General Information

The term *classroom technology* includes all devices that one might use in the classroom that can be controlled, manipulated, and projected via the classroom computer station.

General Strengths & Weaknesses

UMMS users report *strengths* primarily in the context of AR, which [they report] offers *anonymous, real-time feedback, increased class participation and student engagement, and "students like it"*. Users report that AR responses are *more informative than open-ended question-answer sessions*. UMMS users report that the digital camera is *"…invaluable… [for] recording what students are doing or have done…creating materials for student viewing directly at the time…or online."*

Weaknesses reported by UMMS users fall into three general categories: mechanical, training, and pedagogy. Users report a steep learning curve associated with classroom tools, which is additionally confounded by the *lack of incentives*, and time to learn and set up equipment. There is concern reported that AR is overused and "*gimmicky*", and that it has *limited archival value*. UMMS users report mechanical problems such as 1) bad screen placement; 2) variable equipment reliability, quality, age and capabilities; 3) time intensive set-up with no "*expert on site*"; and 4) a limited number of frequencies for the clicker device.

Types of Classroom Technology Tools Included in this *e*Portfolio

TurningPoint Audience Response System (ARS)
Digital Camera
Document Camera
Tablet

LInC Technology Survey

Purpose Statement
Results

Contact UMMS HelpDesk with specific questions about particular classroom tools.
Contact Colleen Burnham with general questions about the use of classroom tools.