

Interactive Polling and Gamification Tools



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Interactive Polling Tools

Interactive Polling Tools (also called student response systems, ‘clickers’, or classroom response systems) have been used in higher education teaching for many years now and can be a quick and easy method for gaining insight for both teachers and students.

As with many software applications, Interactive Polling Tools are an ever-evolving technology, moving from fairly “low tech” clicker technology to today’s more “tech savvy” iterations that operate online using mobile devices.



Mentimeter

Link: <https://www.mentimeter.com/>

Description:

Mentimeter is a polling tool that provides instant feedback during lecture classes. It allows users to create an interactive learning environment by surveying students in real-time during class and view results instantly.

Mentimeter is simple yet powerful, with a pleasing visual interface. The free version is somewhat limited, however it is a great polling tool if you have large class-sizes and only wish to ask 2-5 questions during each lecture. Presentations are quick to setup and easy to use for both lecturer and student alike. Educational discounts are offered on paid licences. Increased functionality, such as exporting analytics, can be obtained in the paid versions.

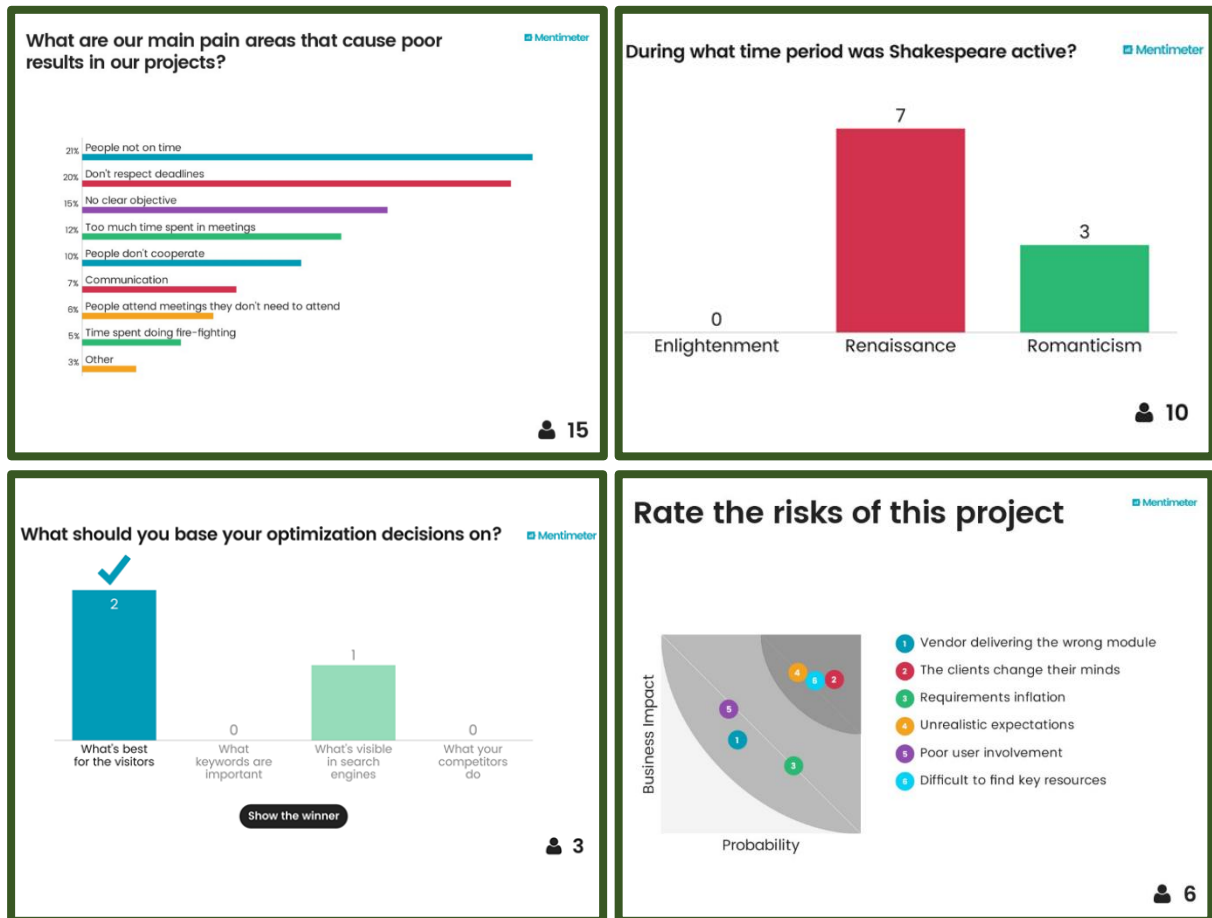
Mentimeter is a perfect tool for those who want minimal setup, easy deployment, polls that can build into existing presentations, have large class sizes, and don’t require exportable analytics or LaTeX embedded into questions.

Features:

- Free and (low cost) paid versions.
- Unlimited class size.
- Offers innovative question types such as live word cloud, image choice, and matrix.
- No installations/set-up required for students.
- Examples and templates available for inspiration.
- Allows a great deal of customisation for each question type, including time limits, background images, and game-style questions.
- Responses can be displayed directly in PowerPoint / Keynote / Google slides.

- The free version is limited to 5 multiple choice quiz questions or 2 “other type” questions per presentation.
- Responses can only be exported as PDFs or images (jpgs) when using the free version (screenshots collected during the presentation). For excel export capabilities, the paid version is needed.
- There is no simple way to share polling slides between accounts for use across multiple classes.

Screenshots:



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Poll Everywhere

Link: <https://www.polleverywhere.com/>

Description:

Poll Everywhere is a powerful web tool for creating and distributing polls. Students can vote on your poll either through SMS or via the web using the generated link you will provide them. Poll Everywhere allows you to display the results of the poll in real-time.

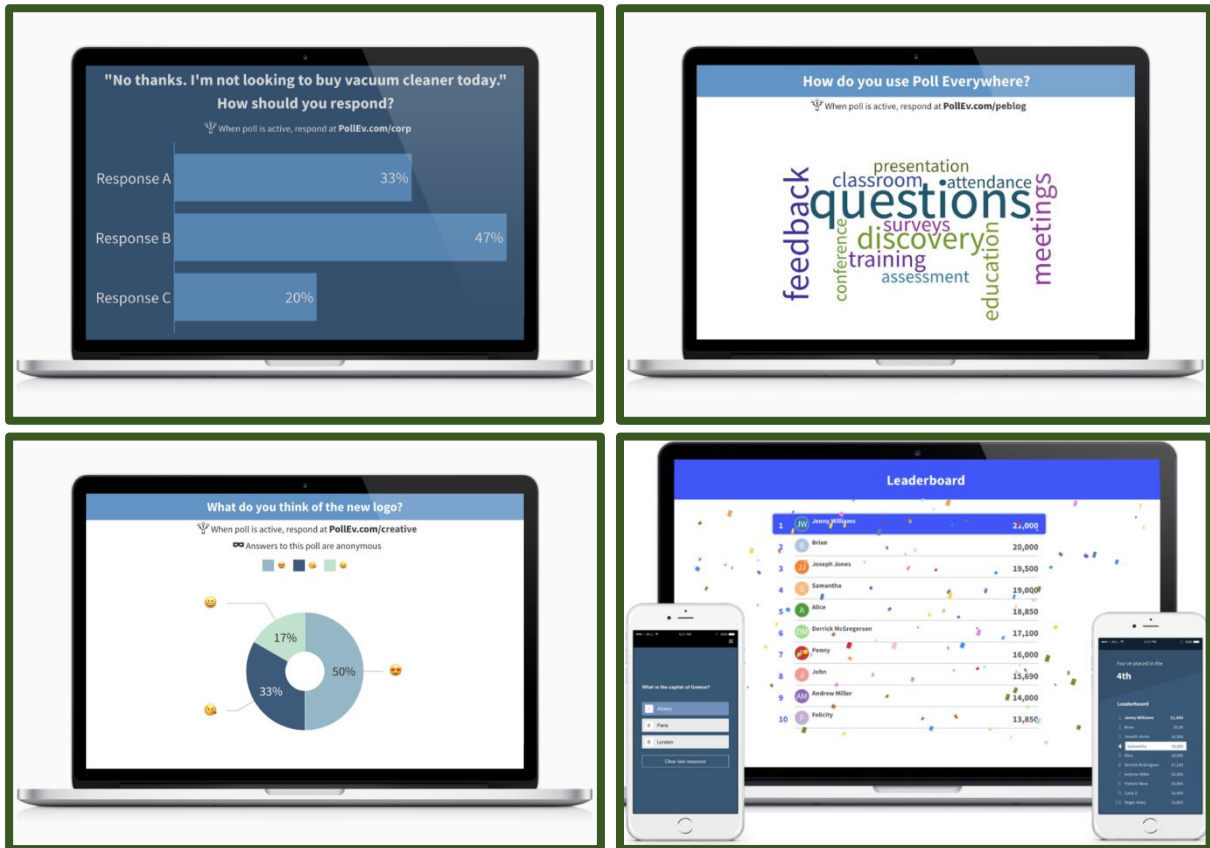
Poll Everywhere is simple to use and very powerful, with an easy to use interface and scope to build equations into questions. The free version is somewhat limited, but this is a great polling tool if you have small class-sizes. Presentations are quick to set up and easy to use for both lecturer and student alike. Paid versions offer different pricing plans that extend functions beyond basic features.

Poll Everywhere is a perfect tool for those who want minimal setup, easy deployment, polls that can build directly into existing presentations, exportable analytics, and LaTeX functionality. The import/export function makes sharing quizzes between users particularly easy. The cost does make it somewhat prohibitive for large class groups.

Features:

- Free and paid versions.
- Unlimited number of questions per poll.
- No installations/set-up required for students.
- Supports LaTeX.
- Import questions from CSV files.
- Responses can be displayed directly in PowerPoint / Keynote / Google slides in real-time.
- Question bank for easy re-use and templating.
- Allows for multiple-choice and open-ended questions with textual response.
- Multiple user account (paid only).
- Export analytics for each question as a spreadsheet.
- Free version allows only 40 responses per poll.

Screenshots:



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Socrative

Link: <http://socrative.com/>

Description:

Socrative is one of the most well-known (and widely used) Interactive Polling Tools. It is a robust app and free to for class sizes <50. You can create questions in various formats (like a quiz, a simple quick question, a space race game, or an exit ticket) and results are displayed in real-time. The interface is easy to use for both lecturers and students.

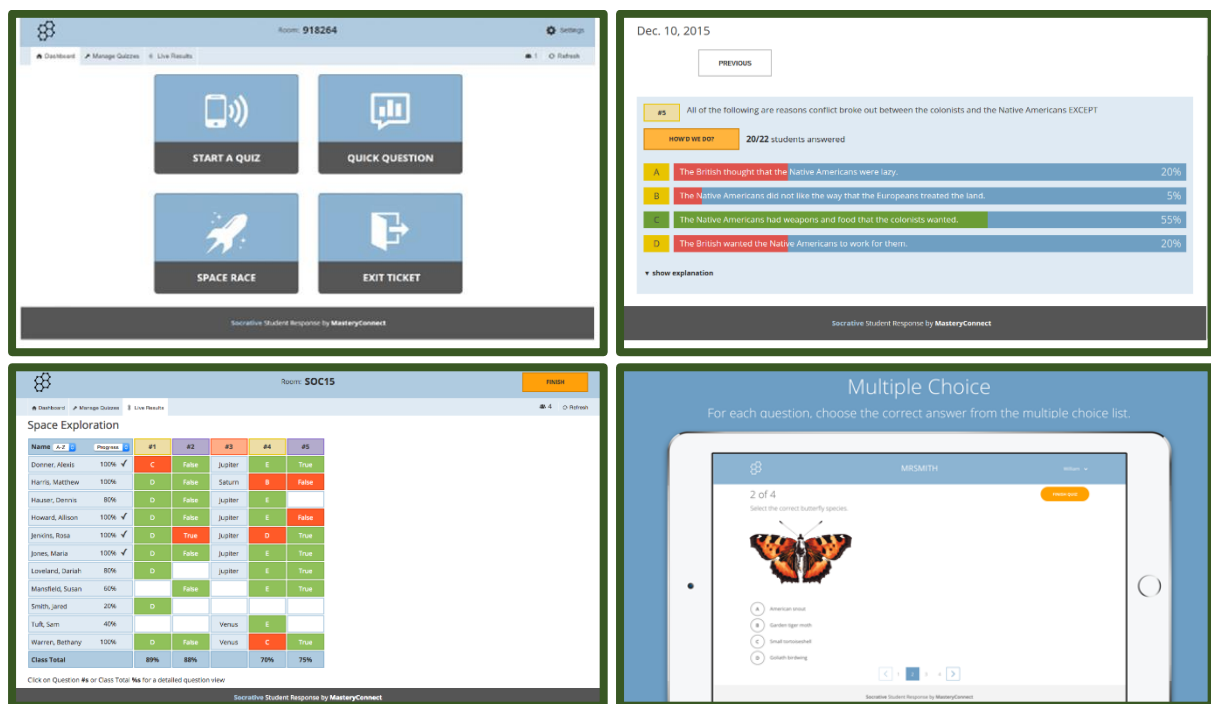
It is easy to see why *Socrative* is one of the best-known polling tools – it is simple yet powerful, with a pleasing visual interface. The free version has limited, however this is a great if you have small class-sizes. Quizzes are fast to setup and easy to use for both lecturer and student alike.

Socrative is a perfect tool for those who want minimal setup and easy deployment into small-mid sized classes, quiz sharing between users, exportable analytics, and don't need LaTeX embedded into questions.

Main features

- Free and (low cost) paid versions.
- Unlimited questions per poll.
- No installations/set-up required for students.
- Multiple-choice and open-ended questions with textual response.
- Easily share quizzes between different accounts.
- Allows some question customisation.
- Ability to download PDFs of existing quizzes.
- Responses can be visualised in real-time with options for answer explanation boxes.
- Response analytics can be exported to as spreadsheet or viewed online as charts, with a variety of configuration options.
- Free version only allows 50 responders per poll.
- Polls cannot be built directly into existing presentations.

Screenshots:



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Link: <https://www.voxvote.com/>

Description:

VoxVote is a free mobile voting platform with unlimited audience, which adds interaction to an event. Audience can use their smartphone and add answers to live polls, quiz or create a wordcloud based on their responses. *VoxVote* runs worldwide on a cloud scalable platform.

The *VoxVote* platform is freely available for end users who are in the audience. For speakers on stage, it has interactive designer features for managing events and editing questions (VaaS - Voting as a Service)

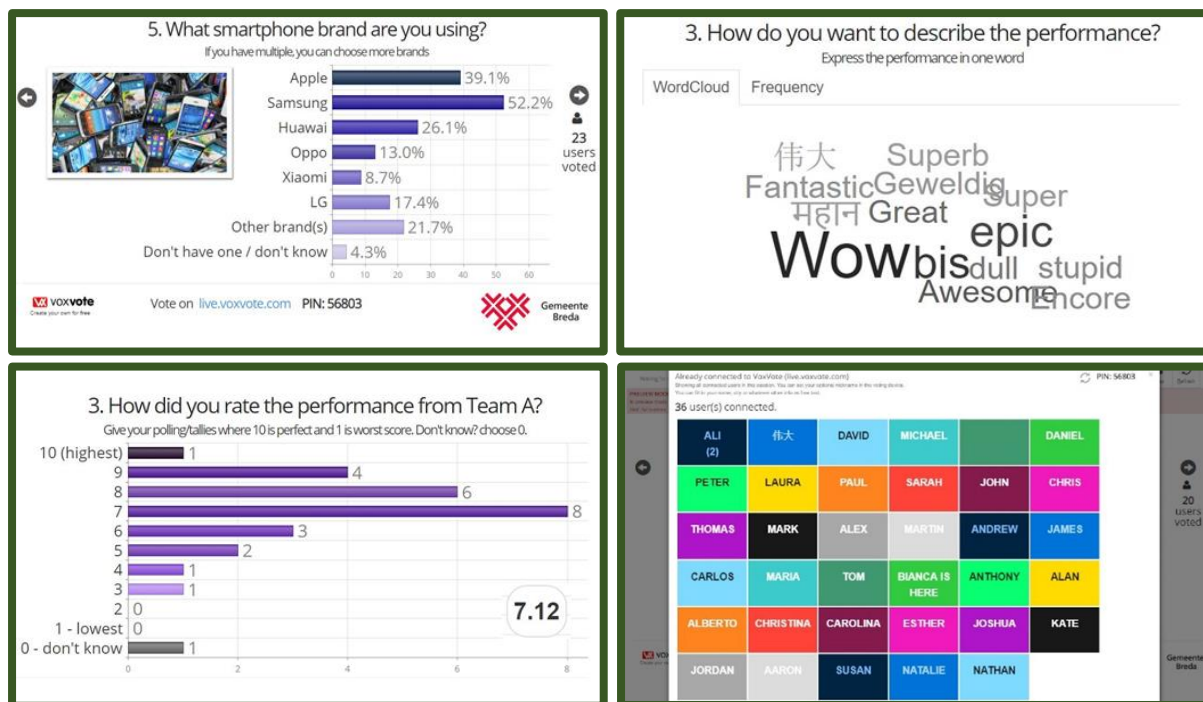
Voting app can be found on <http://live.voxvote.com> and in the app stores.

Designer platform can be found on <https://designer.voxvote.com>.

VoxVote runs on Azure, the Microsoft scalable cloud platform, located in Europe.

Main Features:

- Audience nicknames / who already joined
- Anonymous voting (this improves audience responses).
- Secure voting with https, and eyeblink fast.
- Unlimited Audience - it can be 50 users or 1000+ users (available in the free version).
- Single and Multiple response question types.
- Ranked questions with "Other please specify" free text input.
- Open Answer / Free text input, with Wordcloud (TextCloud) and frequency reporting.
- Weighted Average. Calculates a weighted average based on user votes and weights per answer option.
- Questions and Answers module, messaging module for questions from audience and centralized moderating.
- Live graph results. All votes are realtime plotted on the chart.
- Keyboard controls to start/ stop and navigate to control questions and layout of the chart screen.
- PIN: Personal access code. A random 5 digit access code is generated for audience access.
- Create presentation slides within VoxVote (available in the paid version).
- Question Images - add image to a question (available in the paid version).
- Add instant new questions from the audience or a new topic.
- Run a VoxQuiz™ - Quiz option to see who scores best on a topic.
- Logo/Branding - add a company logo as a default logo, or specific event logo's on the live voting pages.
- Smartphone voting.
- Historic overview from archived and running events.
- Live crossing and weighted calculated results.
- Email summary to all participants.
- Custom voting URL <https://yourdomain.voxvote.com> (available in the paid version).

Screenshots:[Back to index](#)**wooclap Wooclap**Link: <https://www.wooclap.com/>**Description:**

Wooclap is an EdTech tool that allows students to play a role in their own learning. It is a collaborative platform for classes, conferences and training sessions. Intuitive and simple, Wooclap makes presentations interactive.

Main Features:Live learning

- *Multiple choice questions*
Participants choose one or several answers, the results of which are presented as a histogram.
- *Rating*
Audience rates statements on a scale, so it is possible to analyse trends in public opinion.
- *Poll*
Polls are multiple choice questions to which there is no right answer.
- *Find on image*
Locate a correct area on an image.

- *Word cloud*
Word cloud that rearranges itself in real time and emphasises the most recurring words.
- *Open Questions*
Participants type in their insights freely.
- *Guess a number*
The audience answers questions with a numerical value. The average, maximum, and minimum will be displayed on the screen.
- *Prioritisation*
Participants will attribute exactly 100 points to the different propositions, thereby assigning a certain degree of importance to each of the elements.
- *Sorting*
Participants sort elements in a specific order.
- *Matching*
Audience can match elements from two columns.
- *Fill in the blanks*
Audience can complete a text with missing words.
- *Quick Slide*
Allows to quickly insert additional or useful text and images into your presentation.
- *Brainstorming*
Participants share their opinions on a given topic and sort their ideas by category.
- *Video*
Enter a video's URL (DailyMotion, Vimeo, YouTube) or mp4 file to add compelling content to the presentation.

Comparison

- Allows to ask the same questions multiple times and compare the results from one session to another.

Gamification

- Competition mode stimulates participation and makes presentations even livelier.

Live messaging

- *Wall of messages*
Gathers messages and questions during a presentation and displays them.
- *Reactions*
Reaction to messages sent by their peers.
- *Message categories*
Structure Q&A sessions by organising the messages into different categories.
- *Moderator*
Select interesting questions and delete irrelevant ones.

Distance learning

- *Survey*
Gather feedback right after a class, conference or training session (anonymously or authenticated).
- *Homework*
Ask the audience to answer a series of questions from home, at a pace of their choosing.
- *Files*
Share files with the audience at any time.

Results

- *PDF*
Visualise global performance, make adjustments, and move forward with the audience.
- *CSV/Excel*
Wooclap works with Excel to allow results exportation from the presentation to a spreadsheet.
- *Grid*
Downloads the grid of results to observe individual and global performance.

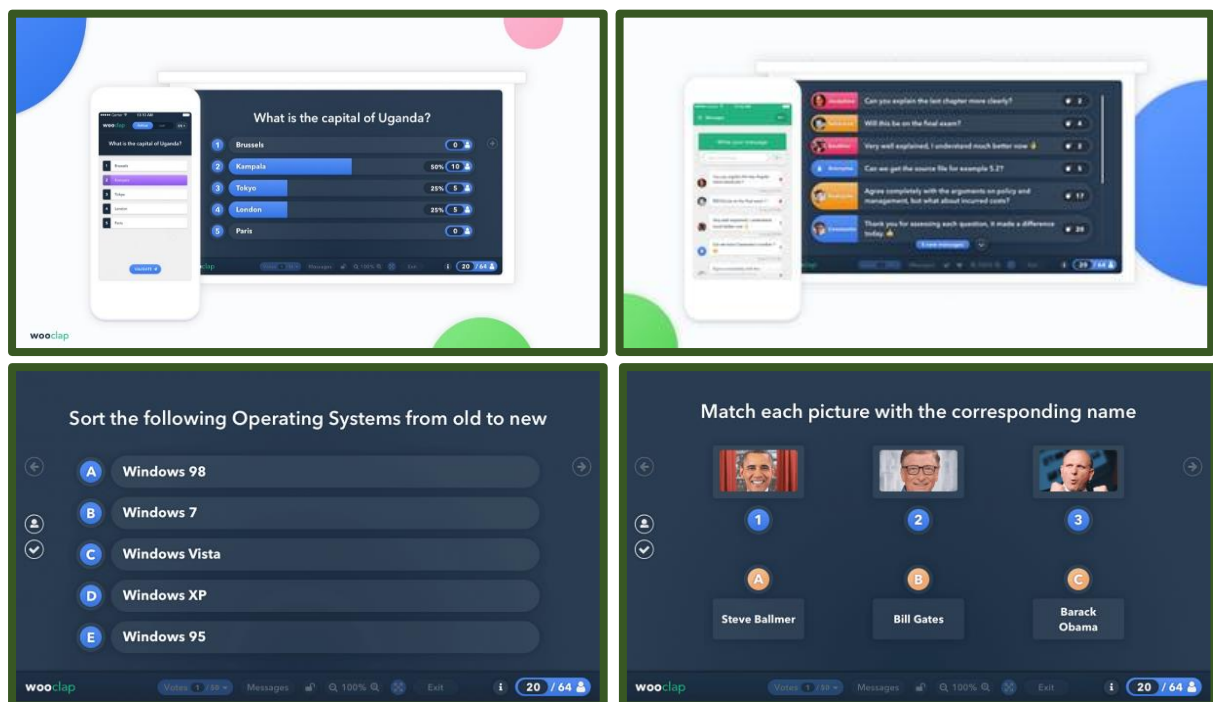
LMS & SSO

- *Moodle, Blackboard & Canvas*
Educators can export a list of questions from Moodle, Blackboard, and Canvas to Wooclap and vice versa.
- *SSO, SAML, CAS*
No need to create new accounts. Using SSO, students and teachers can log in to Wooclap with their university credentials.

PowerPoint, PDF, Keynote & Google Slides

- *PowerPoint plug-in*
Wooclap PowerPoint plug-in integrates questions directly into a PowerPoint presentation.
- *Google Slides*
Adds a Google Slide presentation to Wooclap.
- *PDF & Keynote*
Allows to integrate Wooclap questions in a PDF and Keynote presentation.

Screenshots:



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Gamification Tools

Gamification adds game mechanics into nongame environments, like a website, online community, classroom, learning management system or business' intranet to increase participation. The goal of gamification is to engage with students, consumers, employees and partners to inspire collaborate, share and interact.

Gamification works by providing audiences with proactive directives and feedback through game mechanics and game dynamics added to online platforms that lead to the accomplishments of business goals and objectives.

A compelling gamification experience taps into a participant's emotions and demonstrates, easily, the best activities an audience can complete that make an impact on mutually shared goals. As students, employees or customers interact with a gamification program, they receive immediate feedback on performance and are guided towards new achievements.



Link: <https://kahoot.com/>

Description:

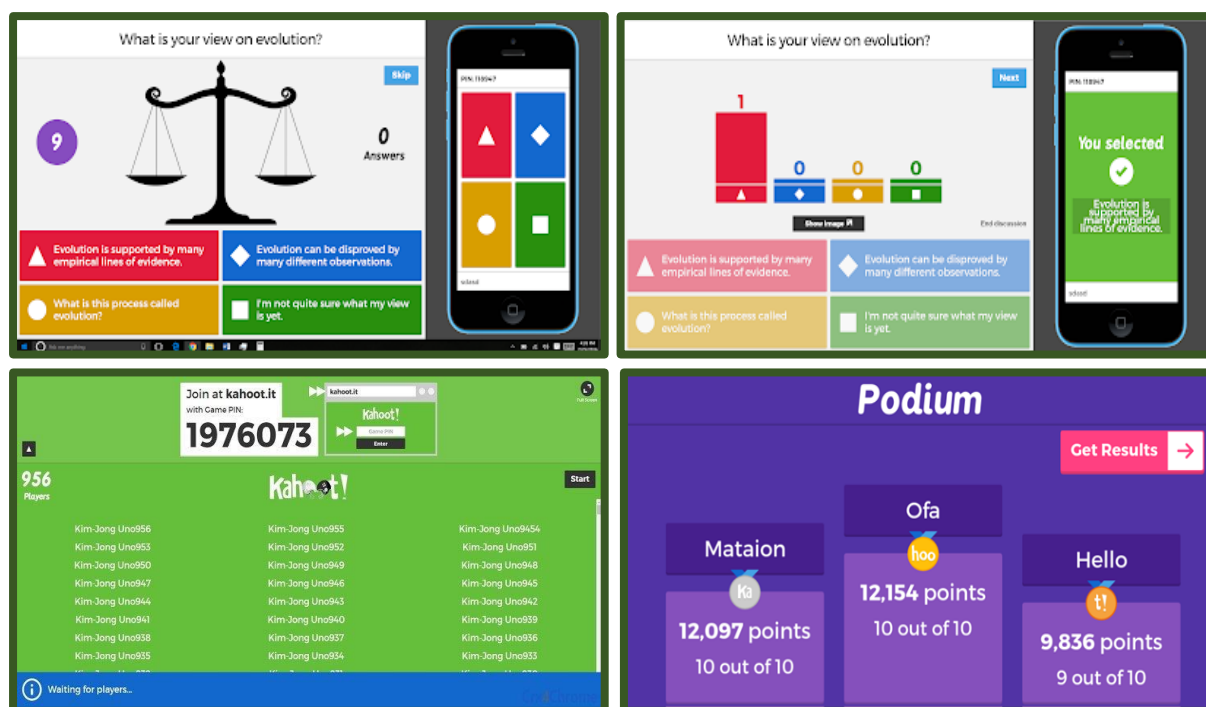
Kahoot! is a free game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes in minutes. *Kahoot!* serves as a student-response tool for administering quizzes, facilitating discussions, or collecting survey data. It is a game-based classroom response system played by the whole class in real time.

Main Features:

Features	Basic	Pro	Premium
	Use basic features to create, play, and host games outside of the classroom and in-class.	Unlock more question types, collaborate with colleagues, and access advanced reports.	Access our full suite of question types, distance learning tools, and play school-size games.
Price	Free	€3 per teacher / month (billed annually)	€6 per teacher / month (billed annually)

Features	Basic	Pro	Premium
Student-paced games (Challenges)			
Class-sized games	✓	✓	✓
School-sized games			✓
Personalized learning			✓
Live games			
Class-sized games	✓	✓	✓
School-sized games			✓
Distance learning tools			
Teach students outside of the classroom by hosting games via videoconferencing	✓	✓	✓
Assign student-paced challenges for students to play at their own pace	✓	✓	✓
Create and play			
Play millions of community-made games by subject and grade	✓	✓	✓
Create basic games with multiple choice quiz questions	✓	✓	✓
Choose from half a billion questions in our question bank	✓	✓	✓
Add images as answers for pre-readers and math students	✓	✓	✓
Access millions of high quality images with image library		✓	✓
Use image reveal to change up the game and focus players		✓	✓
Add slides between questions to give players more info		✓	✓
Add polls to gather player feedback		✓	✓
Add puzzles to test deeper understanding		✓	✓
Mix different question types in one game		✓	✓
Add open-ended questions			✓
Add word cloud questions (Coming soon)			✓
Edit premium ready-to-play games			✓
Customize			
Auto-generate or verify nicknames	✓	✓	✓
Change music to stir up the class	✓	✓	✓
Brand games with school logo and colors			✓
Assess and share			
View and share advanced reports		✓	✓
Organize kahoots in folders		✓	✓
Access your school's team space		✓	✓
Create a public profile (upon request)			✓
Support and administrate			
Online support	✓	✓	✓
Priority support		✓	✓
Pay by invoice		✓	✓
Site license			✓
Sharable license key			✓

Screenshots:



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Link: <https://quizizz.com/>

Description:

Quizizz is an online assessment tool that allows teachers and students to create and use one another's quizzes. After providing students with a unique access code, a quiz can be recorded live as a timed competition or used as a homework with a specific deadline. After the quizzes have been completed, students can review their answers. Furthermore, the resulting data is compiled into a spreadsheet to give the instructor a clear visual of the students' performance in order to analyse trends in which areas might need the most focus in the future. This immediate feedback can be used by teachers to revise future learning activities and alter the focus of material by putting a larger emphasis on concepts that students are struggling with.

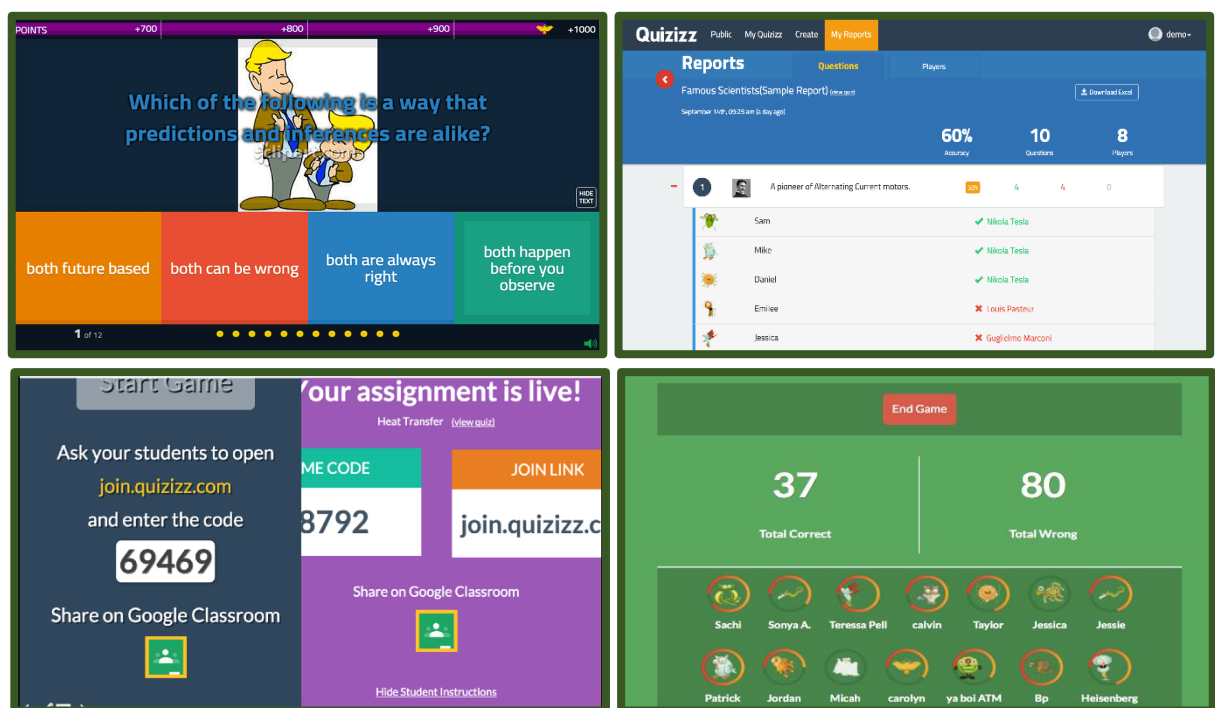
Main Features:

Quizizz allows you to conduct student-paced formative assessments in a fun and engaging way for students of all ages. The salient features include:

- *Student-paced:* Questions appear on each student's screen, so they can answer questions at their own pace, and review their answers at the end.

- *BYOD*: Can be played by students using any kind of device with a browser, including PCs, laptops, tablets, and smartphones.
- *Thousands of public quizzes*: teachers around the world create thousands of questions on Quizizz every day. This community effort generates great content that everyone can use.
- *Quiz Editor*: Quizizz creates quizzes by allowing the user to pluck questions from any quiz, easily add images from the internet, auto-save progress and tons of other features.
- *Reports*: Quizizz reports give detailed class-level and student-level insights for every quiz. The reports can be downloaded as an Excel spreadsheet.
- *Quiz Customization*: Teachers have multiple options to customize their quiz session to toggle the level of competition, speed, and other factors.

Screenshots:



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Link: <https://quizlet.com/>

Description:

Quizlet is a free mobile and web-based study application that allows students to study information via learning tools and games, including flashcards, study and game modes.

The *Quizlet* website, which is also available as an app, includes text-based and visual study materials. Students can add audio and images to flash cards and use tools that quiz them, test their spelling, lets them import and label diagrams, and advance their progress in a game if they enter correct answers. The *Quizlet Learn* feature mixes true and false, multiple-choice, and other types of questions and, based on performance, increases difficulty over time. Subjects range from a set simply called "Numbers" to the highly specific "Underwater Diving Disorders."

Main Features:

- *Learn Feature*

This feature can be great for students to study sets because the questions will increase in difficulty as they go on. The difficulty is determined by which questions you have previously gotten incorrect. During progress the answer will be shown and words will either enter categories of "New", "Seen", "Familiar", or "Mastered". The strength of this tool is that it will remember the progress made and adapt the game to assist the learner. By using this tool students are seeing more of the words that they do not know automatically.

There is a mobile version of Learn. Students will still be answering multiple choice questions in order to match the definition to the term. They will still have a progress bar, but will not be able to review their information until the end.

- *Flashcards*

This feature allows students to view flashcards on the computer or on their mobile phone. This effectively eliminates the need to carry bulky flashcards around in order to study. Students now have access to thousands of terms at the touch of their fingers.

The mobile version is very similar as it offers all of the same features. Simply tap the card to reveal the definition.

- *Write Feature*

Students will have to remember the term from memory and type it correctly to match the definition. There is also the option of typing the definition of a term.

The mobile version is very similar in its layout. Students must type the term or definition correctly. They will be corrected when it is wrong or they have the option of clicking "Don't know".

- *Spell Feature*

This feature requires audio. This tool is designed to help students improve their spelling. It is similar to the Write feature, but students will listen to the correct answer as well. They simply have to type what they hear in order to answer correctly. This will improve the students spelling of words while familiarizing themselves with the definition. The option of listening to the definition is available but it requires the entire thing to be typed correctly.

There is no mobile version of this feature.

- *Test Feature*

This is designed to be set up like a normal summative assessment. There are customizable options while taking this test and four different question types: Written, Matching, Multiple choice, and True/False. There is also the option of recalling the term or the definition. This feature can be a great way to check for understanding after a lesson or prepare students by studying words. At the end of the test, students submit their answer to see how they did. Is possible to print the test or test results out. By printing these tests students can utilize Quizlet without access to technology in the classroom.

There is a mobile version of this feature.

- *Match Feature*

This is the first of three "game" features. This is as simple as the name suggests. Drag or click the term and definition which is scrambled along with others. It is a competition against classmates for the fastest time. If a term and definition are incorrectly matched then there is a time penalty.

There is a mobile version of this feature that works similarly.

- *Gravity*

This game mode forces students to think fast in order to keep on advancing to the next level. Similar to the Write feature, students will not have an answer bank of terms and must know them well. There is the option to see the definition or term and have to correctly type the opposite. For most cases typing the term would be ideal. As the game starts an asteroid is slowly descending towards your planet. The term/definition must be written in order to blow it up before it reaches the planet. Students are rewarded with more points for how fast they answer correctly.

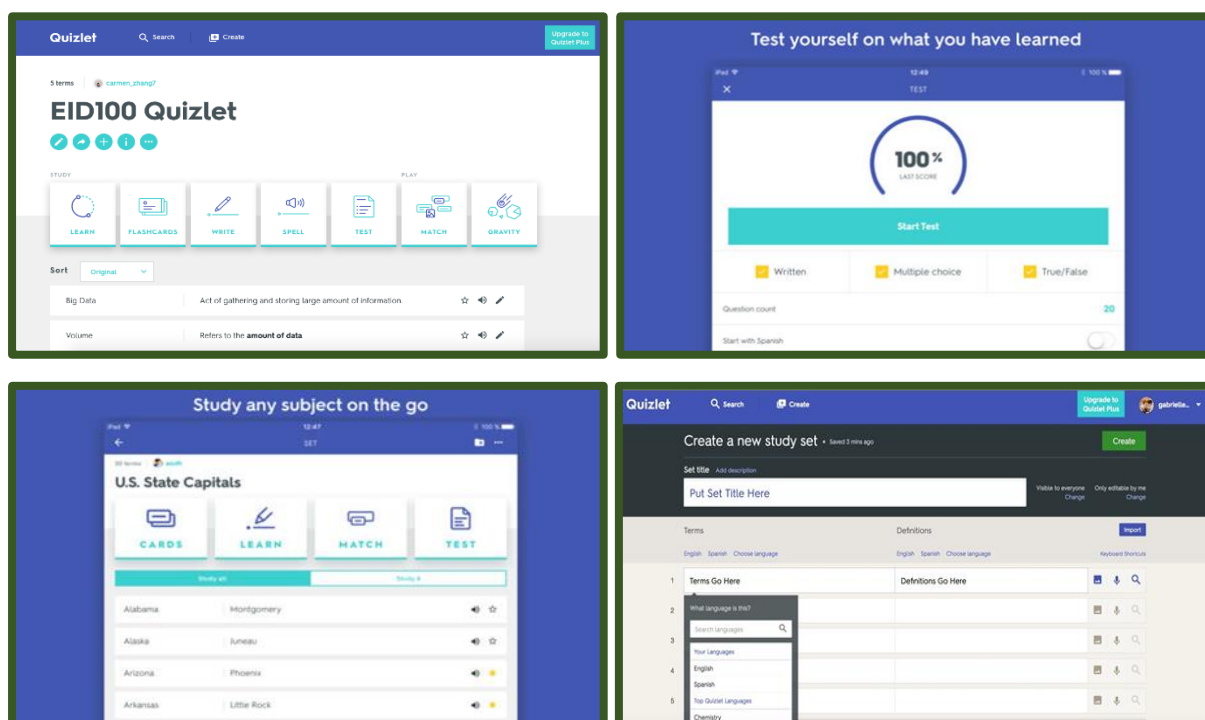
- *Quizlet Live*

This game requires at least four students to play and the more the better. Students will be broken into teams where they will have to collaborate in order to reach success. Each student will be given a handful of terms. On all of the team's screen, there will be a definition and only one student has the correct term. If the team gets 12 definitions in a row they win. If someone misclicks then the team returns back to zero.

- *Quizlet Teacher*

While Quizlet can be used successfully in a classroom without paying, they offer an upgraded teacher version for \$34.99 a year. While there are not any additional major features, it is possible to customize sets and games more. Perhaps one of the most important features offered in this upgrade is to track individual student progress. This allows to collect data on each student in class. It's possible to check the frequency they study and how successful they are. This data can prove to be an invaluable tool as an educator.

Screenshots:



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Link: <https://www.quizalize.com/>

Description:

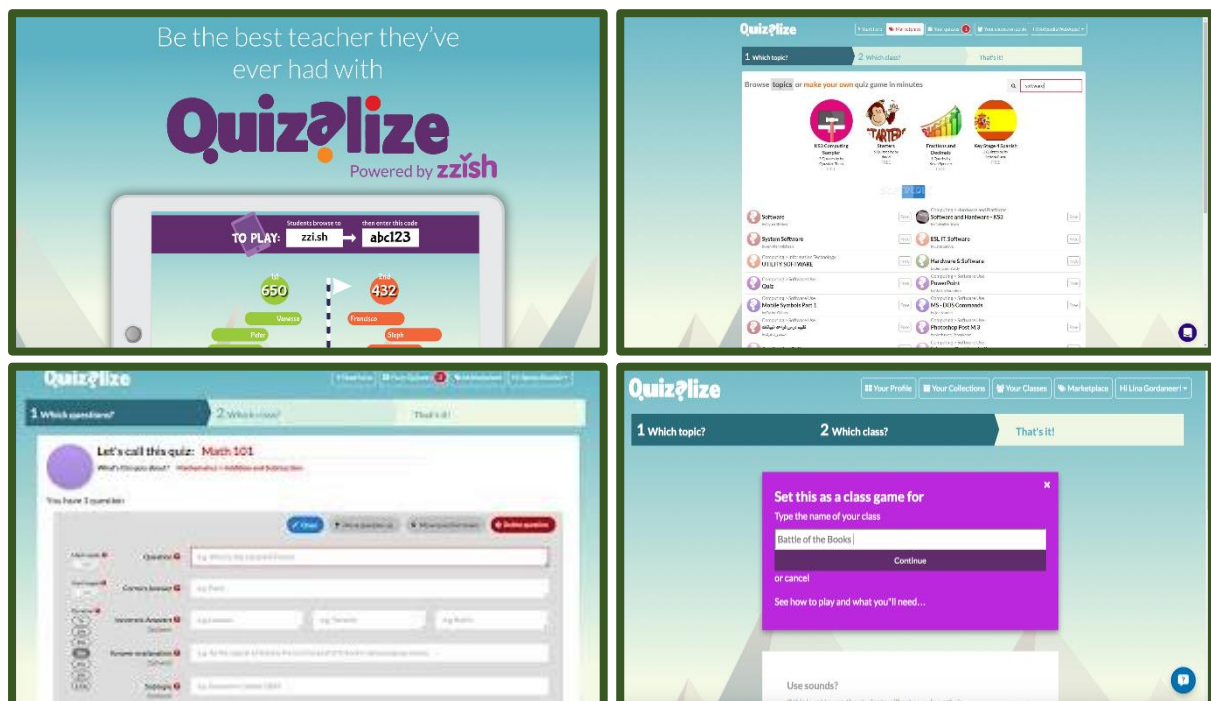
Quizalize is an online platform for classroom polling and assessing that can be accessed by computer, tablet, or mobile phone. Teachers can create quizzes to test students' knowledge in the classroom, then see the results propagated in the Teacher Dashboard through data reports. *Quizalize* can be integrated into Zzish, a popular learning app management system that many teachers and schools might already be using.

Main Features:

- *Free teacher dashboards*
See class report for the most recent activity completely free.
- *Differentiated teaching*
Assign different students different quizzes appropriate for their level.

- *Team game view*
Use Quizalize as a whole in class quiz game. Engage and motivate students.
- *More than flashcards*
Easily create multiple choice questions and other types.
- *Rich insight*
Get detailed reports on each student's strength and weaknesses.
- *Progress Tracking*
Record student results over time and demonstrate progress.
- *Personal student reports*
Give each student the individual feedback they need to improve.

Screenshots:



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Link: <https://www.gimkit.com/>

Description:

Gimkit is an easy to set up group quiz based assessment tool which is fast-paced. Unlike other solutions, *Gimkit* has a monetization component where students build up in-game cash that can then be used to purchase in-game upgrades. You can also paste any *Quizlet* into *Gimkit*. *Gimkit* can be used in any classroom to introduce or review concepts; it's like a mashup of *Kahoot!* and *Quizlet*.

Main Features:

These are *Gimkit* plans:

Basic:

Free

- Live Games
- Assignments
- Classes

Pro:

\$9.99 per month or \$59.88 annually.

The pro version is having all basic version features plus the following add-ons:

- Unlimited kits
- Unlimited edits
- Audio questions
- Image uploads

Groups:

This version is further divided into two categories: *Gimkit school* and *Gimkit Department*.

- School: \$1000 per year, and all teachers can use the platform.
- Department: \$650 per year wherein up to 20 teachers can have access.

How to use

First, is required to sign up to create an account, set up groups, and then create the first “kit.” Questions and answers can be created from scratch, from a *Quizlet* set already created or import a CVS file.

When setting up a game, there are quite a few options to choose from. Under the Game Goal category, it's possible to select Time (time limit), Target (each player hits a target score), Race (first one to the target amount wins), or All-In (all students combine to a total score goal). It is also possible to give a starting cash amount, which can help them unlock bonuses faster.

In order to play Gimkit, a kit must be selected on the dashboard, choose play and then post the game code on the board. Students join without an account by putting in the code into their computers.

Students answer questions on their own device at their own pace. Throughout a Kit, each student will get exposure to the questions multiple times to ensure mastery.

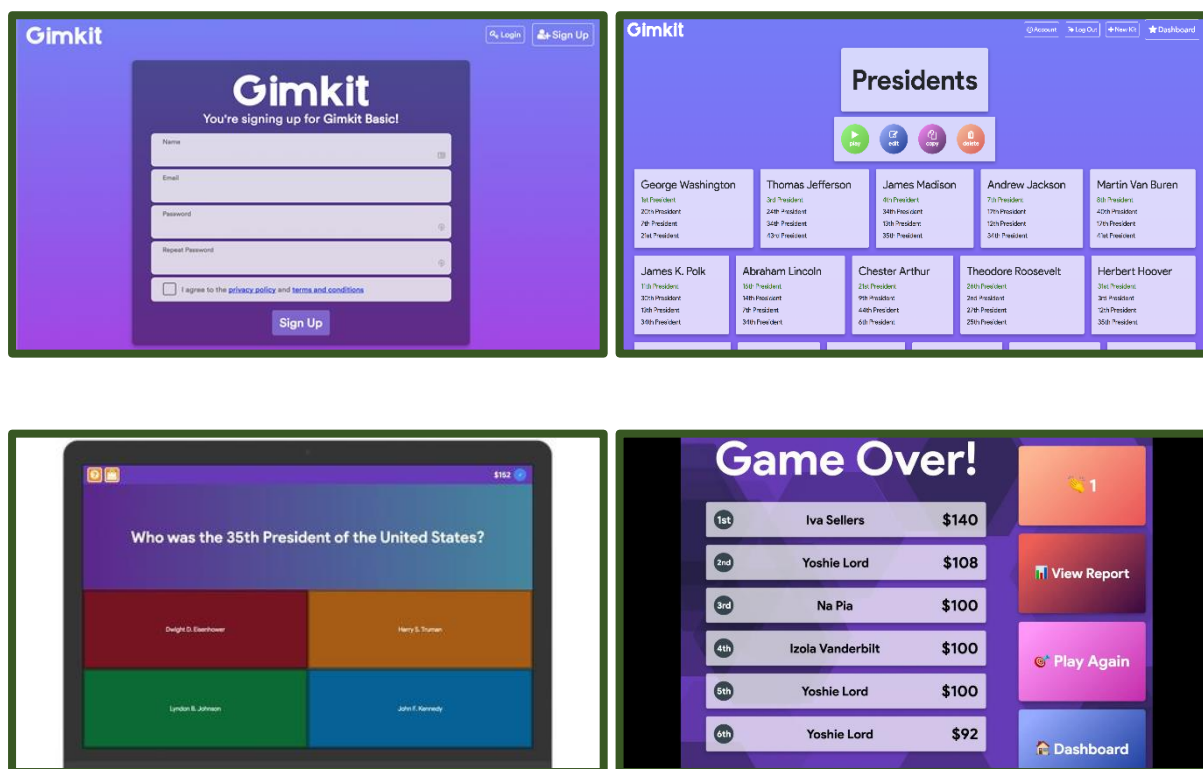
After every game, Gimkit generates a report detailing what class needs help on. Individual reports allow to help specific students.

Gimkit isn't only used in a live class setting. Gimkit is available for homework assignments which are graded automatically.

There's a feature called KitCollab which allows students to take charge of their own learning. The class builds the Kit by each student contributing a question.

Gimkit is updating its features on a regular basis to make it more user-friendly for both teachers and students.

Screenshots:



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Additional documents

Table I - Interactive Polling Tools:



Table I - Interactive
Polling Tools.pdf

Table II - Gamification Tools:



Table II -
Gamification Tools.r

Student Response Systems – Comparative table:



Student Response
Systems.pdf

Other sources/references used on this document:

<https://www.capterra.com>

<https://socialcompare.com/en/comparison/student-response-systems>

<https://www.sydney.edu.au/>

<https://www.bunchball.com/gamification>

<http://todallycomprehensiblelatin.blogspot.com/2018/11/kahoot-vs-quizizz-vsquizlet-live-vs.html>

<https://ditchthattextbook.com/game-show-classroom-comparing-kahoot-quizizz-quizlet-live-and-quizalize/>

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