Experimenter Reflection

1. For my experiential activities, I opted to design an informative infographic using Piktochart, create a collaborative Padlet for my students, and develop flashcards and an outline using Quizlet, all centered around a key topic in the course.
2. In the initial experiment, I focused on crafting an infographic to encapsulate a crucial concept. After trying both Canva and Piktochart, I found Piktochart to be more conducive and user-friendly for creating infographics. The platform provided accessible templates, streamlining the process of transferring content seamlessly. The resulting infographic visually conveyed pertinent information, serving as a quick reference guide for students.

View the infographic here: <https://create.piktochart.com/output/fa083318ffb9-three-benefits-of-ai-in-education>

The second experiment involved the creation of a Padlet to enhance student understanding of service delivery at the organizational level. I facilitated student engagement and encouraged them to share insights based on their part-time employment or placement experiences. I kept this Padlet anonymous so I could share it on this platform.

Explore the Padlet here: <https://padlet.com/mjobin7/organizational-level-considerations-ravvjwmu21f09sxk>

The third experiment focused on utilizing Quizlet to generate an outline, flashcards, and short-answer questions for a specific course topic. Despite being a newcomer to the digital tool, I found Quizlet easy to use and was impressed by the quality of the materials it generated for student learning.

Access the Quizlet content here: [Benefits of AI in Education Notes | Quizlet](https://quizlet.com/notes/benefits-of-ai-in-education-0bfe93b4-7ce3-48cc-b91d-a00cdcc1f61c)

1. I have experimented using a smartphone with Kahoot and Mentimeter. Creating quiz and questions is challenging for me on a small screen and my preference is to use a laptop. Also the information is often presented differently on the smartphone. However, I have found that using smartphones for responding to Kahoot or Mentimeter in the classroom is easy to do and effective for the students to quickly enter information and increase active participation. I will continue to use both these tools to increase students’ engagement in the course content and enhanced learning. Also, in our program, often students use Kahoot during presentations in class.
2. In exploring mobile applications, I experimented with Kahoot and Mentimeter on my smartphone. While creating quizzes and questions proved challenging on a smaller screen, I found the smartphone to be an effective tool for students to quickly participate and engage in the classroom activities. I prefer using a laptop for content creation, but the ease of smartphone participation encourages active involvement.
3. Panopto remains my go-to platform for recording PowerPoint presentations or videos, aligning with the support and encouragement from my educational institution. Students are encouraged to utilize Panopto for video assignments. For this activity, I created a video using Stream describing my three experiments and learning experience. My preference is not to post it publicly. This was the information recorded (transcript) : Hi, I'm doing this video experimenting as part of the Empowering Educator program and I'm not planning to make this link public, but I wanted to experiment with this program for recording. So I'm on Stream right now to share my reflection about the three experiments that I conducted using different tools that are available. The first one was to do an infographic using Piktochart, which I think would be a really good tool that student can use in the future to demonstrate a concept and some main points adding some statistic making it visually appealing and presenting the information to others or to an audience using the infographic. The second one I used was a Padlet and I have used Padlet before in my course. I experimented further and created a new one for my students to enter information as of today. It allows me to connect with the student and see where they are in their learning but as well to do some icebreaker activities getting to know the students, having them comment or reflect on concept, or share a new concept that they have learned in the class. So Padlet is easy and effective way to gather information in a fairly quick manner from students. And the third experiment was the first time I used Quizlet and I was able to enter my notes from a full lecture and for Quizlet to generate flash cards on the topic, outline, and potential short answer questions. When I reviewed the content, it was relevant, appropriate, it was well done and could be easily used by students to prepare for an exam or learn new material. I will be using Quizlet again in the future and making sure that students are aware of it as well as they can design their own flash cards based on notes from the instructor that are provided for different lecture.

So overall I am enjoying this module and I find experimenting with different digital tools to enhance learning a very beneficial activity for me to increase my options to integrate in the classroom with my students.

I am including the video recording link here: <https://stlawrencecollege-my.sharepoint.com/:v:/r/personal/mjobin_sl_on_ca/Documents/Recording-20231119_145902.webm?csf=1&web=1&e=dVbrYO>