

SpeakUp

Tutorial



What is it?

You're in class and no one dares to ask a question or, the opposite, everyone wants to participate and there's no time. Does it sound familiar to you? To improve these interactions we present the **free SpeakUp app**.

With no login, SpeakUp allows you to **create** a chat room. People around you will see it and will be able to **join** it. Once inside, they can **interact** in it by writing and rating anonymous messages. Finally it is possible to create **multiple-choice questions** to poll the audience.

SpeakUp is developed by the non-profit Seance association in collaboration with the University of Lausanne and the Swiss Federal Institute of Technology in Lausanne.

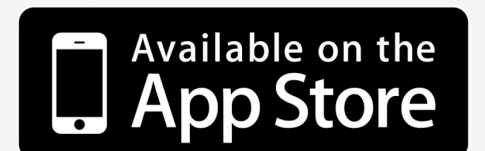


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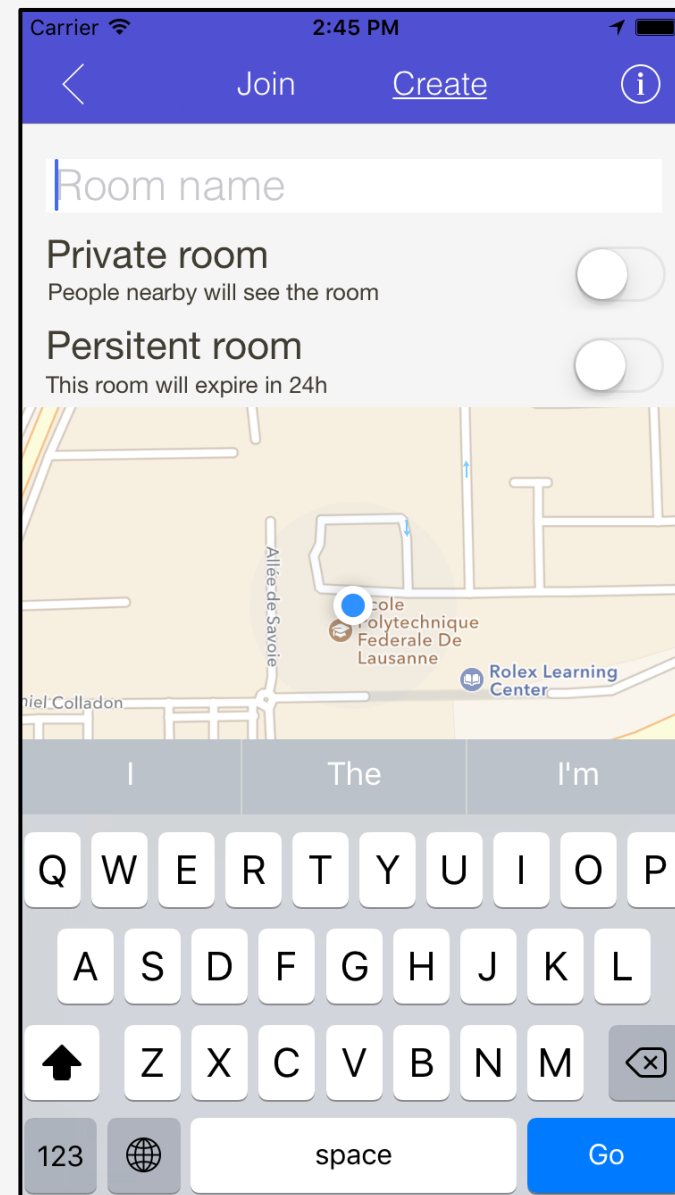
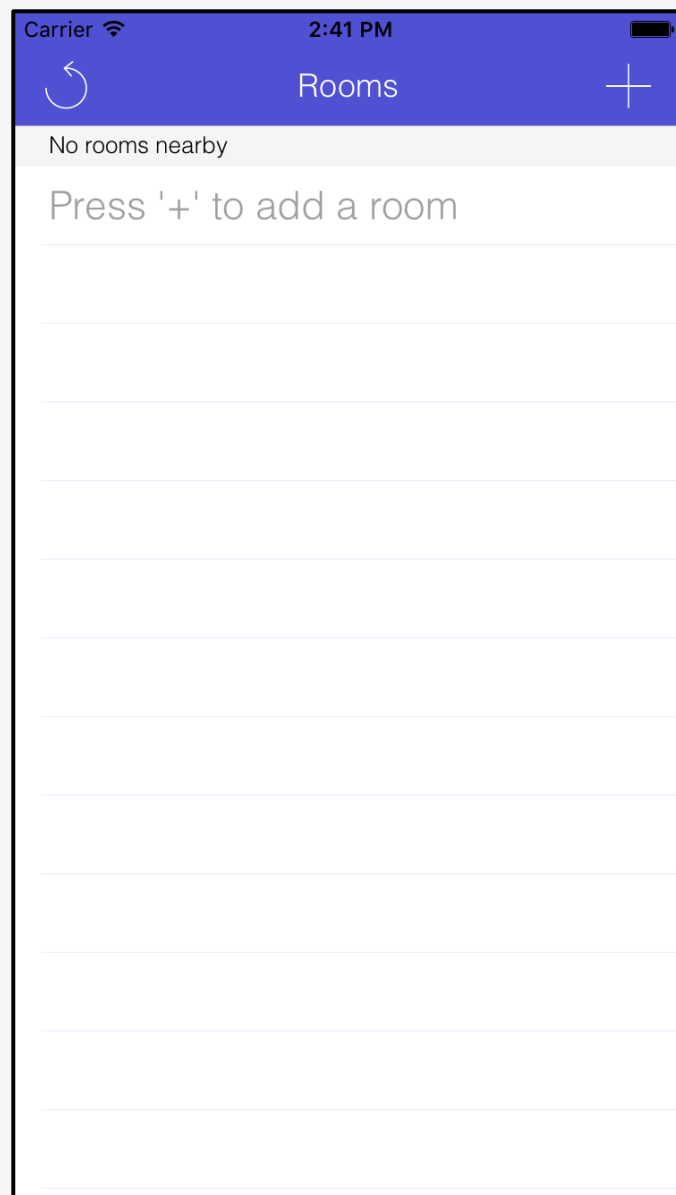
Download SpeakUp from the AppStore or Google Play. You can also access it through any browser on speakup.info. For further information, contact adrian.holzer@epfl.ch



Create a room

Press the + button on the home screen (image on the left) and toggle to the create tab (image on the right). Choose the name of the room.

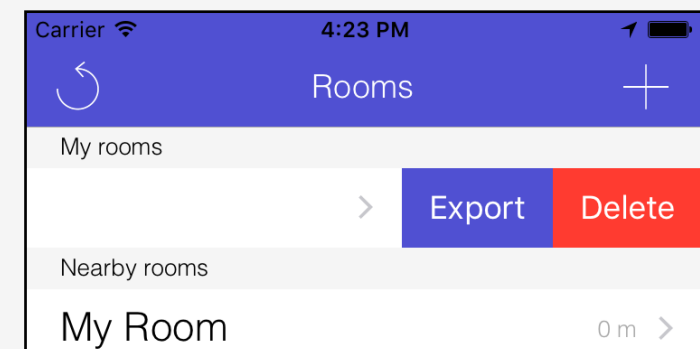
Private room. Choose if the room is private or not. Private rooms are invisible and can only be joined by entering their number. Public rooms are visible and accessible to nearby users.



Persistent room. Choose if the room is persistent or not. Persistent rooms are open until the room creator decides to delete them (image below). Temporary rooms are deleted after 24 hours.

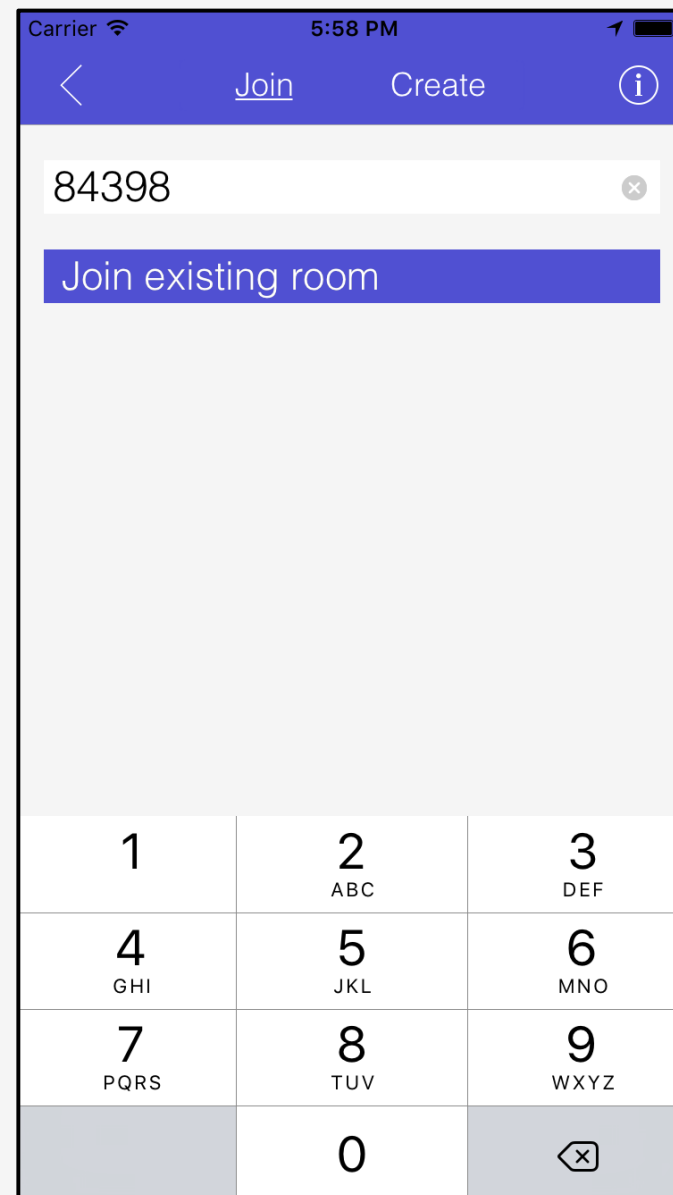
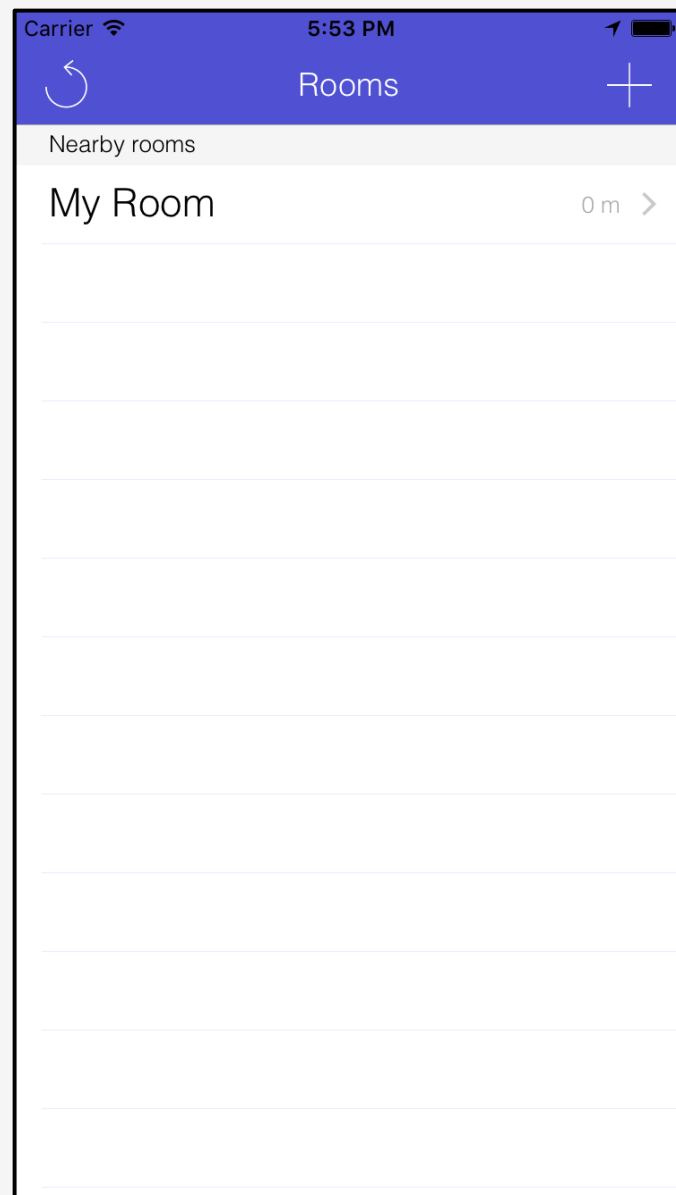
Activity traces of a room can be exported as a csv file by room creators.

Data is stored at the Swiss Federal Institute of Technology in Lausanne, Switzerland.



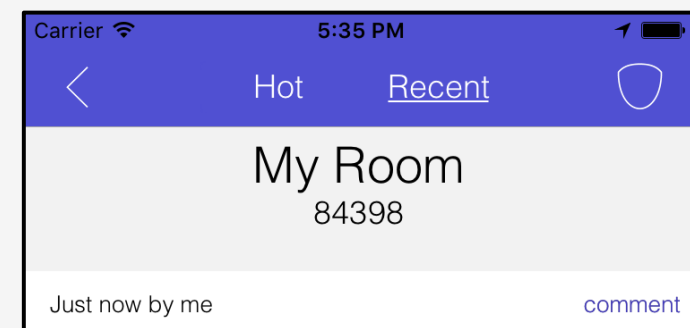
Join a room

Join a public room. Public rooms located nearby are visible in the list of nearby rooms on the home screen (image on the left). Click on a room name to join it. Note that when you joined a room, push notifications will inform you of new messages in the room.



Join a private room. Private rooms are not displayed in the nearby room list. To join one, click the + button on the home screen, go to the join tab and enter its number (image on the right).

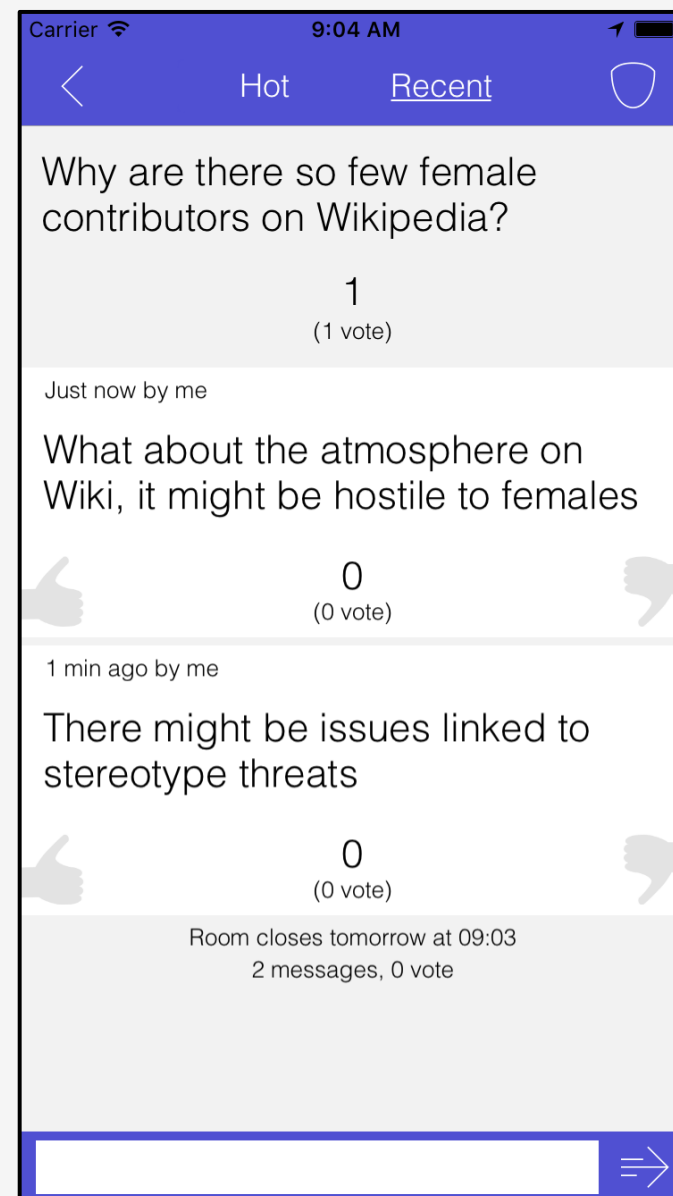
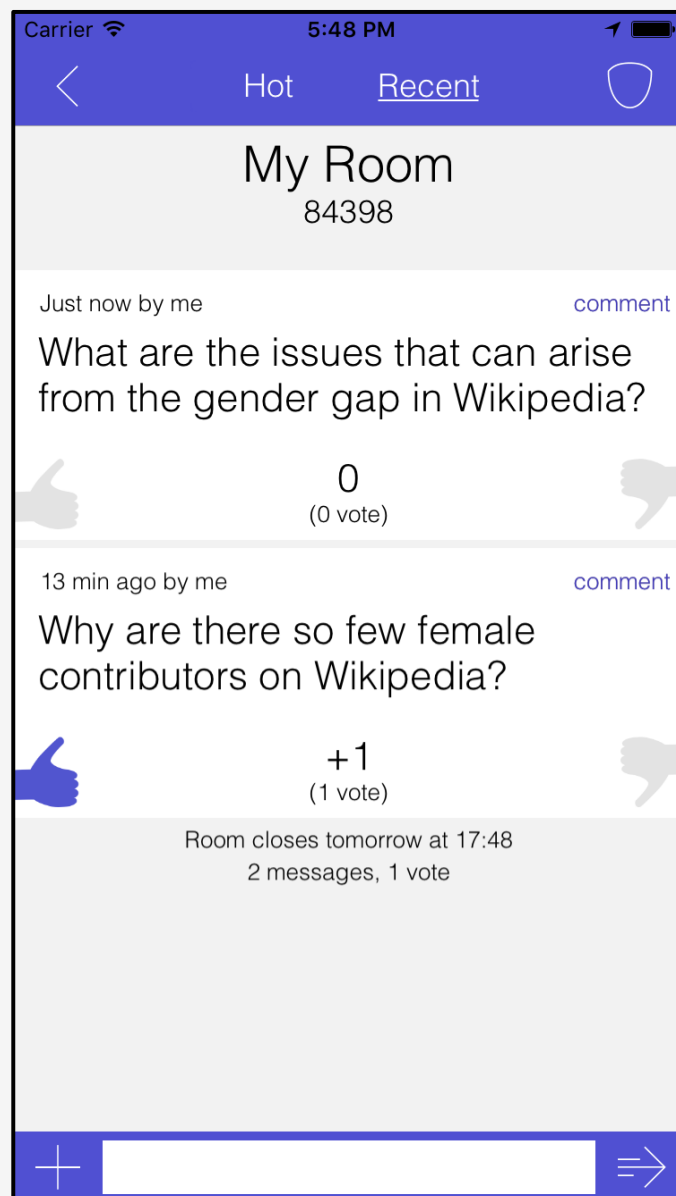
Room number. The room number is displayed in each room under its name (see image below).



Interact a room

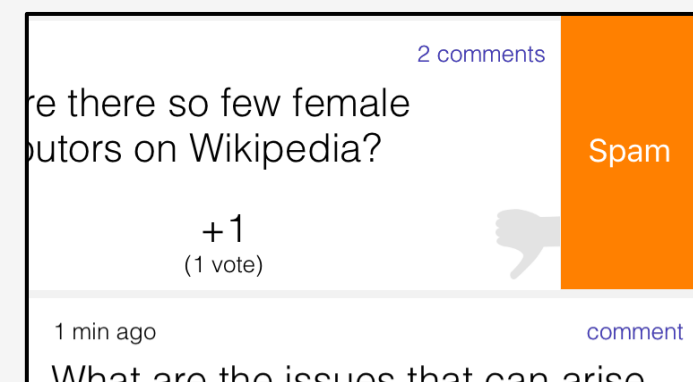
Post messages. Use the input box and the send button at the bottom (image on the left).

Vote on messages. Up vote or down vote a message by pressing the thumb up and thumb down buttons. Each message displays the number of votes and the score. The score is the number of up votes minus the number of down votes. Messages are sorted using the Best and Recent tabs.



Post comments. Press “comment” at the top right of a message to get to its list of comments (image on the right).

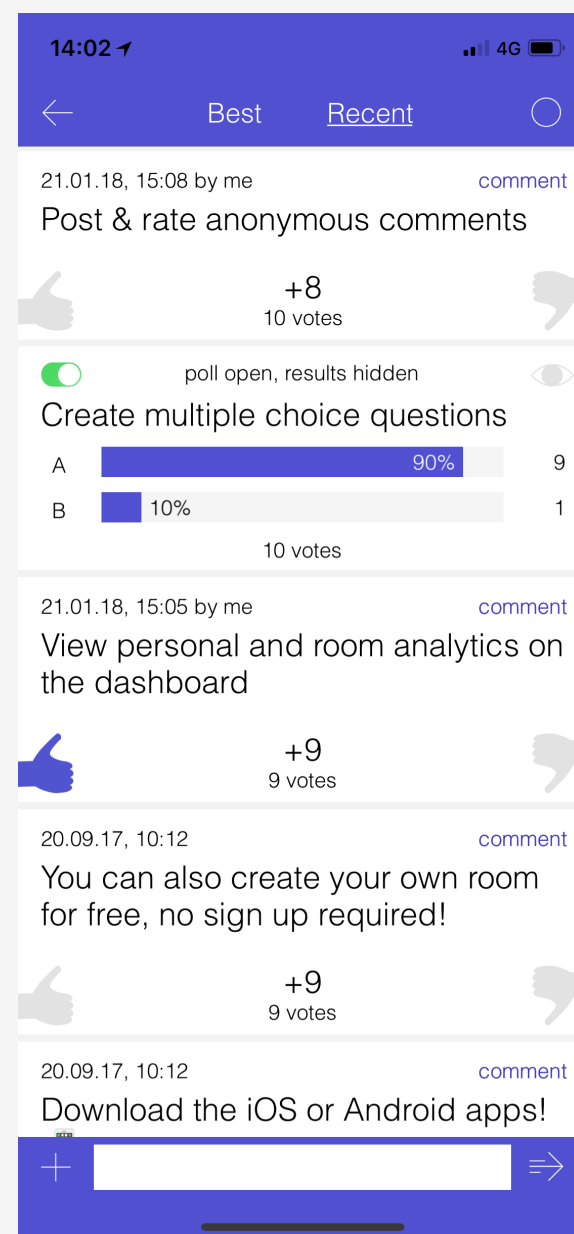
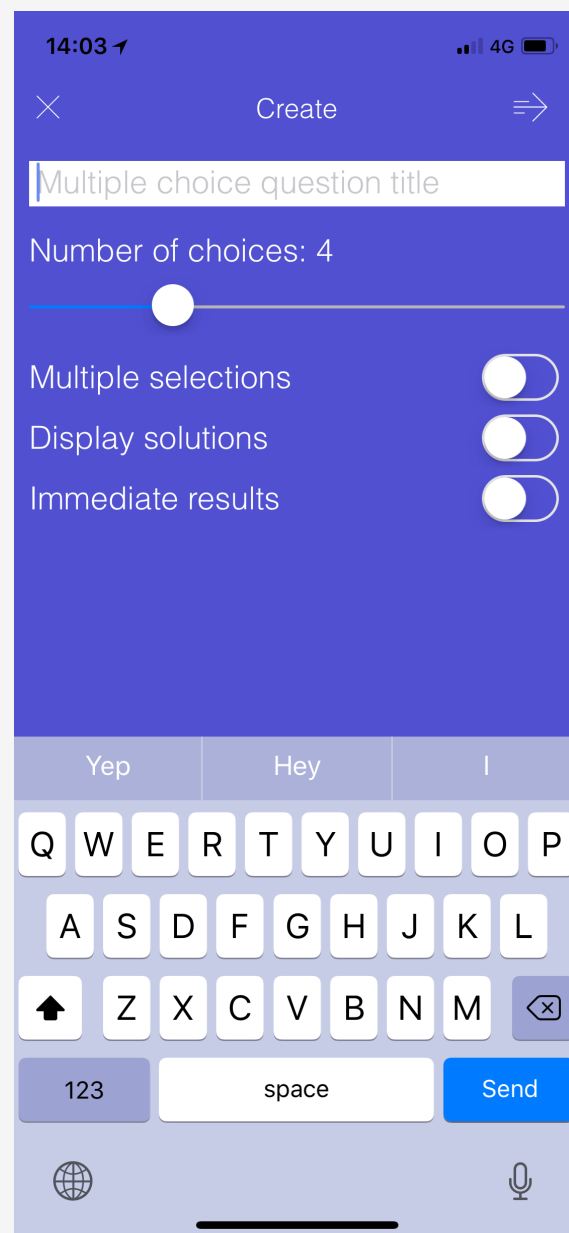
Report as spam. Slide messages on the left to report them as spam (they are deleted when they are reported several times). Room creators can delete any message.



Multiple choice questions

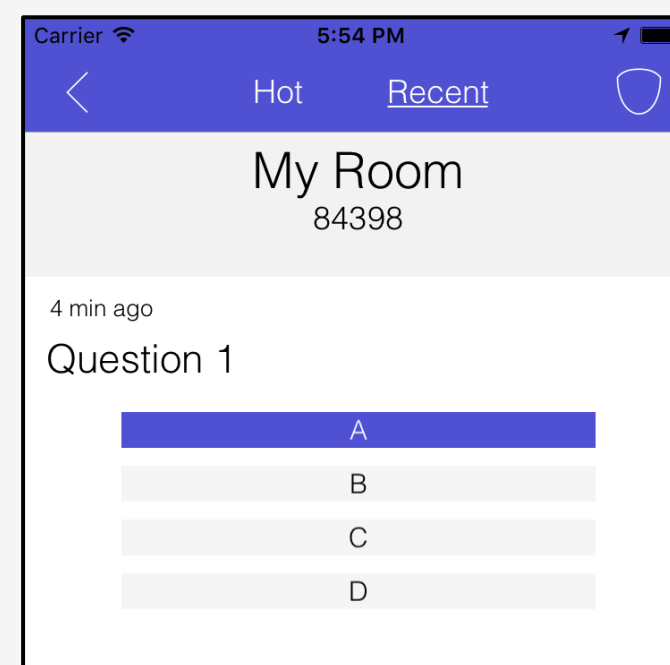
Create a multiple choice question. press the + button at the bottom of the message list to go to the creation screen (image on the left). Insert the title of the question and indicate the number of choice. Press the send button. Room creators will see the results of the poll as shown on the image on the right.

Participate. The audience will see the question title and a button for each choice, as shown below.



First, a poll is open and allows the audience to vote but prevents them from posting messages. **To close a poll,** press the toggle icon (top left of the multiple choice question).

First, results are hidden to the audience. **To show the results,** press the eye icon (top right of the multiple choice question).



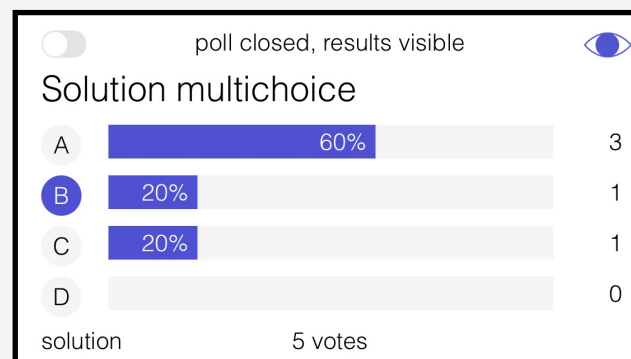
Advanced multiple choice questions

The screenshot shows the 'Create' screen for a multiple choice question. At the top, there's a status bar with the time 14:03, 4G signal, and battery level. Below the status bar, there's a blue header with a close button (X), the word 'Create', and a share icon (three lines with an arrow). The main content area has a text input field for the question title, currently containing 'Multiple choice question title'. Below the title field, there's a slider for 'Number of choices: 4'. To the right of the slider, there are three toggle switches: 'Multiple selections' (off), 'Display solutions' (off), and 'Immediate results' (off). At the bottom, there's a keyboard with a 'Send' button.

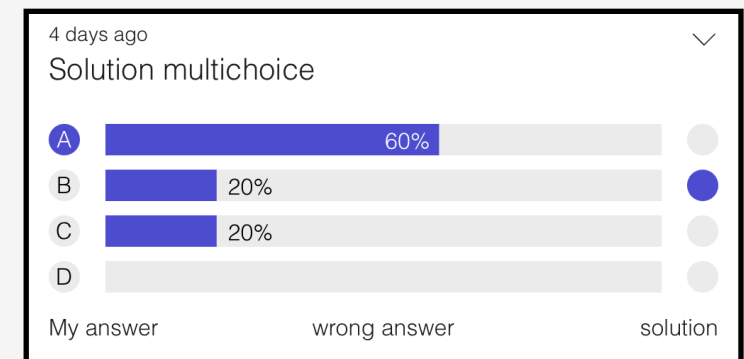
Number of choices. Slide to increase or decrease the number of choices from 2 to 10

Multiple selection. Respondents can only chose one answer if the toggle is off. They can chose multiple answers (or 0 answers) if the toggle is on.

Display solutions. Allows the room admins to select the solution(s) by selecting the correct answer by pressing the letter on the left (B in the example below on the left). Respondents see their answer (A in the example below in the right and the correct solution.)



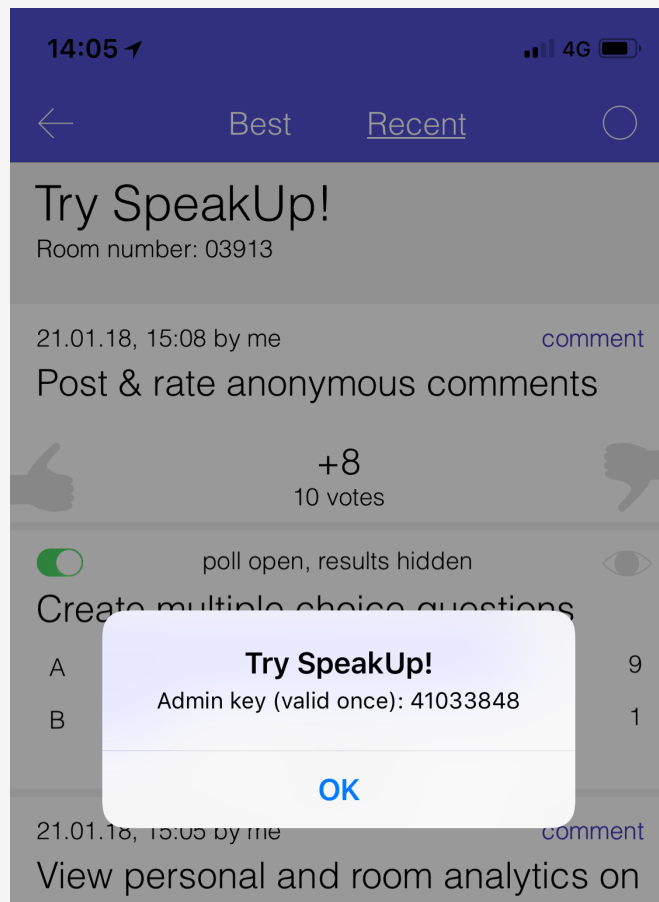
Room admin sets solution (B here)



Participants sees their selection (A here), the solution (B here), and an indication if their answer is correct (wrong here)

Immediate results. If the toggle is on, the results are show directly to participants after they have made their selection

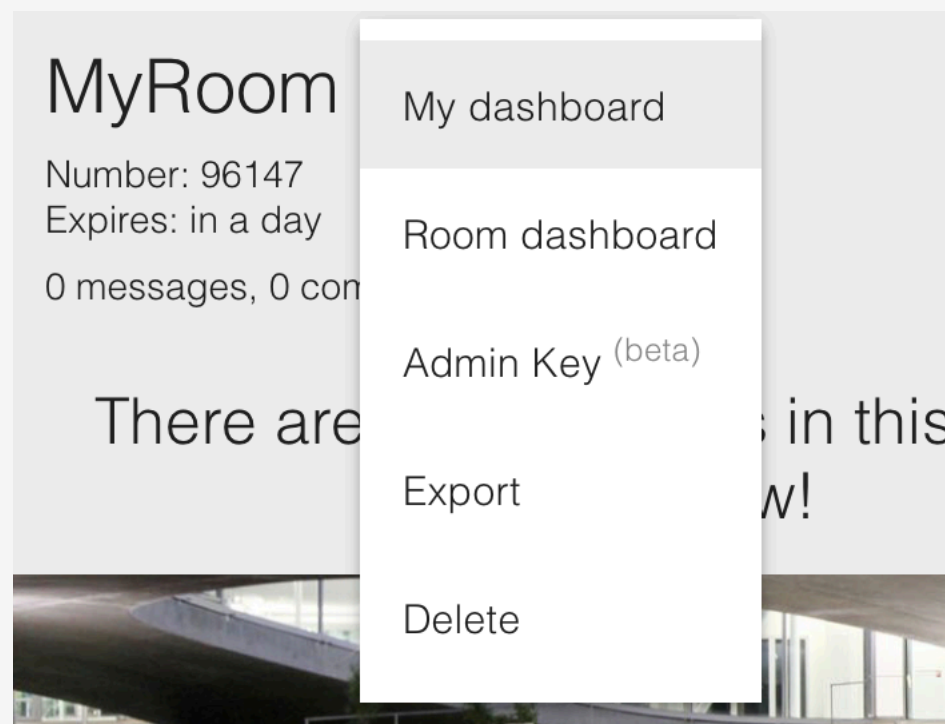
Admin key



Become room administrator. One becomes the administrator of a room by creating it. Note that if you delete cookies on your browser, change browser, or delete your app, you will in most cases lose the admin right on the room you have created. If you want to share the admin rights with someone else you have to give them an **admin key**. If a user joins a room with an admin key, they become admins too.

To get an admin key on a mobile app: press the room name inside the room

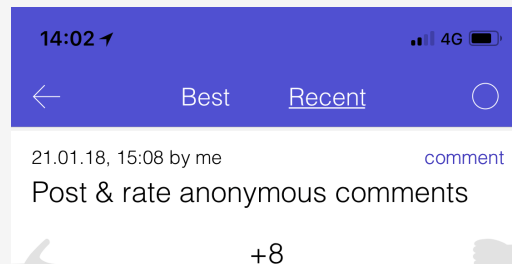
To get an admin key on the web app: press the Admin key item in the room's menu.




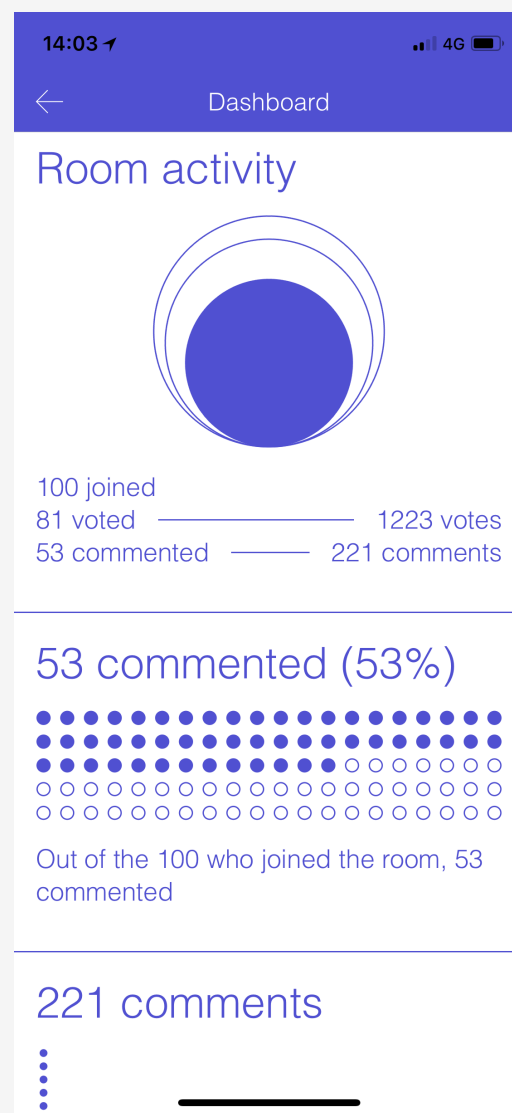
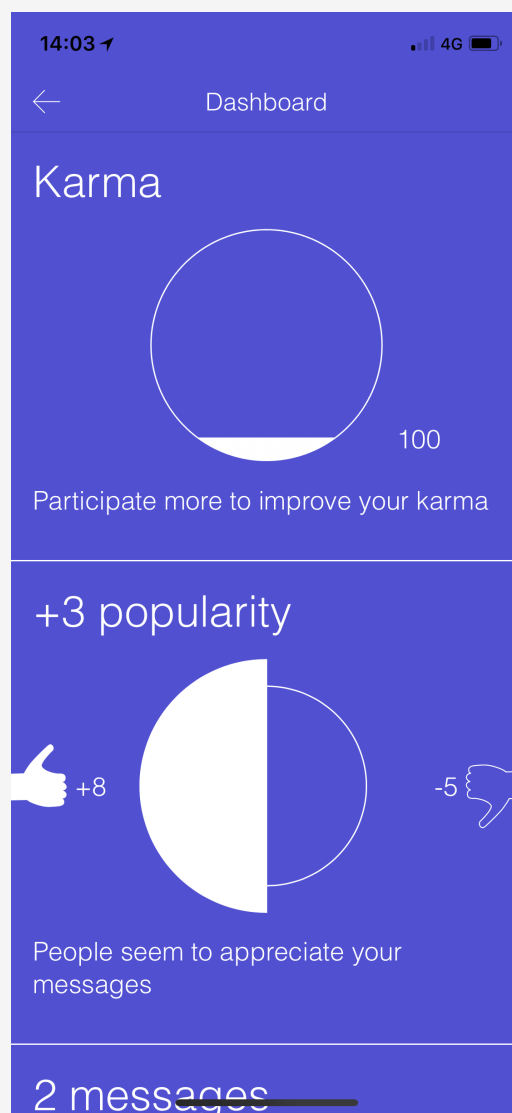
Admin rights. The administrators of a room can:

- create and manage Multiple Choice Questions
- delete any messages in the room
- delete the room
- see room dashboard
- share admin rights

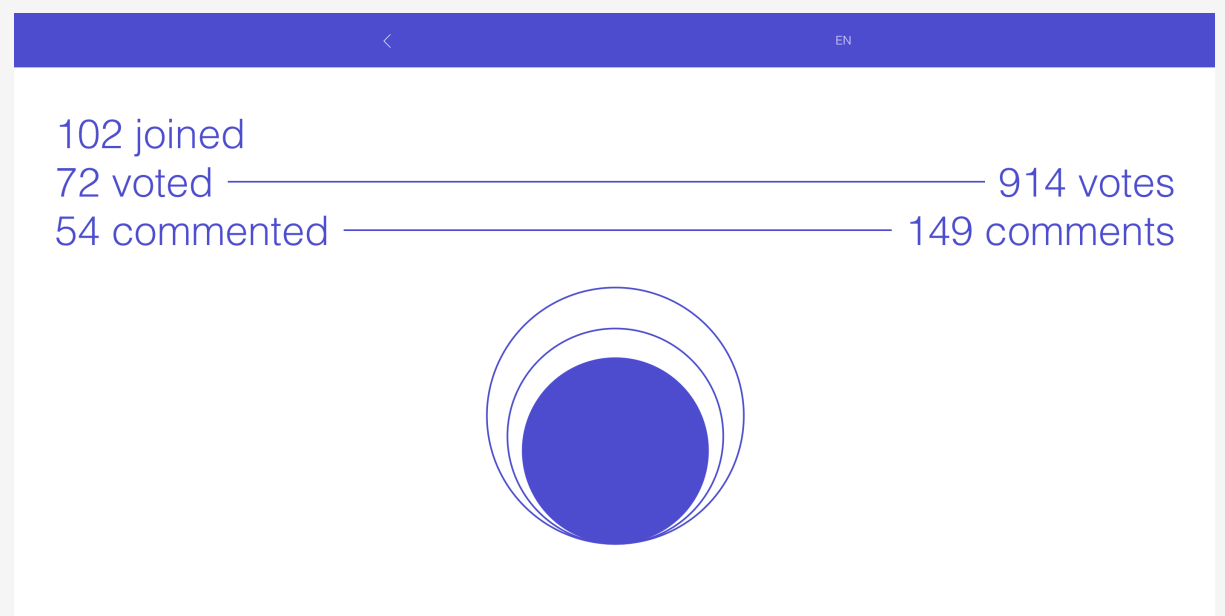
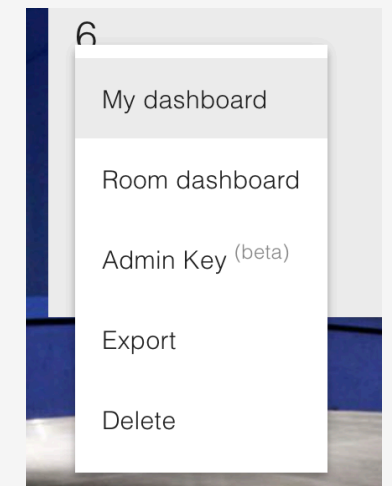
Learning dashboard



My dashboard. press the  button at the top right of the message list of the mobile app (or the My Dashboard item in room menu web app). There you will get feedback on your activity in the room. You will also see your overall Karma (the more the better :).



Room dashboard. press the Room Dashboard item in room menu web app (available to admins only). You will see the activity in the room with several visualisations to help with awareness and reflection.



SpeakUp

Usage scenarios



What are the benefits for:

Teachers can get insights into questions, ideas, comments and opinions of the students as well as assess their knowledge on some topics. They can also use SpeakUp to organize activities inside and outside the classroom.

Students may at any time during course ask questions or raise issues anonymously or express their agreement or disagreement with the issues raised by others. SpeakUp facilitates interaction between teachers and students, but also between students themselves inside and outside the classroom.

Contact. For further personalized support and pedagogical counseling you can contact Deborah.Dominguez@unil.ch and Sophie.Serry@unil.ch

Tips

For an optimal use of SpeakUp and to maintain the attention, interest, meaning and engagement of students, it is recommended to:

Set a clear framework for students, introduce the tool (what it is), and develop common rules of practice.

Vary the proposed activities (see different scenarios).

Precisely orchestrate the sequence of activities (time management, steps, organization inside/outside the class, etc.).

Explain objectives behind the use of the tool and the target competencies.

Reuse the activity on SpeakUp in the class.

Prepare activities during periods with high stakes (e.g., revisions, exams, etc.).

Monitor the comments of the students that may be inappropriate and if necessary recall the rules of use.

Preliminary note

Each scenario presented below requires the creation of a room → Create a room. Scenarios can be combined.

Purple and bold = variants

Enable students to become proficient users

Targeted competencies: SpeakUp proficiency

Before the class, the teacher gives the link to the speakup website and indicates students to download the speakup app on their mobile devices (speakup.info).

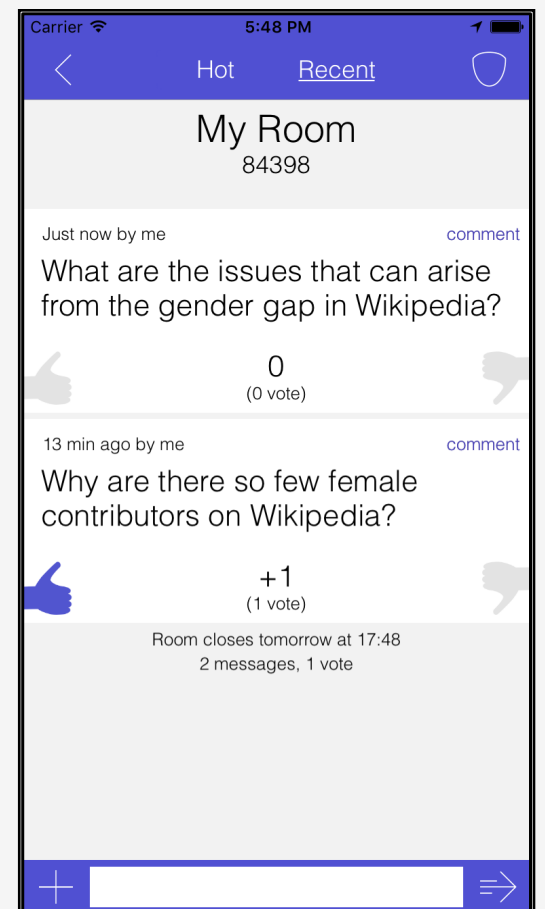
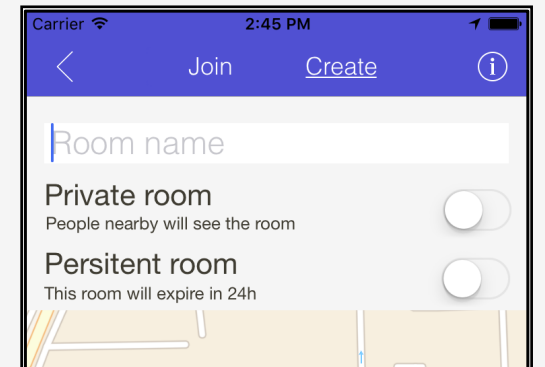
Students download Speakup on their devices, or access the web version if they do not have an adequate Android or iOS device.

The teacher creates a room **before/during** class. The room can be temporary or persistent depending on the teachers needs.

At the beginning of the class, **the teacher** presents SpeakUp through the video (see speakup.info) and checks that all students were able to install it. The teacher presents the added value of using SpeakUp in class related to the learning objectives. The teacher devotes 5 minutes to the testing of SpeakUp by asking students to ask a question related to the topic of the course and **comment/vote** on at least one question that he/she judges relevant

Les étudiant·e·s postent le questions et votent pour celles jugées pertinentes.

L'enseignant·e fait le point sur les questions posées.



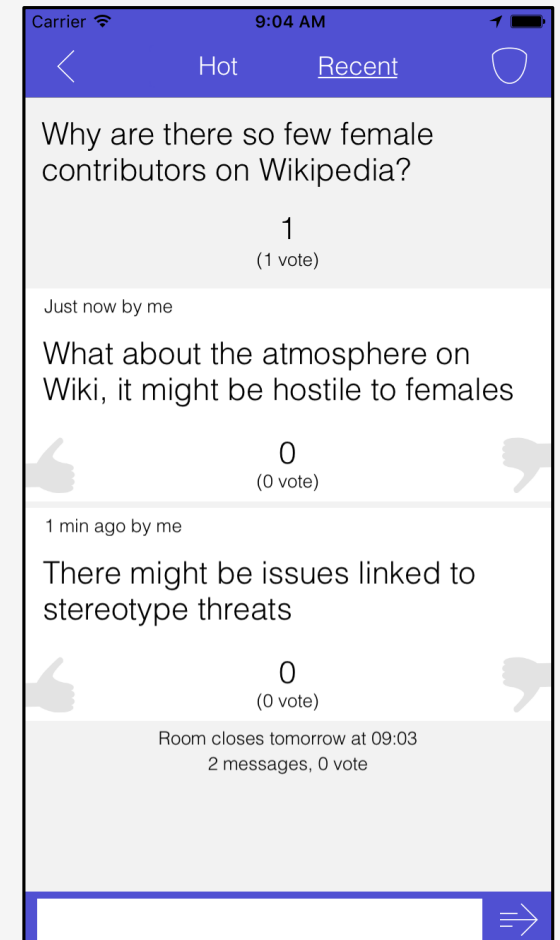
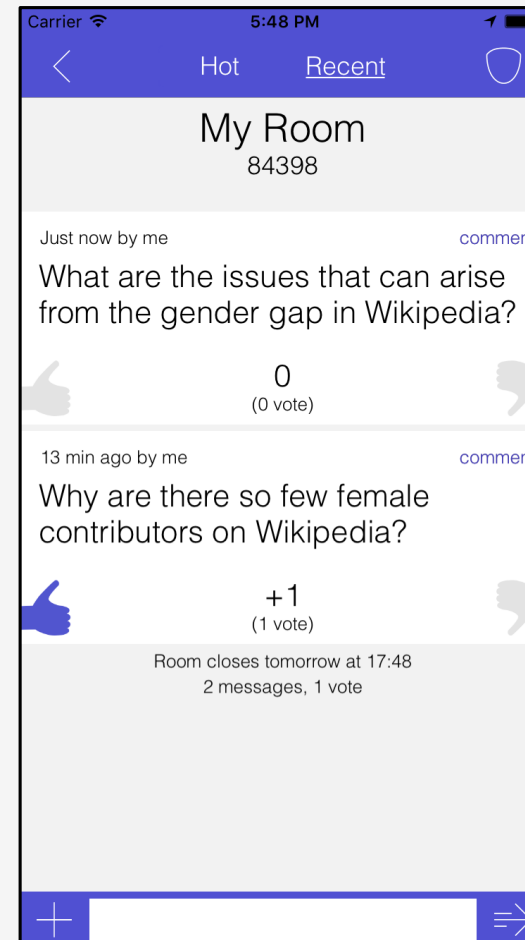
Enable students to interact spontaneously

Targeted competencies: engagement, reflectivity, taking initiative

At the beginning of the class, the **teacher** informs the student that they can post questions and comments on SpeakUp.

The students post questions and comments and have the opportunity to vote for questions / deemed most relevant.

The teacher, if required, **during the class / during breaks / between classes**, view the most relevant issues raised by students and provide answers to them **during the class / remotely using SpeakUp**.



Enable students to share their opinion on a topic

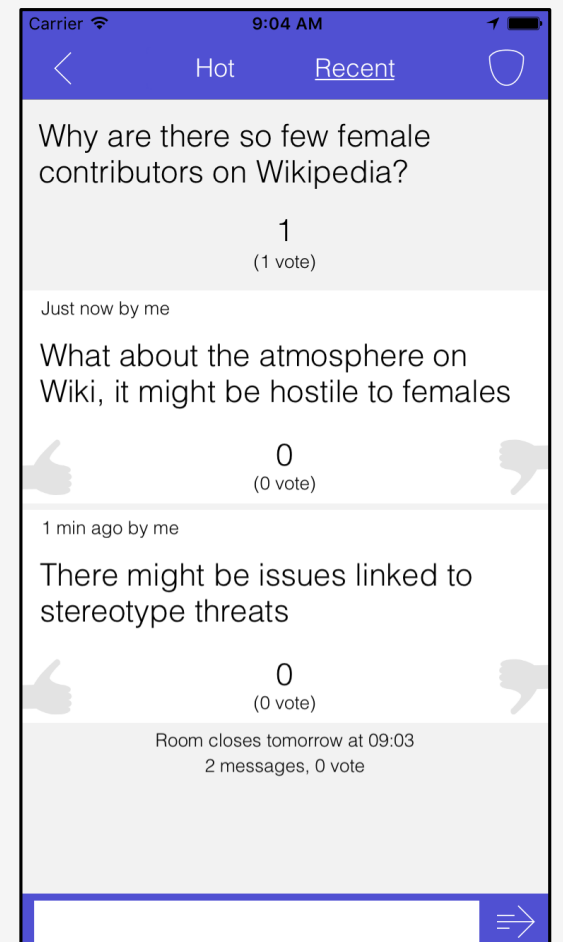
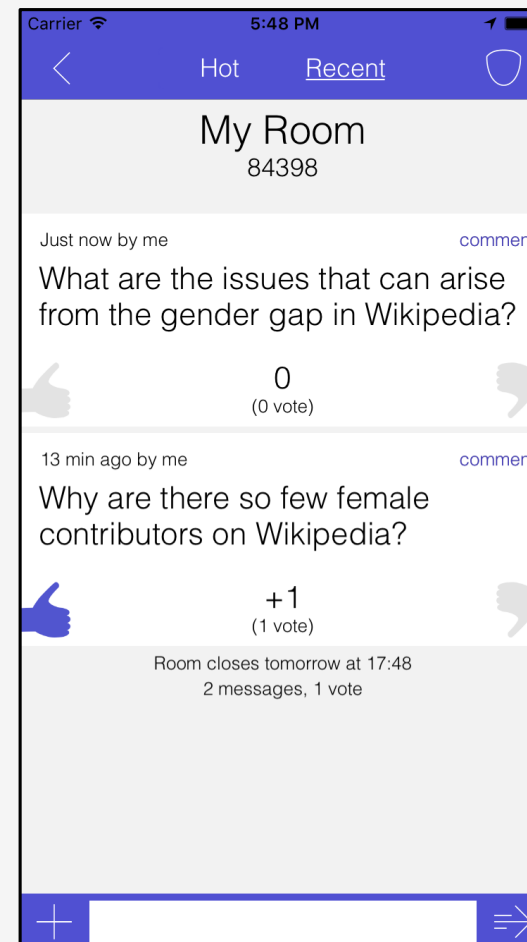
Targeted competencies: engagement, reflectivity, understanding

In class the **teacher** asks an open question to students to get their preconceptions on a topic

Students (**alone / in small groups**) post their opinion on SpeakUp. They also vote on other student opinions they agree or disagree with.

The **teacher** then takes a look at the opinions and discusses the ones with the most upvotes.

During the following session the **teacher** comes back to the opinions that were less upvoted, but are interesting to discuss.



Enable students to assess their knowledge

Targeted competencies: engagement, reflectivity, analytical thinking, understanding

Before the class **the teacher** creates a slide that shows the title of the question and the possible choice.

In class, **the teacher** shows the slide with the question title and choices and creates a multiple choice question with the question title in the SpeakUp room (→ Multiple-Choice Questions).

Students press the button corresponding to their choice (screen on the right)

The teacher views the results (screen on the left) without disclosing them to students and starts group discussions on the topic. After the discussion, the teacher recreates a new multiple choice question with the same title and asks student to vote again, then he/she discloses the results to the students by pressing the eye icon.

Question 1

what % of wikipedia contributors are women?

A: 10%

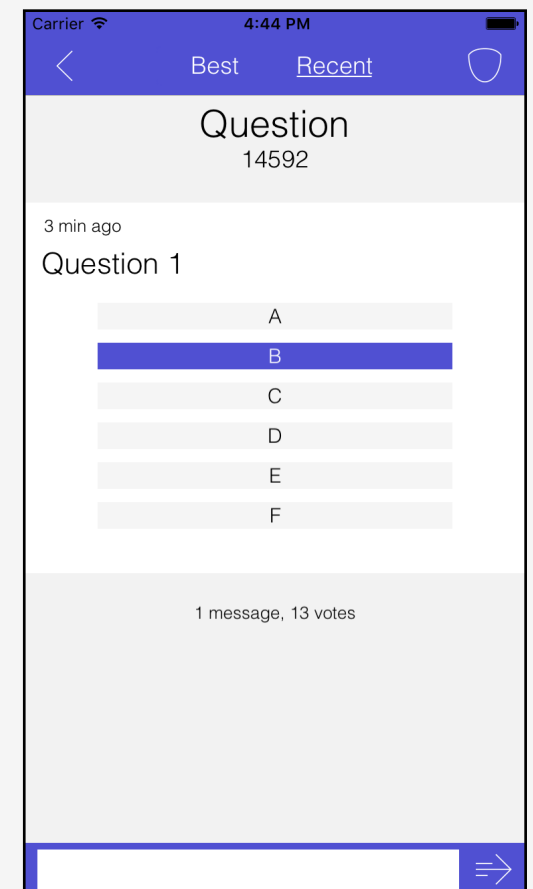
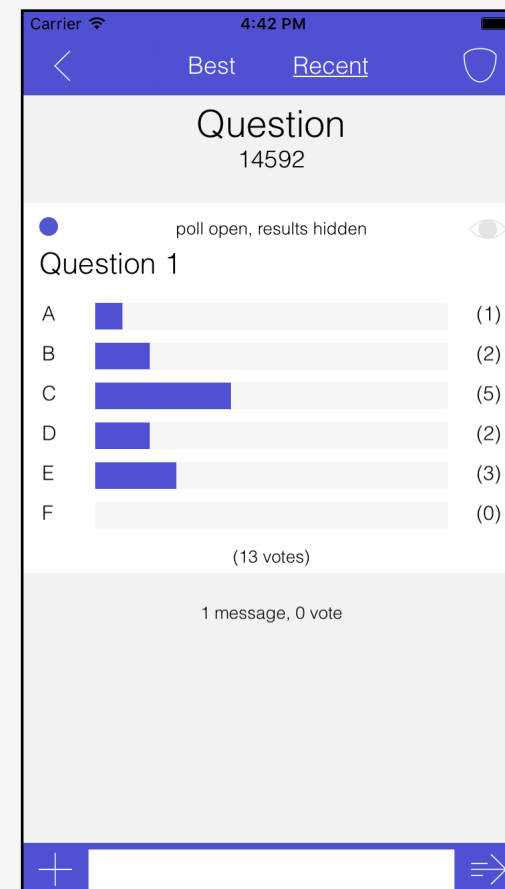
B: 20%

C: 30%

D: 40%

E: 50%

F: 60%



Enable students to react to their presentations

Targeted competencies: engagement, reflectivity, analytical thinking, understanding

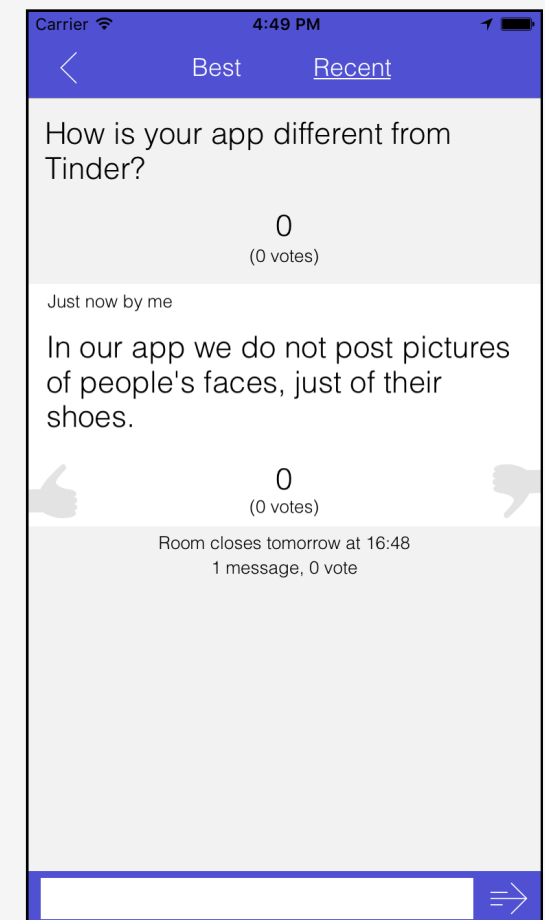
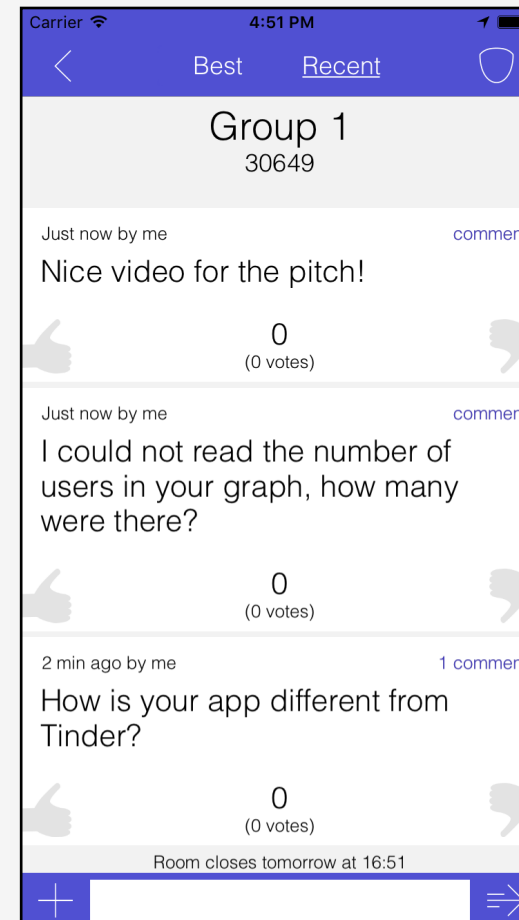
The activity takes place during a group project presentation when one student presents the group's work in format of the class

The teacher creates a room for each group and instructs the audience to post questions and comments about the presentation in the room

During the presentation **the audience** posts questions and comments and vote for the questions of others they find

During / after the presentation, the group members who do / did not present, answer to the questions and comments on SpeakUp

At the end of the presentation, **the teacher asks** some of the important questions from the audience



Enable students to brainstorm

Targeted competencies: engagement, reflectivity, analytical thinking, understanding, give/receive feedback

For a group project, **The teacher** instructs each group to create a room and instructs them to use it to brainstorm

The **students** use this room to brainstorm about ideas for various part of the project such as for choosing the the topic or name of the project. To do so, they create a post in the room describing the topic of the brainstorm and then post ideas in the post's comments.

Then, **students** vote on their favorite ideas. Finally they can further discuss the top ideas.

Anonymity allows to discuss ideas without personal biases towards others.

