**Experimenter Reports**

1. **Which three experimenter activities did you choose** to complete and why? Include the links to your Activity Bank responses.

Activities: Video, Quiz and Creative Commons (CC) Images

Links:

* Video - <https://bank.ecampusontario.ca/response/animation-video/>
	+ I chose the video because it is an animation telling a story to be analyzed by the class. video activates more brain areas comparable to a text and consequently contributes to memory.
* Quiz - <https://bank.ecampusontario.ca/response/quiz-gamification/>
	+ I chose the quiz with gamification with the objective to create group activities, and interaction between students, using mobile devices.
* Image - <https://bank.ecampusontario.ca/response/workflow-images/>
	+ images with workflow format provide the structure of the work visually. With images is possible to show information in a visual and structured way, facilitating the student's understanding.
1. Identify and explain **three overall lessons learned from experimenting** with these three activities. How might you use these activities going forward in your teaching practice?

I applied these technologies in my class.

* Possibility to student’s interactions from different with Kahoot.
* The workflow image helps students understand where their work is and what needs to be done to complete it, with just one image.
* The video telling a story allows the student to watch/listen from different devices ( TV, podcast or mobile devices).
1. You were asked to complete at least one experimenter activity on a**tablet or a smartphone.**
	* Identify the activity completed and on what type of mobile device?

All activities provide the possibility to students use all devices ( computer, smartphone and tablet )

* + Identify and explain the advantages and challenges of using this technology tool on a mobile device.

Different students, different needs and consequently personas. All students can use the device of their choice. Choose the best device you feel most comfortable to learn.

* + Comment on how you might plan for an upcoming assignment to be completed on a tablet or a smartphone.

All technologies applied provide native app in different formats and operational system.

* + Explain the steps you might take in making access to these devices available to all students.

All students can use your devices.

1. **Using a mobile device, camera, or screencasting software** highlighted in the [Online lecture toolkit](https://www.oltfaculty.com/blog/categories/video) to **create a short 2-3 minute video** of yourself illustrating how, when designing learning experiences in the future, you will use the technologies, ideas, formats, and/or approaches that you experimented with in this module.

I do not feel comfortable sharing my image on a public website. If you or any other member have any questions, I can answer privately.

I applied these technologies in my classroom.