**I’m an Experimenter Reflection**

1. The following are the 3 experimenter activities I chose:
	1. Get Silly with Animated GIFs using Giphy Make a GIF tool – A serious use for silly media
		1. <https://bank.ecampusontario.ca/response/serious-use-for-gif/>
		2. I chose this because I thought it would be fun, it was something I had never done before, it would be great to share with my learners and an innovative way to explain a concept very quickly (being even a little late is still late) that some of my learner’s have difficulty grasping. Using a GIF, which I believe all of my learner’s regardless of their digital literacy level are familiar with, is a great visual and engaging way to learn or even review parts or an entire concept.
	2. Surveys and Polls - Surveying with Socrative
		1. <https://bank.ecampusontario.ca/response/surveying-with-socrative/>
		2. I chose this since I am looking for different fun and quick ways to see how my learners’ are progressing without the stress of a quiz for marks. When I was a student this was done verbally in some courses and for me it made me more aware of which content I needed to review. It’s also a good way to give learner’s a little bit of a mental break, get them involved and thinking about what they need to put more time into.
	3. Tools for Mobile Devices – Just like The Agora – Project Challenge Bank
		1. <https://bank.ecampusontario.ca/response/tools-for-mobile-devices-rethink-an-activity-student-created-content/>
		2. I originally chose this because I realize that current learning isn’t just done on a desktop or laptop. Some of my learners have to share devices with their children, parents, partners and other people so we have to be flexible if we are truly going to make learning accessible to everyone. I wasn’t sure what I would find but found 2 challenges which helped me re-think an activity for one of my courses so it could be completed 100% on any device.
2. There’s no question that I will be using all 3 (to some degree) in my courses in the Fall.
	1. I have been constantly reminded through the activities in each module that little changes can make a big difference. The GIF activity is the best proof of this since it took less than 20 minutes to create something that would be universally understood by my learners and is applicable to all my courses. My “you’re only 30 seconds late” GIF will be shared the first class for all my courses and used as an example to remind them during the semester of the importance of meeting deadlines/being on time.
	2. I was not as impressed with Socrative for sharing surveys/quizzes since it didn’t give me many options without paying for a PRO account and did not allow sharing or viewing except with a PDF. However, there are other sites and apps that I can achieve the same thing, such as with Kahoot, to quickly check-in on my learners and have some fun. So, I have been reminded of what a great tool a quick survey can be. I will use Kahoot again in one of my intro courses and integrate into the rest of my courses.
	3. The real lesson with the tools for mobile devices is how easy it can be to modify an activity to allow greater access to my learners whether in person or online and make them part of the creation process. This can make them feel more invested in the activity since they are also creators and not just passive participants. The WHMIS unknow activity I have in first semester is already almost completely modified just by completing the Agora Challenge and will be implemented in the Fall.
3. I completed the Get Silly with Animated GIFs activity on my mobile phone.
	1. 1 advantage was recording the original video on my phone was much easier than completing it on my laptop with my screencasting app. I wasn’t able to figure out how to pause and re-start the video I wanted to use exactly at the right time and start my screencasting app. One or the other would pause and I had to re-start, so decided to switch to my phone and it took only 2 attempts to capture exactly what I needed. It was also easier to upload into the website directly from my phone and even do editing. A challenge is that the screen is much smaller of course so it takes some adjusting and “undoing” accidently clicks. But otherwise it was quite easy.
	2. Tools for Mobile devices and the Agora project challenge already allowed me to re-create a 1st semester WHMIS unknown activity to be completed via any device.
	3. Our program has been mostly online for 4 and a half semesters and was already moving towards a “bring your own device” to school project that has already been integrated in many programs. Our libraries on all campuses have a device borrowing program already, for those that need to bring devices to school.
4. I’m an experimenter reflective video: <https://youtu.be/IO7_oSvsu3g>