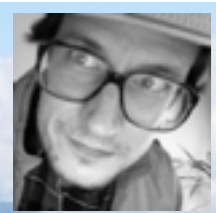


SpeakUp

Beyond Clickers for Classroom Interaction

Adrian Holzer
EPFL



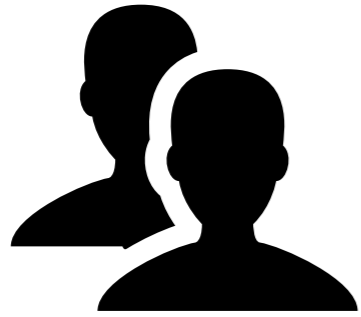
Dr Adrian Holzer EPFL, Polytechnique Montréal, UNIL, UTS



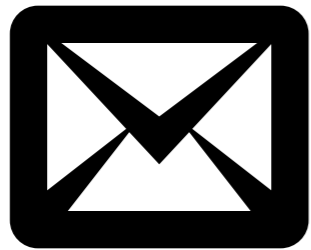
REACT Coordination & Interaction System Group / School of Engineering / EPFL



Mobile Apps, HCI, Social Media, Technology Enhanced Learning



10'000



38'000



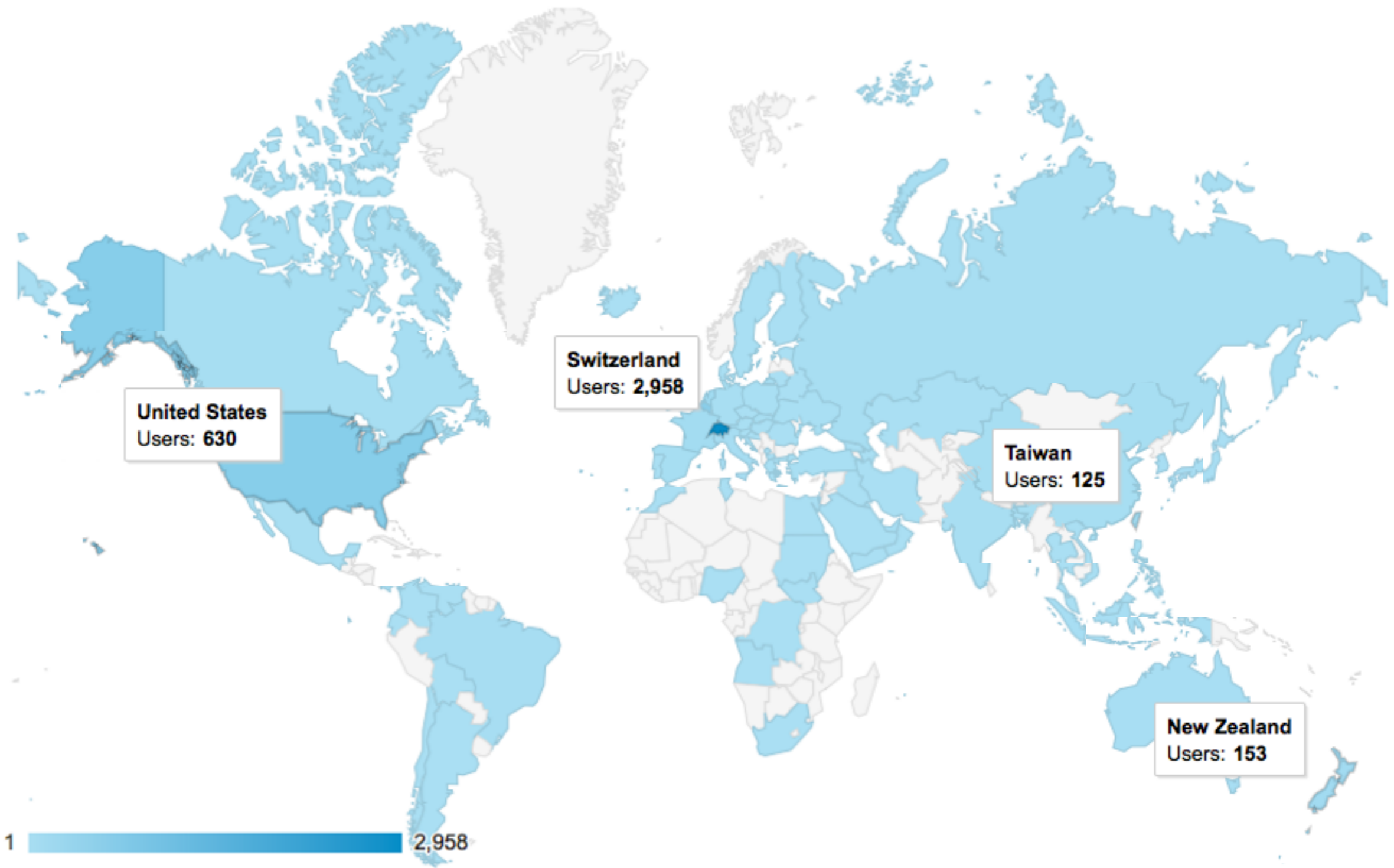
89'000



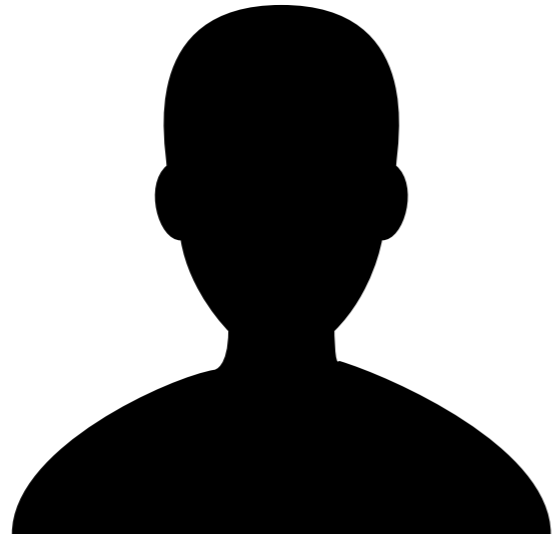
35K



54K



seance.ch room: **90662**

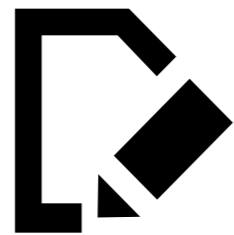


11 Courses

61 Lectures



2025 Students



412 Responses



1 Prof

Monday

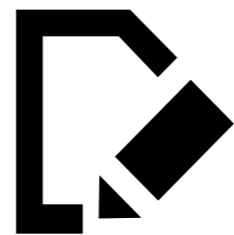


100 Students

Wednesday



200 Students



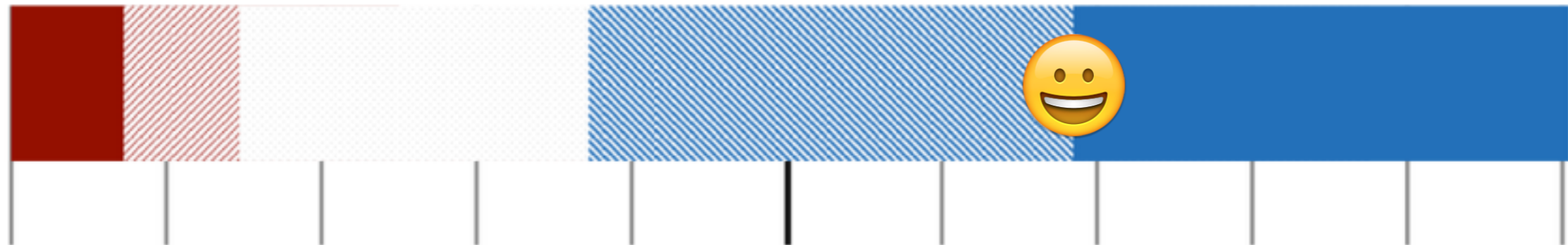
223 responses

4 hours every week for 6 weeks

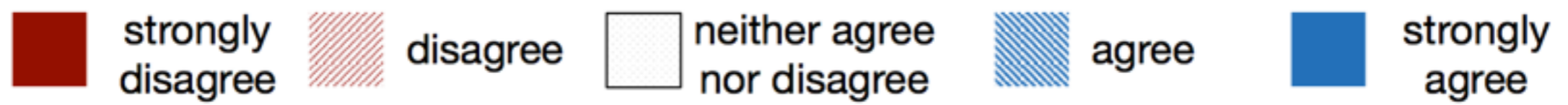
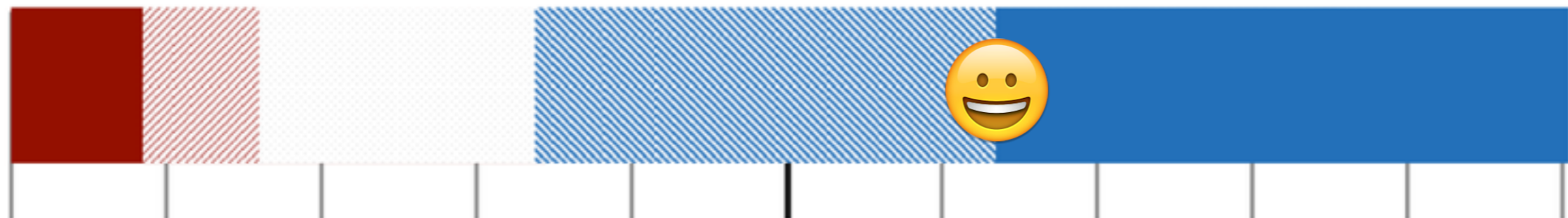
seance.ch room: **90662**

General Feedback

SpeakUp improves the general participation in the course



I would like to use SpeakUp in another class



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



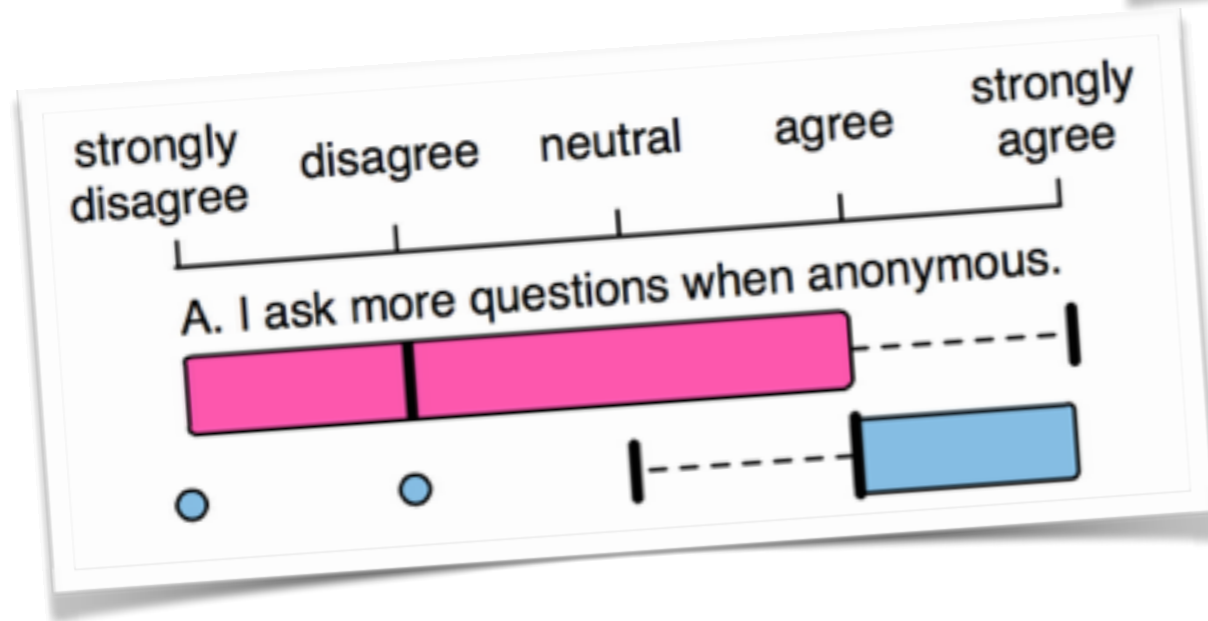
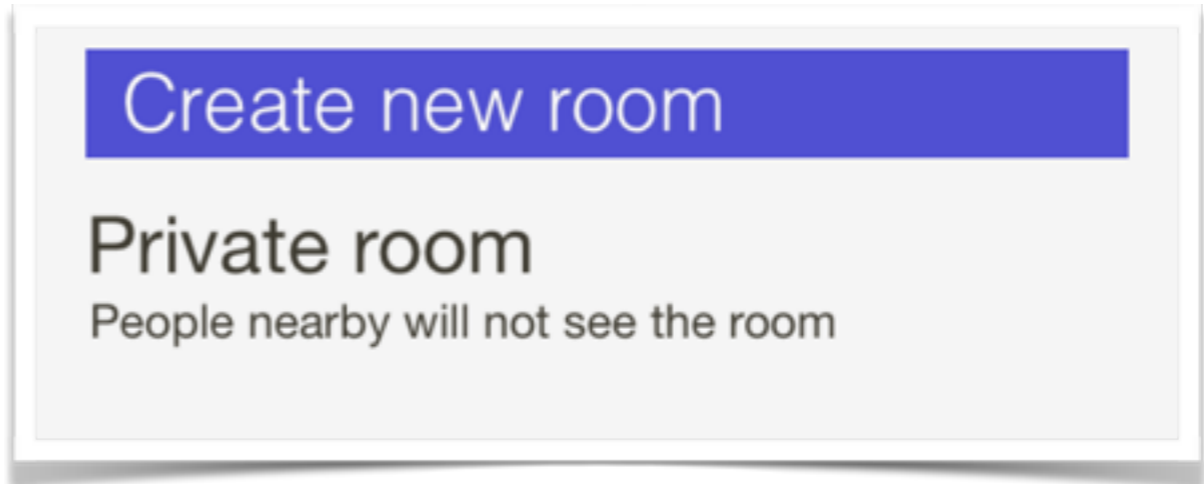
Guideline 1 – Facilitate access with little or no registration

Guideline 2 – Facilitate usage with simple features



Design for more digital interaction

Guideline 4 – Design for privacy



Guideline 3 – Provide concealed identity

Guideline 5 – Make the interaction temporary



Anonymity

strongly disagree disagree neutral agree strongly agree

A. I ask more questions when anonymous.

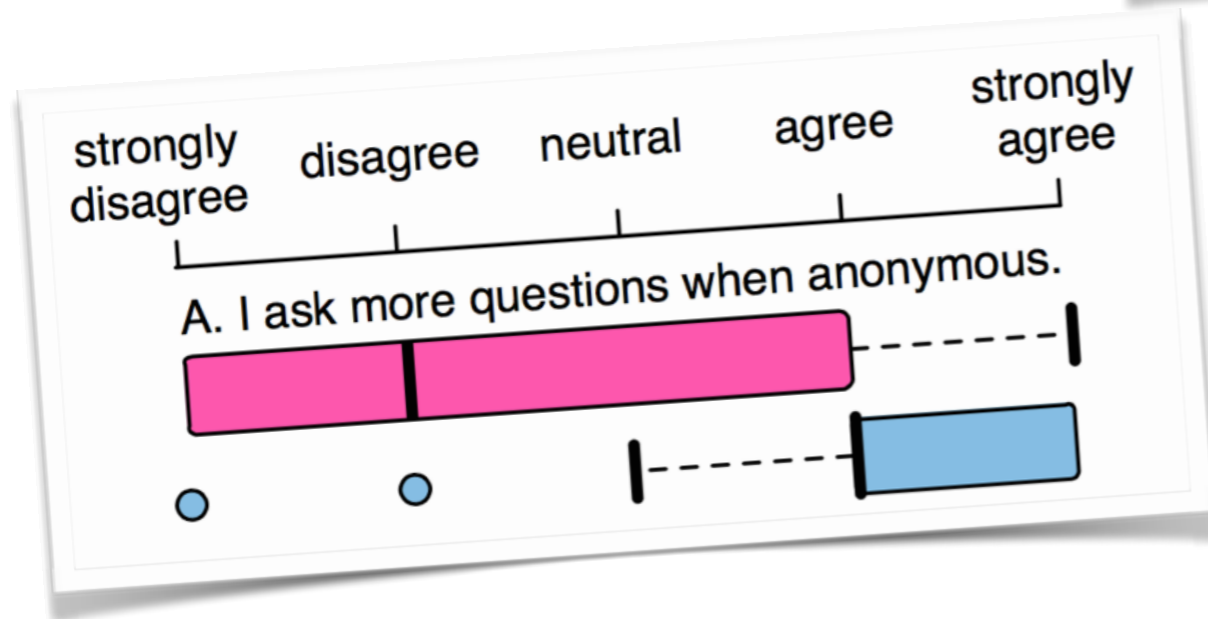


Design for more digital interaction

Guideline 4 – Design for privacy

Create new room

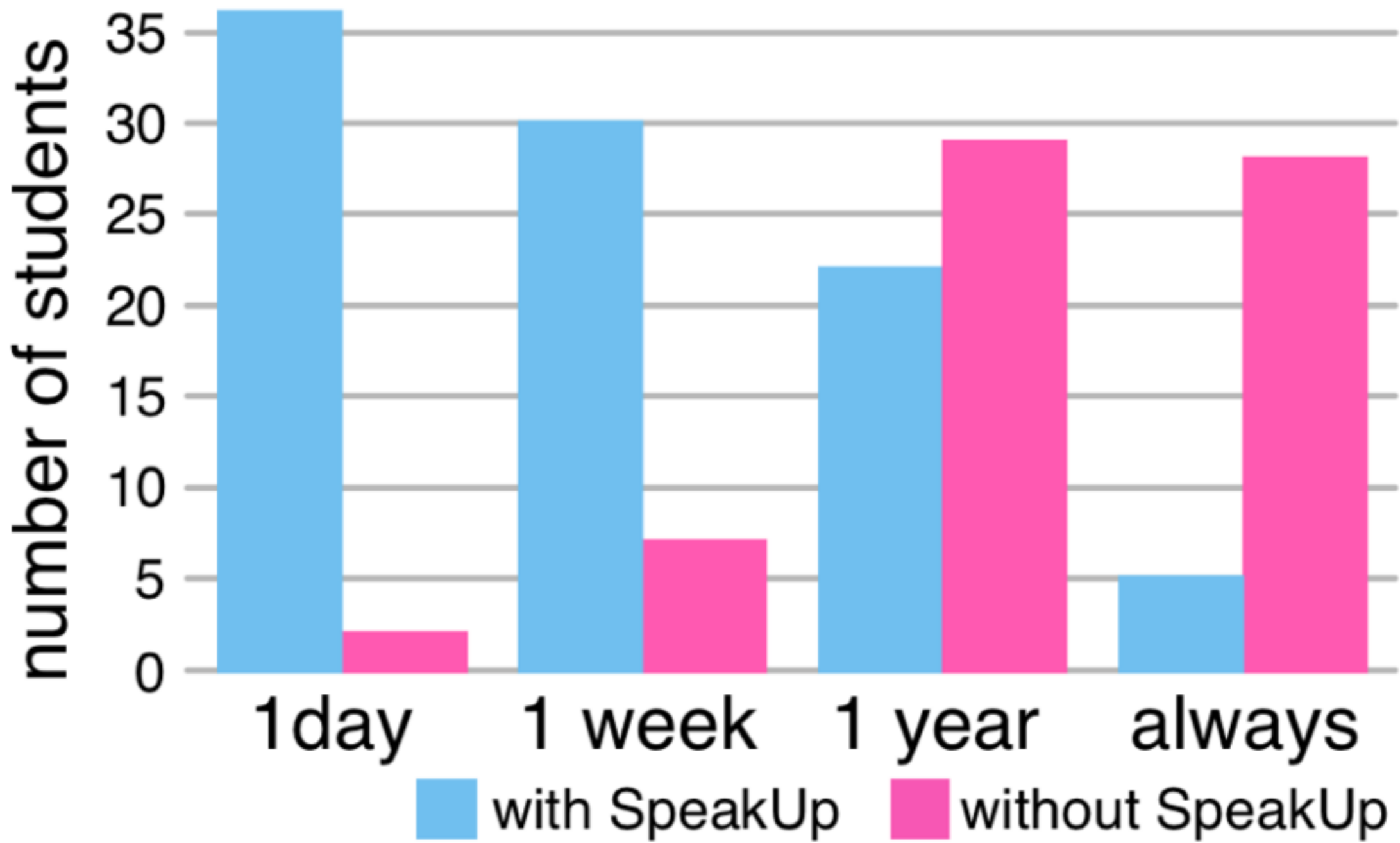
Private room
People nearby will not see the room



Guideline 3 – Provide concealed identity

Guideline 5 – Make the interaction temporary



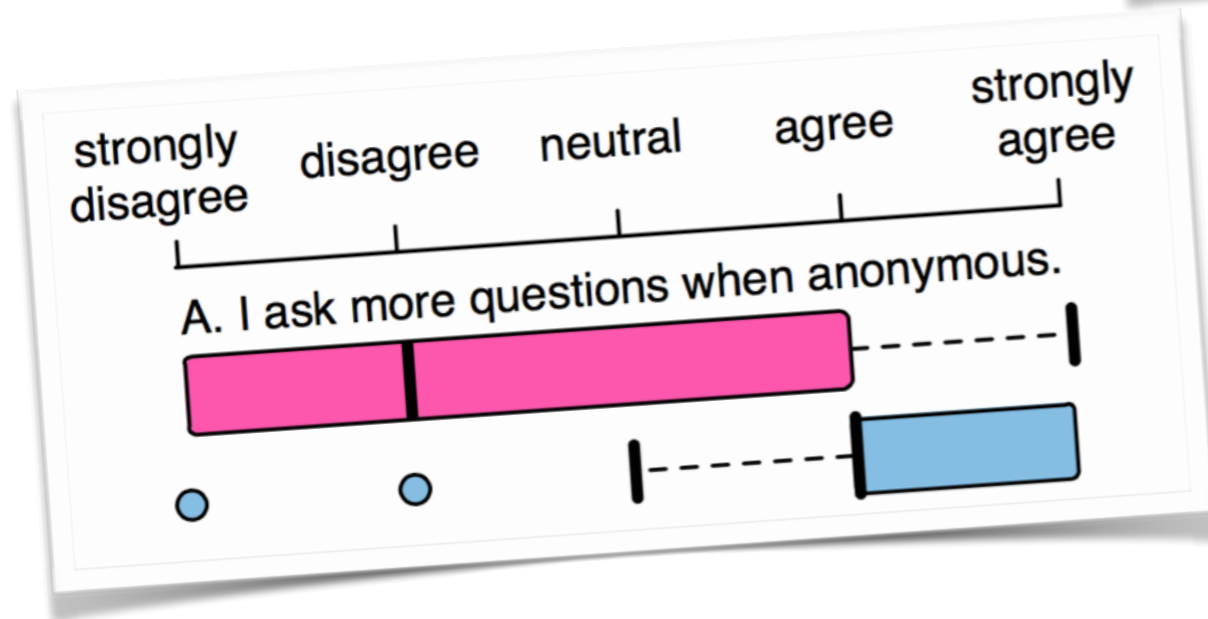


Design for more digital interaction

Guideline 4 – Design for privacy

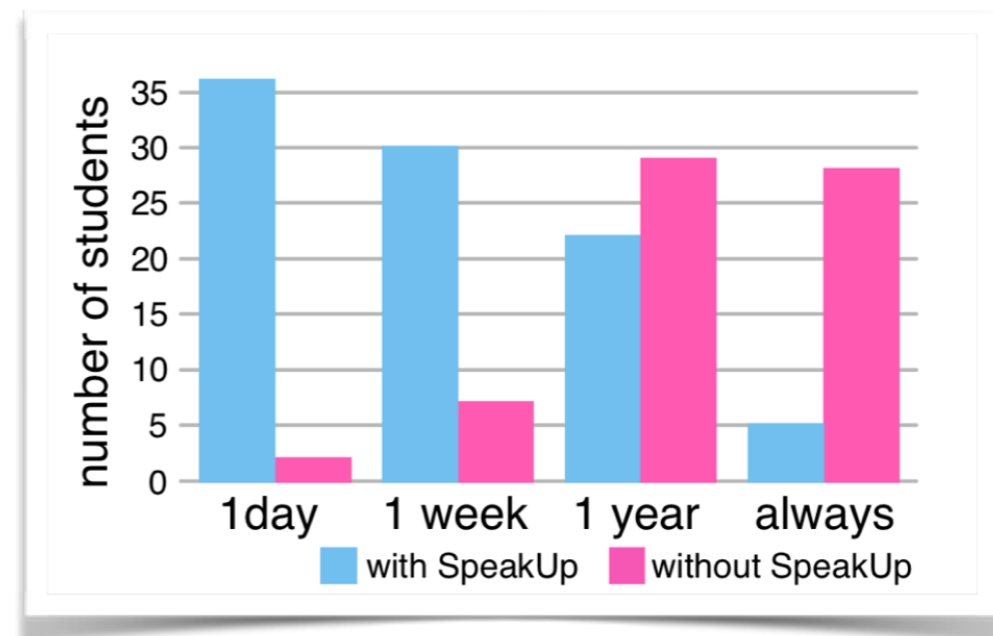
Create new room

Private room
People nearby will not see the room

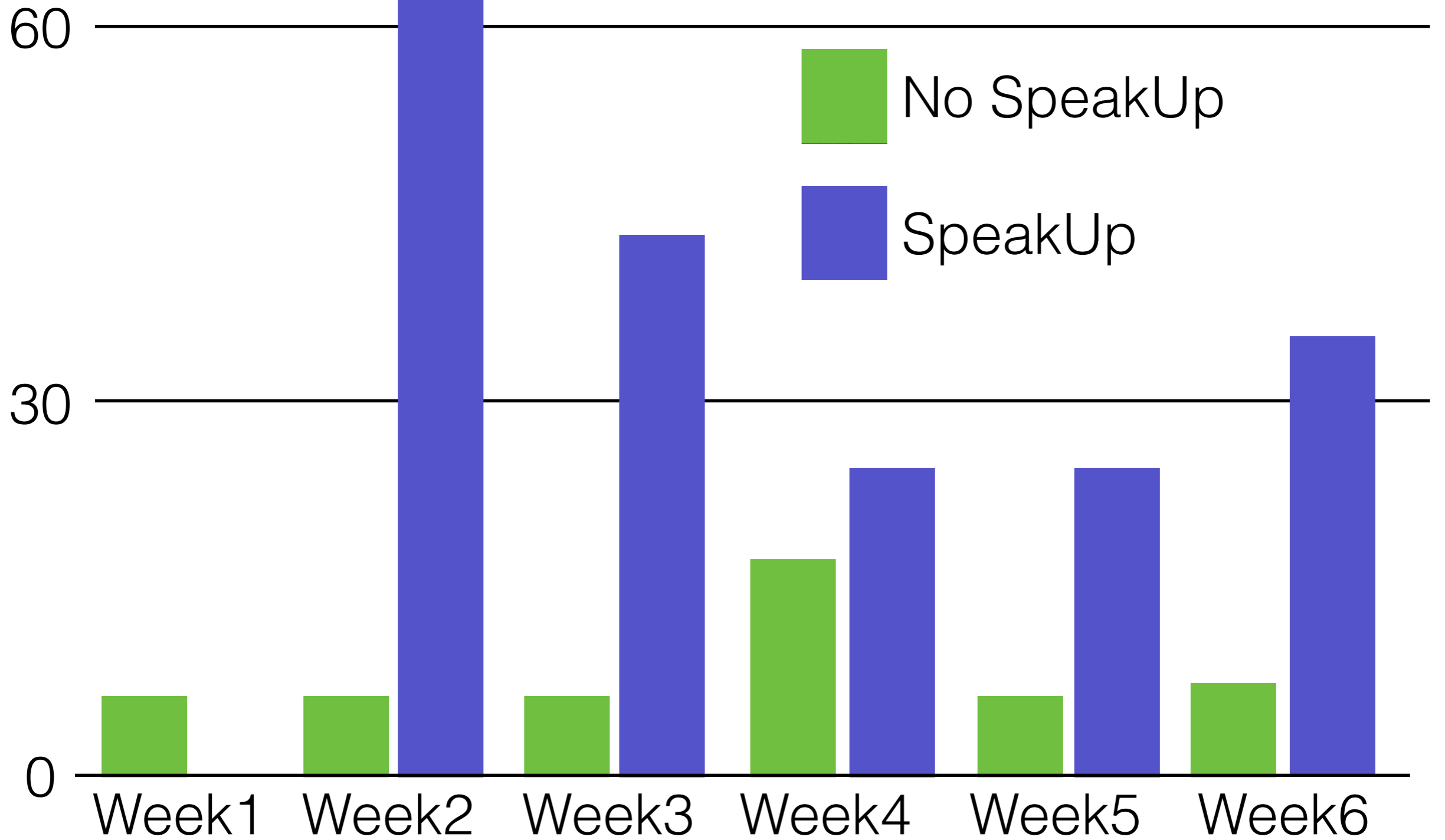


Guideline 3 – Provide concealed identity

Guideline 5 – Make the interaction temporary



Number of interactions



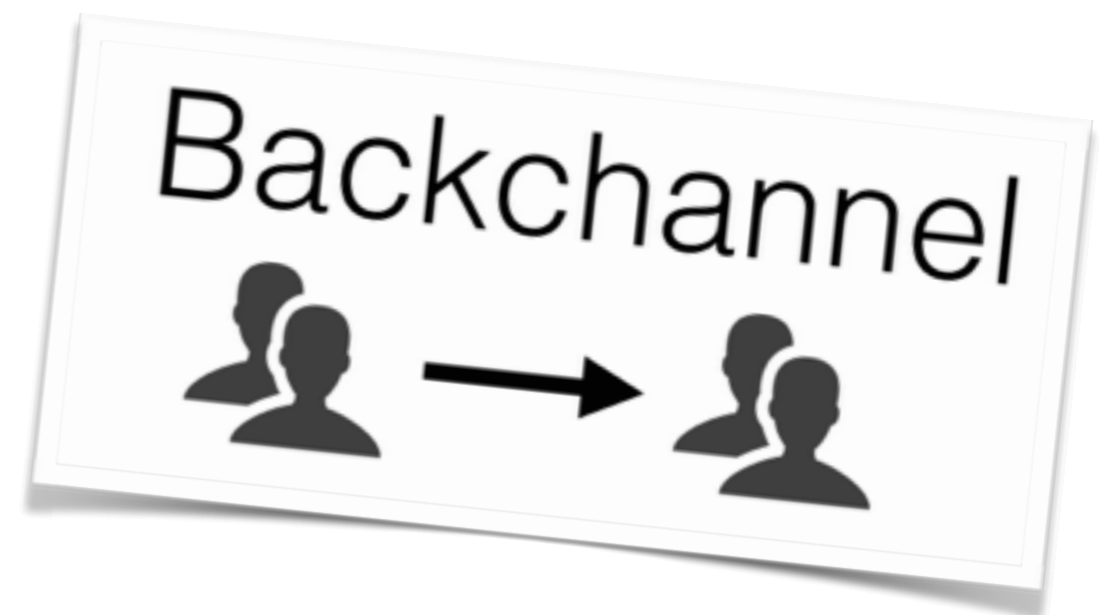
More interaction with SpeakUp

Design for richer digital interaction

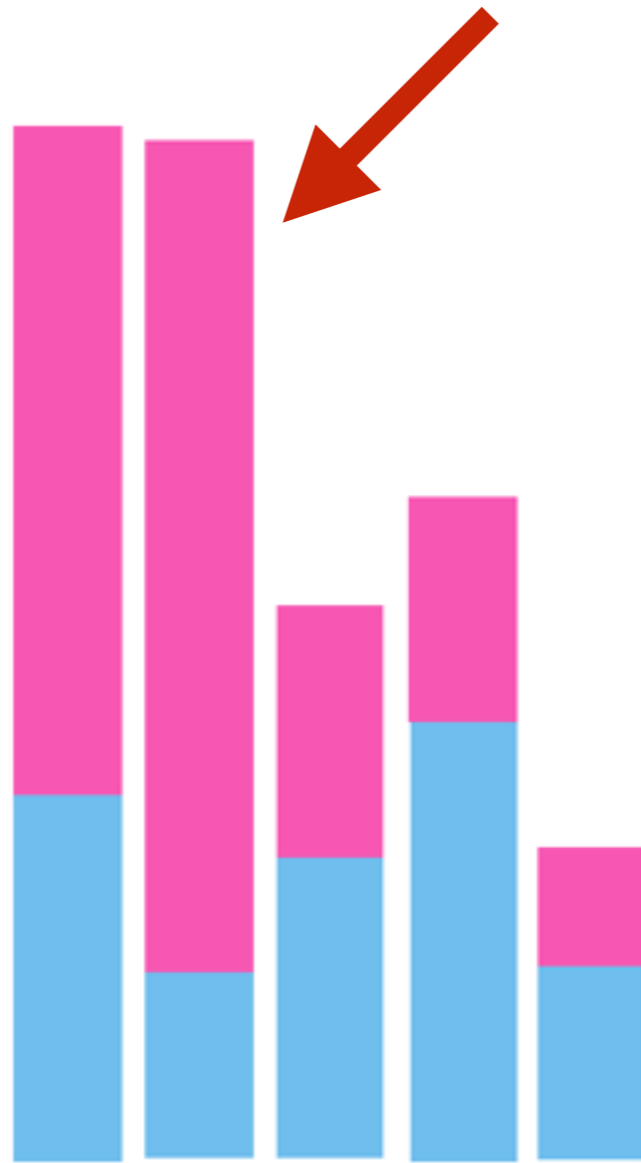


Guideline 6 – Make use of f2f etiquette to guide digital interaction

Guideline 7 – Embrace the backchannel and try to separate it from the front channel



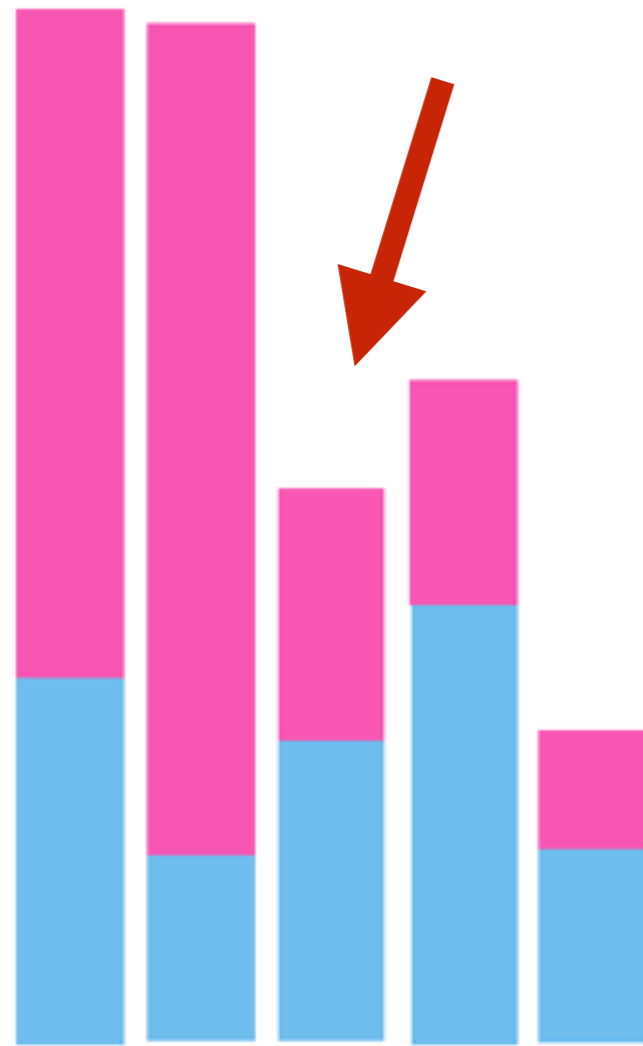
Censorship



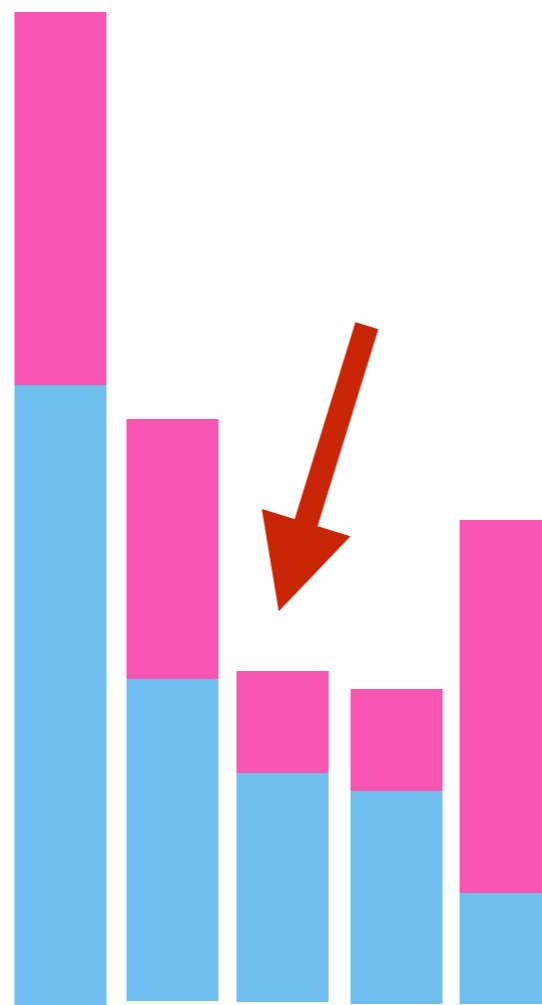
IS12

Our experience has shown that it can backfire, peer tagging is to be tested

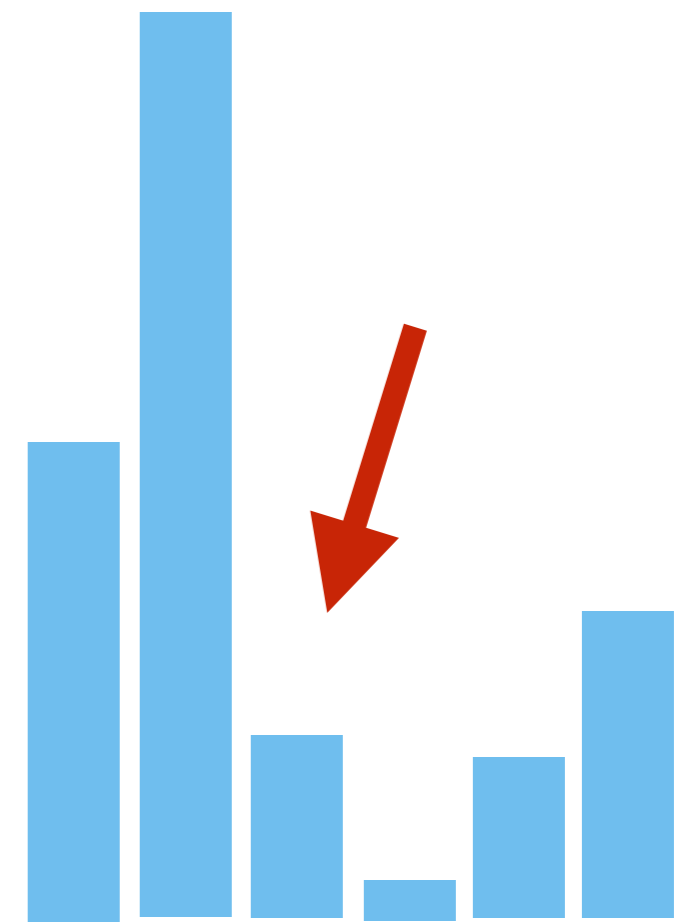
F2F etiquette



IS12



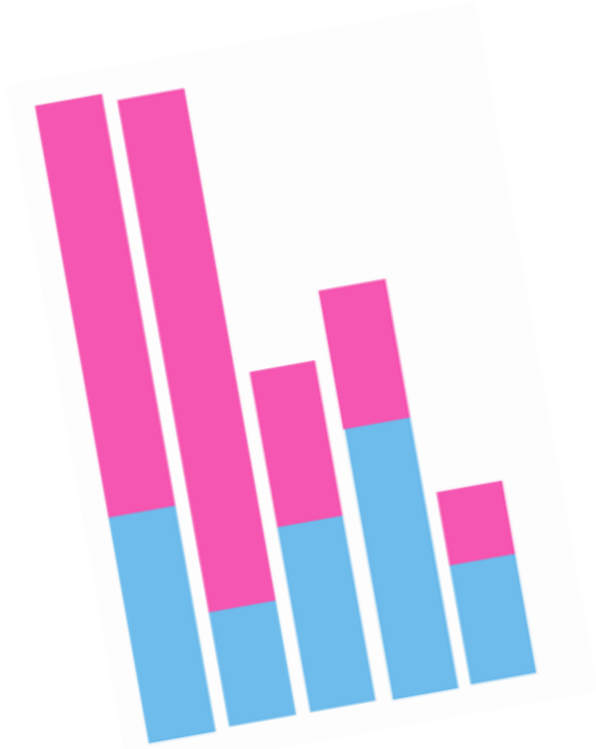
PM13



Com14

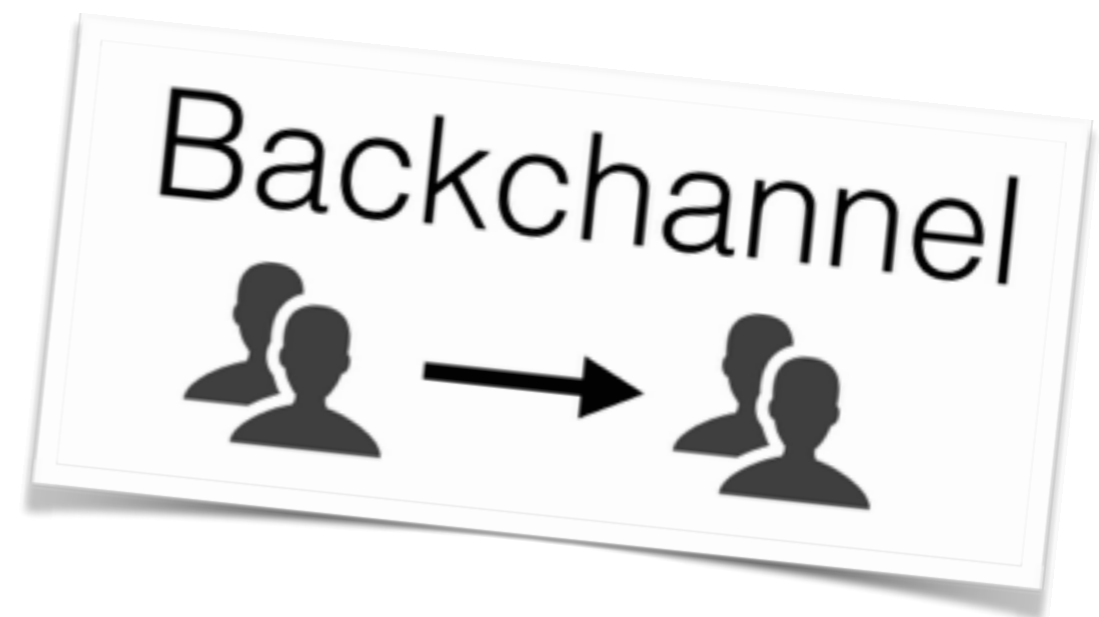
Our experience has shown that it can work well

Design for richer digital interaction



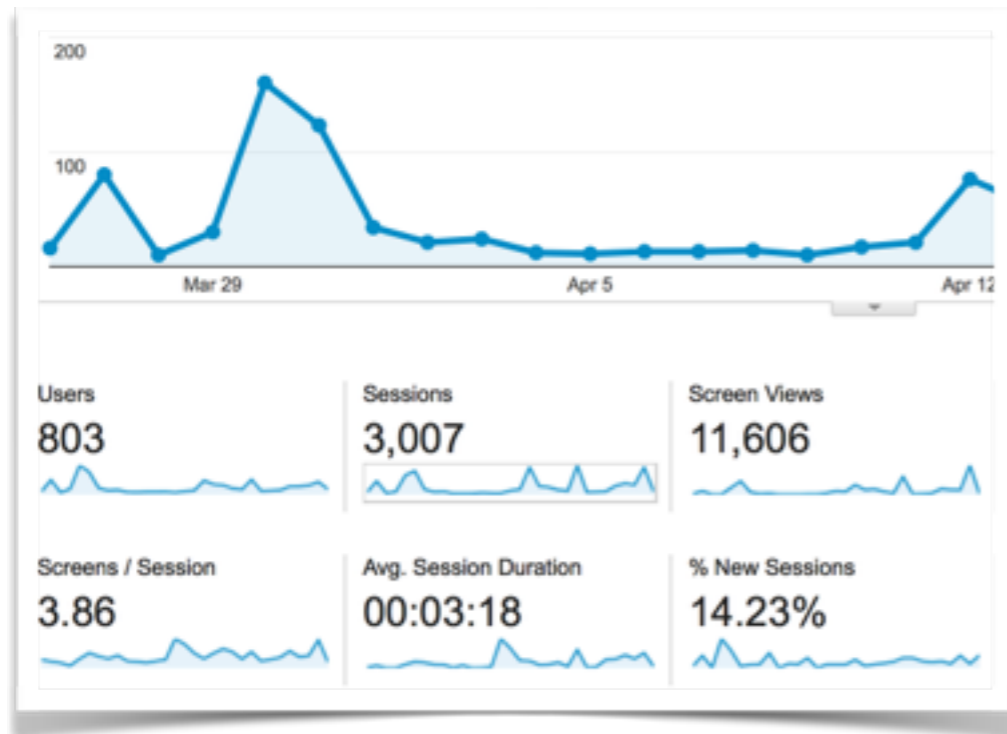
Guideline 6 – Make use of f2f etiquette to guide digital interaction

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?

