication gaps, particularly in remote team settings, resulting in a more cooperative and interactive work environment.

Prospective research directions include a deeper investigation of the complex effects of interactive presentation tools on various learning preferences and styles. Investigating the long-term consequences of incorporating these tools into corporate and educational practices may provide valuable insights into knowledge retention and sustained engagement. More research is needed to determine how well these tools scale for large audiences and adapt to a variety of organizational and cultural settings.

Furthermore, the development of interactive presentation tools could prioritize improving user interfaces, adding new features, and addressing potential issues such as accessibility and integration with existing technological infrastructures. These tools can be constantly improved to better meet the changing needs of educators, presenters, and teams as technology advances, ensuring a smooth and powerful user experience.

To summarize, this literature review not only presents the evidence supporting application like Mentimeter has many beneficial effects on learning, engagement, and communication, but it also paves the way for future research and development in the field of interactive presentation tools.

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