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

**Each of the activities I chose for their perceived applicability to my classroom. The first activity I chose was Padlet. I thought it could be useful to use in Post-Assessment with my students to determine what they took away from each lecture. I tested this out with the one online lecture I delivered (due to a holiday). You can find the link to it here:** <https://padlet.com/arozema6/powerpoint-week-12-activity-vc3r7gcze8drgpd>

**Secondly, I chose to create a Giphy to assist my students in creating a self-running PowerPoint presentation. This, was to aid my students in preparing for their final examination. You can find my GIF here:** <https://media.giphy.com/media/v1.Y2lkPTc5MGI3NjExNzNvZW1tYmh0aTQ2a3RsNjFhamgxcG5oM3V4NzRvcHcwcjg3NGdndSZlcD12MV9pbnRlcm5hbF9naWZfYnlfaWQmY3Q9Zw/kEgsAJ6BmQJGmRw9J6/giphy.gif>

**Lastly, I chose to create an OER. I did this as I was unaware of the existence of OERs and in exploring it, I see the usefulness possible for future reference. By adding my own, OER, I can contribute to the growing body of knowledge for future use by others. You can find my OER contribution here:** <https://oercommons.org/courseware/lesson/114863>

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?

**Overall, I think I found the OER resource most useful. While I had heard of OERs I did not know what they were used for nor how to access them. By creating my own I now have a better understanding of how to use them and create them in the future. I think the OER platform will provide the greatest applicability of the three experimental platforms.**

**In exploring the GIF generation platform, I learned a fun way to try and add attention to something for my students. I hope to use it in the future, even just as an Opener, to get things rolling in my classes!**

**The Padlet left me less enthused. While it was simple to design, it did not create as interactive of an opportunity as I was hoping for. I like it as more of a bulletin board – simply a place for students to post a note to.**

**My biggest takeaway was just the idea of going through and trying out different platforms and creation tools to see what I can use to supplement the learning process. I hope to continue to explore and find new ways to keep things interesting in my classes!**

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?
   * Identify and explain the advantages and challenges of using this technology tool on a mobile device.
   * Comment on how you might plan for an upcoming assignment to be completed on a tablet or a smartphone.
   * Explain the steps you might take in making access to these devices available to all students.

**I chose to complete the Padlet via my cellphone. This was probably one of the easiest mobile applications I’ve used due to the simplicity of Padlet. I didn’t really notice any challenges apart from the normal decrease in screen size. Navigating the application might require some screen movement or perhaps I might not notice some posts as easily. The advantage is just being able to quickly respond and see short replies from respondents.**

**To plan for a project to be completed via smartphone or tablet, I would want to ensure the platform accommodates the switch well. I would also want to make sure that students all have access and can log into the application in class. Working at a college, all students complete a multi-factor authentication process whereby they use their cellular to authenticate with the lab computers. This would make access to a smartphone a non-issue. If I were to be teaching somewhere that might not be possible, I would connect with the library services of the institution or public library to sign out 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.
   * Include an example of how you would incorporate this new knowledge into a lesson plan. Get as creative as you wish!
   * Upload your video to [YouTube](http://youtube.com/) , [Vimeo](http://vimeo.com/) , or any other video hosting site that can create a public link to your video (or keep it private/unlisted if you like).
   * Include the link for your video in your reflection document.

**Here’s the link to my reflection video:** [**https://youtu.be/TDGwi4mKY0Y**](https://youtu.be/TDGwi4mKY0Y)