

Interactive teaching and learning with **Particify**



Interaction in teaching

Interaction plays a crucial role in teaching, as it enables students to be actively involved in both contents and organization, takes different perspectives into account, and promotes an open culture of communication.

How can Particify be used in a course?

Particify can be used not only for surveys, but also supports active interaction and the collection of feedback in real time. Particify offers three key features.

1

Live polls

With Particify, speakers can create live polls and share the results with the audience in real time. This enables direct interaction and helps to immediately reveal opinions or levels of knowledge.

2

Q&A section

Particify's Q&A section allows participants to ask questions and give feedback anonymously. The moderation feature allows speakers to review posts before they are published. Voting can be used to identify the topics that need to be discussed with priority.

3

Live feedback

The live feedback feature allows speakers to assess the mood in the audience in real time. This allows them to respond directly to any ambiguities or topics that need to be discussed.

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1



Live polls

Surveys in lectures or seminars

Teachers can use surveys to clarify content-related or organizational questions: Questions about scheduling or what kind of digital devices students use, etc. provide insight into the needs and realities of students' lives.

- Increases participation by involving the entire audience

Icebreaker

The word cloud can be used to collect answers to a thematically appropriate check-in question as an icebreaker at the beginning of a session. This sets a positive mood and gets the group in the right frame of mind for a topic.

- helps to establish contact with a new learning group

Quiz to test knowledge

A quiz, for example using multiple-choice questions, can be used to test students' understanding and identify important topics for review. The playful nature of the quiz increases student motivation.

- Creates a relaxed atmosphere and offers quick insight into students' knowledge

Use cases

2

Q&A-Section



Collect questions live in large lectures

Students can ask their questions anonymously during the lecture without having to actively raise their hands. This encourages honest and fear-free participation.

- encourages more questions and active participation

Asynchronous question collection

Some questions only arise after the lecture or when doing homework. With a question collection that can be filled in at any time, these can be collected in advance of the next lecture date and discussed together later in the session. The moderation function can also be used to activate specific contributions.

- opens up space for questions outside of face-to-face sessions

Exam preparation

Teachers can let students propose review topics before exams. Voting highlights and targets areas needing the most discussion.

- enables needs-based decision-making in plenary sessions

3

Live-Feedback



Identifying comprehension issues during lectures

Students can use emojis to anonymously signal when they are unable to follow a topic. This allows instructors to re-explain the content.

- enables high flexibility and spontaneous response to comprehension difficulties

Mood barometer during the session

Live feedback can be used to regularly measure the mood of participants during a meeting in order to respond to problems or stress at an early stage. This helps, for example, to take regular breaks and thus restore concentration.

- promotes concentration and attention

Direct feedback during presentations

During their presentations, speakers can use live feedback to dynamically adapt their presentations and engage the audience more effectively. The answer options A, B, C, D are reminiscent of well-known quiz shows, adding a gamification aspect.

- enables more interaction and targeted engagement with the audience