

NAME		INTERACTIVE PRESENTATIONS
Short description (What)	Interactive presentations (Padlet/MIRO).	
Purpose/aim (why)	<input type="checkbox"/> Immediate evaluation of learning results <input checked="" 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 checked="" type="checkbox"/> Experiencing of practical activities <input checked="" type="checkbox"/> Interactive collaboration	
Contents/learning objects suitable (on what)	<p><i>Contents/objects trained with this specific solution:</i></p> <ul style="list-style-type: none"> ● <i>It's more suitable for practical activity or theory</i> ● <i>Brainstorming</i> ● <i>Warmers and energizers</i> ● <i>Vocabulary and grammar practice</i> ● <i>Group work</i> ● <i>Feedback</i> <p><i>Some examples of application:</i></p> <ul style="list-style-type: none"> - Collaborative activities - Virtual workshops - Meetings - Sharing creative ideas - Synthesizing interview and survey data. - Creating personas, affinity maps, mind maps, user flows, and more to further develop a strategy. - A digital canvas to create beautiful projects that are easy to share and collaborate on. 	
Type and level of interaction	<p><i>The level of interaction:</i></p> <ul style="list-style-type: none"> - <i>immersive interaction in real time (in group or single)</i> - <i>interaction with objects in real time in group on different objects inside a digital environment</i> - <i>interaction in real time with trainers and trainees</i> - <i>high interaction</i> 	
Type of learning stimulated by the solution	<p><i>Verify if it's possible to close the responses and check the responses</i></p> <input checked="" type="checkbox"/> Learning from experience <input checked="" type="checkbox"/> Learning through creative thinking <input checked="" type="checkbox"/> Learning from peer interaction <input type="checkbox"/> Learning from a reflexive process <input checked="" type="checkbox"/> Learning from imitation/observation	
Digital solutions' brand names	<p><i>Indicate the most common and different brands which propose that digital solution.</i></p> <p><i>Miro platform: https://miro.com/</i></p>	

	Padlet platform: https://padlet.com
Technical equipment (the technical equipment needed to support its use in training/teaching)	<p>Download the apps of Miro or/and Padlet</p> <p>Accessible through mobile, laptop</p> <p>Internet connection</p> <p>No sign-up required for students to use</p> <p>Accessible on any internet enabled device</p> <p>Posts appear in real-time</p> <p>Tutor can monitor, move, and delete posts. There is also the option to moderate and approve posts before they appear.</p>
Equipment conditions	<p>Regarding HW: purchased, shared mobile/ laptops</p> <p>Regarding SW: free for download, free registration</p>
Costs	
Main technical problems that can be occurred / maintenance needs	Low or absent internet connection
Methodological indications for trainers/trainers	<p>Please indicate:</p> <ul style="list-style-type: none"> - how the solution can be used (or is designed to use) during a lesson - Needed preparatory activities - De-briefing solutions to be adopted <p>Interactive presentations like Miro/ Padlet support students' virtual learning experience through creative and engaging collaboration, both real-time and asynchronously, without the need to be co-located in the same physical space.</p>
Describe the use onsite of that solution	<p>Explain the use onsite (in the classroom).</p> <p>Through a personal or shared public laptop can be used by all students.</p>
Describe the use in the distance setting of that solution	<p>Explain the use in an online course.</p> <p>Learners can:</p> <ul style="list-style-type: none"> - interact remotely with live cursor tracking on an infinite canvas - discuss ideas freely with built-in video conferencing tools - keep it fun and human with sticky notes, voting, and emojis
Main pedagogical problems that can be occurred	The trainer/ tutor must prepare some questions or groups of assignments in the white board so as to guide/ ask the learners to contribute.
Troubleshooting suggestions	Interactive presentations transform passive attendees into active, engage participants and recreate the energy of collaborating at the in-office whiteboard.
Role of the teacher/trainer	The tutor/ trainer can split the group into pairs or smaller groups and have them working on the same activity at the same time. After completion, s/he can all look at the groups in turn and give feedback.
Strengths (regarding contents, techniques and processes)	<p>There is the option to assign a web quest – each group must research a topic and collect their findings, then be ready to share them with the rest of the class. They can post pictures and videos, write text, link to external websites...even create a video themselves and upload it.</p> <p>The tutor/ trainer can easily add stars to the best ideas of the day or leave comments while groups are working.</p> <p>The tutor/ trainer can copy text blocks and highlight mistakes or can collaboratively correct errors with the group in real time.</p> <p>For students, interactive platforms make giving feedback fun. One option is to set up a feedback question; another might be to leave an emoji.</p>

	<p>The tutor/ trainer can ask them to give feedback through a GIF or picture. The tutor/ trainer can create a project hub and reduce time looking for files. The tutor/ trainer can organize references, research, and design files to one place where s/he can gather feedback and iterate.</p>																																								
<p>Weaknesses (regarding contents, techniques, and processes)</p>	<p>The interactive tools are suitable for online learning and environment.</p>																																								
<p>Linked practices (if available – see the other scheme)</p>	<p>The Padlet and MIRO were used within the MICA project (https://micaproject.eu/).</p>																																								
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<p>Comments</p>	<p>Interactive presentations provides a way to replicate the classic whiteboard or flipchart of a traditional classroom. The possibilities are endless and not even limited by the size of your group. The online collaborative whiteboard platform brings teams together, anytime, anywhere. It can be used collaboratively in group activities or for individual student contributions.</p> <ul style="list-style-type: none"> • In-class use (physical classroom or via zoom, or combination of the two) • Pre-class use (e.g. in preparation for class, to analyze readings, respond to readings or reflect or videos watched) • Post-class review (e.g. to reflect on class, post questions, give peer feedback) • Q&A (e.g. seminars, quest speakers, panel presentations, assignment questions). <p>Most online meeting apps only offer one way for users to communicate: talking. That means one person contributes at a time (far too often the same person), and many valuable ideas don't get shared or heard. Interactive online platforms like Miro/ Padlet are made for everyone — true multi-user collaboration.</p>																																								
<p>A contribution by</p>	<p><i>Hellenic Open University</i></p>																																								