**Background**

Introduction

We live in the era of the computers and technologies. They are employed in our lives to make it easier and faster. Having a software tool in our different work fields is becoming a must to cope with changes and enhance the product.

We want to improve the educational field, conferences and public communication in halls in general where our tool is applied to make an interactive and responsive audience. The interaction to questions may be pre-determined by the speaker or lecturer. It has been a growing technology in recent years to make a better participation environment and engage higher numbers of people in classes or presentations.

Hardly any of the traditional methods is as effective as such software, to ask students in a class to take a poll or answer questions doesn’t allow all of them to participate and provide their opinions. Because it is very time consuming to ask each student all the questions asked in one class or presentation. Plus, an anonymous set of answers make them more credible and less personally oriented.

Therefore, implying our system guarantees effective use of technology to gather answers, draw conclusions, submit questions and provide the lecturer with a feedback for more modifications and enhancements in the future.

There are several organizations who provided a software system for educational polls and interactive learning including the following:

# **ARSnova** – Learning becomes visible

With the mobile audience response service, you can make your lectures and seminars interactive: live and anonymously, the students answer your questions, pose their own questions or give feedback about the pace and understanding of your lecture. The Live Assessment (the learning progress indicator in ARSnova) reflects the students´ level of preparation and the effectiveness of your lecture.

**Poll Everywhere** is a privately held company headquartered in California. The company, founded in April 2007, is an online service for classroom response[audience response systems](https://en.wikipedia.org/wiki/Audience_response_systems). Poll Everywhere’s product allows audiences and classrooms to use mobile devices to submit their answers.

[**PollDaddy**](https://polldaddy.com/)is the leading polling software on the Web, it offers the ability to create beautiful polls, view results in eye-catching pie and bar charts, export results, where data analysis can be done.