

NAME		INTERACTIVE CUSTOMISABLE PRESENTATIONS
<b>Short description (What)</b>	Apps and programs that enable interactive and customisable presentations with real-time feedback. The audience or students can enter it by connecting to <a href="http://www.menti.com">www.menti.com</a> via their smartphone or tablet so that they can interact and respond.	
<b>Purpose/aim (why)</b>	<input checked="" type="checkbox"/> Immediate evaluation of learning results <input type="checkbox"/> Co-create contents (Conceptual maps) <input checked="" type="checkbox"/> Acquisition of new knowledges <input type="checkbox"/> Showing job processes and techniques <input checked="" type="checkbox"/> Systematization of contents <input type="checkbox"/> Experiencing of practical activities	
<b>Contents/learning objects suitable (on what)</b>	Regarding Mentimeter: <ul style="list-style-type: none"> <li>● It's more suitable for theory (theoretical activity)</li> <li>● It has no predefined texts and videos, so they have to be created or imported. Regarding images and GIFs, there is a library in the app.</li> </ul> Some examples of application: <ul style="list-style-type: none"> <li>- Interactive teaching presentations</li> <li>- Questions and quizzes to check in real time the level of understanding achieved after a lesson</li> <li>- Quick polls for decision-making</li> </ul>	
<b>Type and level of interaction</b>	These apps allow interaction in real time with trainers and trainees (more simple solutions)	
<b>Type of learning stimulated by the solution</b>	<input type="checkbox"/> Learning from experience <input type="checkbox"/> Learning through creative thinking <input checked="" type="checkbox"/> Learning from peer interaction <input type="checkbox"/> Learning from a reflexive process <input type="checkbox"/> Learning from imitation/observation <input checked="" type="checkbox"/> Learning face-to-face (interactive)	
<b>Digital solutions' brand names</b>	Mentimeter; Slido; Wooclap; Beekast; Imakiku; DirectPoll; Hypersay; Engagenow; Classtime; PigeonholeLive; Meeting Pulse; Inpres.  Common features: application to the learning environment, free version, interactive functions.	
<b>Technical equipment (the technical equipment needed to support its use in training/teaching)</b>	PC, screen, smartphone / tablet, internet connection.	
<b>Equipment conditions</b>	Regarding Mentimeter: The product has a <b>free version</b> with limited tools and options (for those trying Mentimeter): unlimited audience; unlimited presentations; up to 2 question slides; up to 5 quiz slides.	

	<p>The <b>basic version</b> (\$11.99) has all the essentials for interactive presentations: all the free features; unlimited questions; importing presentations; exporting results to Excel.</p> <p>The <b>Pro version</b> (\$24.99): allows full access to all functions for individuals or work groups all basic functions; create a team; collaborate with others; add your own brand.</p> <p>Presence of a Educational version.</p>
<b>Costs</b>	<p><i>Regarding Mentimeter:</i></p> <p>Free version \$0;</p> <p>For professionals: Basic version \$11.99; Pro version \$24.99. (per month)</p> <p>For educators: Basic version \$8.99; Pro version \$14.99 (per month)</p>
<b>Main technical problems that can be occurred / maintenance needs</b>	<p><i>Regarding Mentimeter:</i></p> <p>It may be slow to load results;</p> <p>Sometimes it is not possible to skip a question;</p> <p>Does not integrate well with Power Point;</p>
<b>Methodological indications for trainers/teachers</b>	<p>During a lesson:</p> <ul style="list-style-type: none"> <li>• Such interactive interactions allow to present contents and integrate them with questions and polls to be given to students and the answers displayed in real time; to detect the audience while giving a presentation; to carry out quick polls in a class to make decisions; to check in real time the level of understanding achieved after a lesson; to detect students' opinions on a topic while it is being discussed.</li> <li>• No needed preparatory activities</li> <li>• No de-briefing solutions to be adopted</li> </ul>
<b>Describe the use onsite of that solution</b>	<p><i>Regarding apps in general:</i></p> <p>In the classroom they can be inserted as a integrate support to the frontal lecture to let it more interective and dynamic.</p>
<b>Describe the use in the distance setting of that solution</b>	<p>In the distance setting it can be inserted as a integrate support to any teleconferencing programme (e.g. Microfoft Teams, Google Meet, Zoom) to share slides with participants, allowing them to answer questions, quizzes and polls.</p>
<b>Main pedagogical problems that can be occurred</b>	<p>There could be low interaction that would affect the purposes of a tool such as Mentimeter or interactive apps in general.</p>
<b>Troubleshooting suggestions</b>	<p><i>Regarding the technical problems (regarding Mentimeter):</i></p> <p>Ensure that the network is suitable for the expected number of participants. The presentation computer should have a stable and separate Internet connection, preferably a wired LAN connection or a separate 3G/4G Internet Dongle.</p> <p>Make sure you have the correct cables to connect the presentation computer to the projector and the Internet.</p> <p>Check the configuration on site before starting the presentation.</p> <p>If the problem persists, switch off and restart.</p> <p><i>Regarding participation-interaction problems (regarding Mentimeter):</i></p> <p>Stimulate responses and participation during the lecture, either online or on site. If the attention of the participants is low, the presenter may choose to have them interact with the slides during the presentation (and not afterwards), as well as</p>

	solicit them with engaging features: images, videos, real-time polls, questions related to the presentation and its content.
<b>Role of the teacher/trainer</b>	Present the slides to the students, facilitating their interactive participation, stimulating them to delve deeper into the topics covered and keep their attention by presenting questions, quizzes and polls.
<b>Strengths</b> (regarding contents, techniques and processes)	<p><i>Regarding Mentimeter:</i></p> <ul style="list-style-type: none"> <li>- Interactive presentations allow students to use their mobile phones or tablets as a teaching tool, teaching them about the potential and opportunities;</li> <li>- Allows students or public members to answer questions anonymously;</li> <li>- Offers interactive quizzes to formatively test the learning and attention of all pupils simultaneously;</li> <li>- Offers the possibility of exporting the collected data and discussing or analysing it from both a statistical and interpretative point of view;</li> <li>- Offers interactive and engaging presentations;</li> <li>- It is a free and easy-to-use app;</li> <li>- It allows real-time interactions;</li> <li>- It has user-friendly tools;</li> <li>- There are pre-defined slides, charts, themes, images, GIFs that can be used;</li> <li>- It can be deployed on Cloud, Saas, Web, Android (mobile), Iphone (mobile), Ipad;</li> <li>- Can be tested without registration;</li> <li>- Discounted prices for teaching: the basic version costs \$8.99 (instead of \$11.99); the Pro version costs \$14.99 (instead of \$24.99);</li> <li>- The premium version allows an unlimited number of students to take the quizzes;</li> <li>- It offers the open ended function, where participants can add comments and texts that can be seen by the creator and the rest of the members;</li> <li>- It provides users with many tools to create their presentations in an attractive way and customise them with different interaction options: you can even add your company logo. All data obtained from people's responses and interactions can be collected and exported for later analysis;</li> </ul>
<b>Weaknesses</b> (regarding contents, techniques and processes)	<p><i>Regarding apps in general:</i></p> <ul style="list-style-type: none"> <li>- Some apps are not all free and/or the freemium version is very limited in functions and tools.</li> <li>- Does not integrate well with Power Point;</li> </ul> <p><i>Regarding Mentimeter:</i></p> <ul style="list-style-type: none"> <li>- Complicated compared to other similar programmes;</li> <li>- It may be slow to load results;</li> <li>- Sometimes it is not possible to skip a question;</li> <li>- There are problems accessing from a PC;</li> <li>- Some credit cards are not accepted for international payments;</li> <li>- Weak customer support.</li> </ul>
<b>Linked practices</b> (if available – see the other scheme)	
<b>Main characteristics</b>	

<i>(Evaluate each characteristic)</i>		Low	Medium	High
	<i>Level of interaction among trainees during the experience</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<i>Level of interaction with the trainer during the experience</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	<i>Autonomy in the use of the solution by the trainee</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	<i>Easy to use (friendly?) by the trainee</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	<i>Easy to use (friendly?) by the trainers</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
	<i>Level of peer-to-peer collaboration</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<i>Inclusiveness (in relation to disadvantaged groups)</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<i>Level of engagement</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
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<b>Other relevant information</b>	//			
Comments	It's an "easy to use" app to make a lesson more dynamic It can support a presentation of a working process Promote among trainers the use and test the trial version			
A contribution by	EnAIP Piemonte			