**Experimenter Report**

**1)** I opted for three experimenter activities: "Get Silly with Animated Gifs," "Infographics," and "Quizzes." I chose the first activity because I have been interested in creating gifs and the activity provided an opportunity to learn about user-friendly software like Giphy. The second activity, Infographics, appealed to me because it allows for the presentation of various information in an engaging manner. I utilized Canva to create an infographic about the number system. For the third activity, Quizzes, I wanted to familiarize myself with the tools available. I had no prior knowledge of Quizlet, but upon trying it, I found it to be an excellent application.

**Here are the links to the activities**:

i) Get Silly with Animated Gifs: <https://bank.ecampusontario.ca/response/gif-3/>

ii) Infographics: <https://bank.ecampusontario.ca/response/number-system/>

iii) Quizzes: <https://bank.ecampusontario.ca/response/quizlet-on-arithmetic-operations/>

**2)** I would utilize the technologies explored in the Experiment module in different ways. GIFs would serve as valuable additions to my PowerPoint presentations, where I would use them to enhance the visual appeal during lectures. Quizlet would be employed for pre-assessment and post-assessment in my classes, allowing me to gauge students' understanding of the lesson's topic. As for Infographics, I have already implemented this activity in my class. I will continue to experiment to make lessons engaging for students.

I have gained a few key insights from the activities in this module. Investing time in exploring new technologies is valuable, as they can have significant benefits for students. The process of exploring new technologies is enjoyable, as it opens avenues for creative expression. Also, integrating new technologies into lessons can greatly enhance student learning. While becoming familiar with new tools may require some time and effort, the long-term time-saving potential makes it worthwhile.

**3)** I used a smartphone for the Quizzes activity and discovered that most of my students prefer to use their phones for academic purposes. The key benefits of using tablets or smartphones over computers are their enhanced mobility, which allows learning activities to be accessed and developed from anywhere with an internet connection. The UI on tablets and smartphones, on the other hand, may not necessarily be as user-friendly. While chores such as writing an assignment or test can be completed on a tablet or phone, it is not as easy as typing on a laptop.

As a result, I can see myself assigning quizzes using Quizlet or the quiz functionalities offered in Learning Management Systems and encouraging students to use their phones for this purpose.

**4)** I am not comfortable uploading a video of myself on to a public site. I have explained above how I am going to use learned technologies in my class.

Thank you.