SpeakUp
Beyond Clickers for Classroom Interaction

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Mobile Apps, HCI, Social Media, Technology Enhanced Learning
SpeakUp app stats, since November 2013

- 10'000
- 38'000
- 89'000

seance.ch room: 90662
11 Courses
61 Lectures
2025 Students
412 Responses
seance.ch room: 90662
1 Prof

Monday
100 Students

Wednesday
200 Students

223 responses

4 hours every week for 6 weeks

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General Feedback
Generally good! Positive comments in course evaluations (N=141)
Design guidelines for a synergy between digital and face-to-face interaction
Design for first use

Guideline 1 – Facilitate access with little or no registration

Guideline 2 – Facilitate usage with simple features

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Design for more digital interaction

Guideline 4 – Design for privacy

Guideline 3 – Provide concealed identity

Guideline 5 – Make the interaction temporary
Anonymity

A. I ask more questions when anonymous.
Design for more digital interaction

Guideline 4 – Design for privacy

Guideline 3 – Provide concealed identity

Guideline 5 – Make the interaction temporary
Design for more digital interaction

Guideline 4 – Design for privacy

Guideline 3 – Provide concealed identity

Guideline 5 – Make the interaction temporary
More interaction with SpeakUp
Design for richer digital interaction

Guideline 6 – Make use of f2f etiquette to guide digital interaction

Guideline 7 – Embrace the backchannel and try to separate it from the front channel
Our experience has shown that it can backfire, peer tagging is to be tested.
Our experience has shown that it can work well
Design for richer digital interaction

Guideline 6 – Make use of f2f etiquette to guide digital interaction

Guideline 7 – Embrace the backchannel and try to separate it from the front channel
Design for digital f2f transitions

Guideline 8 – Design for awareness

Guideline 9 – Design for reflection
Questions?