**EXPERIMENTATION REFLECTION - Vasudevan Padmanabhan**

**Three activities with URL**

1. **H5P Activity :**  Normal Distribution Question Set

<https://h5pstudio.ecampusontario.ca/content/6039>

1. **Quizlet :** Cost of Quality Lesson

<https://quizlet.com/_8jx90i?x=1jqt&i=2yt6s2>

1. **Poll Everywhere :** Survey with 7 Questions

<https://PollEv.com/surveys/znXzQ7fiXYXmYSm2sduix/respond>

**Which three experimenter activities did you choose to complete and why?**

*H5P Activity*

I teach total quality management. My focus was to choose tools which will explain concepts and tools which will also help me assessment. I wanted the learning to be interactive. Wanted the students to learn and take test their learning immediately. With this process of learning and getting immediate feedback they should be able to consolidate learning in the short.

I started with H5P exercise. Initially I adapted the virtual video Template. I found it too restrictive for the Lesson plan I had in mind. Next I tried multiple choice question. this template was also very restrictive. Finally I chose QUESTION SET template. I was delighted. In this template I could add many questions. I could also add different types of questions -multiple choice questions. true or false questions, drag and drop etc. I developed the template for teaching basics of normal distribution – Descriptive statistics knowledge required for a Quality Engineer

I could add videos which students can watch, learn the subject, and then attempt the questions. With “learn – feedback” process, I can effectively teach complex concepts easily

*Quizlet*

I selected Quizlet as I found it a very good tool to deliver a complete chapter. For Experimenter Module I built a custom deck because I wanted to learn the tool. I have located many existing resources which can easily be adopted for teaching Total Quality Management and Statistics. In the Quizlet I have created in 16 flash cards I have covered the teaching material for the topic of COST OF QUALITY. Students can use Learn mode, Test mode and also play games. This will make learning fun. I do see many future applications of Quizlet in my course delivery

*Poll Everywhere*

I wanted a **smart phone app** to get feedback during the class. I also wanted the tool to be flexible so that I can conduct short quizzes during class ( Tool better than Zoom polls). I found Poll Everywhere met my requirements. I can be used for survey as well as conducting short quizzes and students can respond using their smart phones. The poll I developed has interesting questions. Some of these are:

* Should we make use of Technology as part of performance appraisal
* Is it a good idea to institute performance rewards? If yes what type : Non-Monetary or Monetary
* Should we institute buddy training (pair experts with learners for 1:1 hands on training)
* Should college subscribe to apps (like Padlet, Quizlet, Video editor etc) and make it available to Teachers

**One experimenter activity on a tablet or a smartphone**

Prior to Experimenter module, I did not consider smart phone within my delivery. I thought it would be challenging. However in the end all 3 activities I learned are smart phone compatible. I have tested all 3 of my activities on Smart phones. They work great. I realized students can learn most of what I teach on their smart phones. They can be used for both teaching and assessment. Some apps like Quizlet and Polls work better on Smart phones. Laptops are required only for applications not available on Smart phones like Minitab.

**Three learning outcomes I acquired from engaging in Extend Modules. How might I plan to use them going forward in my teaching?**

*H5P tools*

The question set I have created H5P is complete lesson to teach normal distribution. I plan to run this tool with Copyright advisor and through AODA expert to ensure full compliance. After this I plan to use it during my fall delivery. As I believe in continuous improvement I will improve the H5P tool prior to and after my delivery. The improvements will be focused on:

* Replacing the videos with better videos
* using interactive custom-made videos
* Adding more effective questions

I also plan to look at other units where same or similar type of H5P tools can be used.

*Quizlet*

I am very happy with the quizlet I have developed for Cost quality. I see Quizlets applicability in many other units both for learning and consolidating the learning through learn, tests and game mode. Over time I plan to locate existing resources and adapt them for my units.

*Poll Everywhere*

I plan to use Poll Everywhere surveys to empower and motivate my students. I will use it during class to get feedback, Assessment and to listen to students actively. This will motivate students and encourage them to learn and participate. This way I will be able to get valuable feedback to make my teaching effective. It will also improve student experience. They will also feel more empowered.

*Technology Module*

My students are hard pressed for time. I plan to add Podcasts for learning theories and concepts. Students can listen to these podcasts during passive activities like driving. After listening to these focused Podcasts students will find it easier(take less time) to learn from other formats.

*Curator Module*

As I first step I will incorporate the 3 out of the 5 OERs I have selected during in my fall delivery. I have learned to search and CRAAP assess OERs effectively. During the learning, I have book marked many of these resources. I plan to revisit them and select the most appropriate OERs for my courses.

*Collaborator Module*

This module made me formally look at my connections as a resource for continuously improving my teaching skills. I also plan to nurture my PLN to continuously improve my teaching. During Experimenter module I reached out to James Copyright expert to guide me on selecting OER videos. Likewise I plan to actively use Library, Teaching and Learning, IT resource to improve student experience and outcome.

Reflection Video YouTube link : <https://youtu.be/iLEEQyLR1jE>