



Interactive Learning with Poll Everywhere as A Teaching-Learning Tool for Medical Students

Prapaporn Chaniad, School of Medicine, Walailak University, Nakhon Si thammarat, 80160, Thailand



Overview

The concentration of students begins to falter after 10–15 min and hence, maintaining student attention during didactic lectures is a significantly difficult challenge. Poll Everywhere is a dynamic online polling platform that allows students to vote on custom teacher-generated polls through text messaging (SMS), smartphone, or computer [1].

Aims and objectives

- To increase student's motivation and attention
- To evaluate the student understanding
- To give immediate feedback on student understanding during activity

Activities

The teaching on the topic of "Science of Drug Study" for 2nd year medical student was undertaken for 2 hours in the form of interactive learning. In this class, the real-time evaluation and student responses during the lectured activity through Poll Everywhere was conducted using word cloud questions (Fig.1). In addition, five quiz questions covering the learning outcomes of the lesson, were considered as pre-test and post-test using Poll Everywhere for capturing the understanding of students (Fig. 2). The answers for post-test questions were revealed at the end of discussion.

Outcomes

- Poll Everywhere encouraged all students to participate during the learning process.
- It facilitated student toward critical thinking which result in better understanding of the subject by promoting active learning.
- It can be of great help in maintaining students' attention and in facilitating the lecturer to pick up students' misunderstandings and correct them.

Impacts

- Creating an interactive environment
- Student self-measurement
- Immediate feedback
- Effective in preparing the students for final summative examination

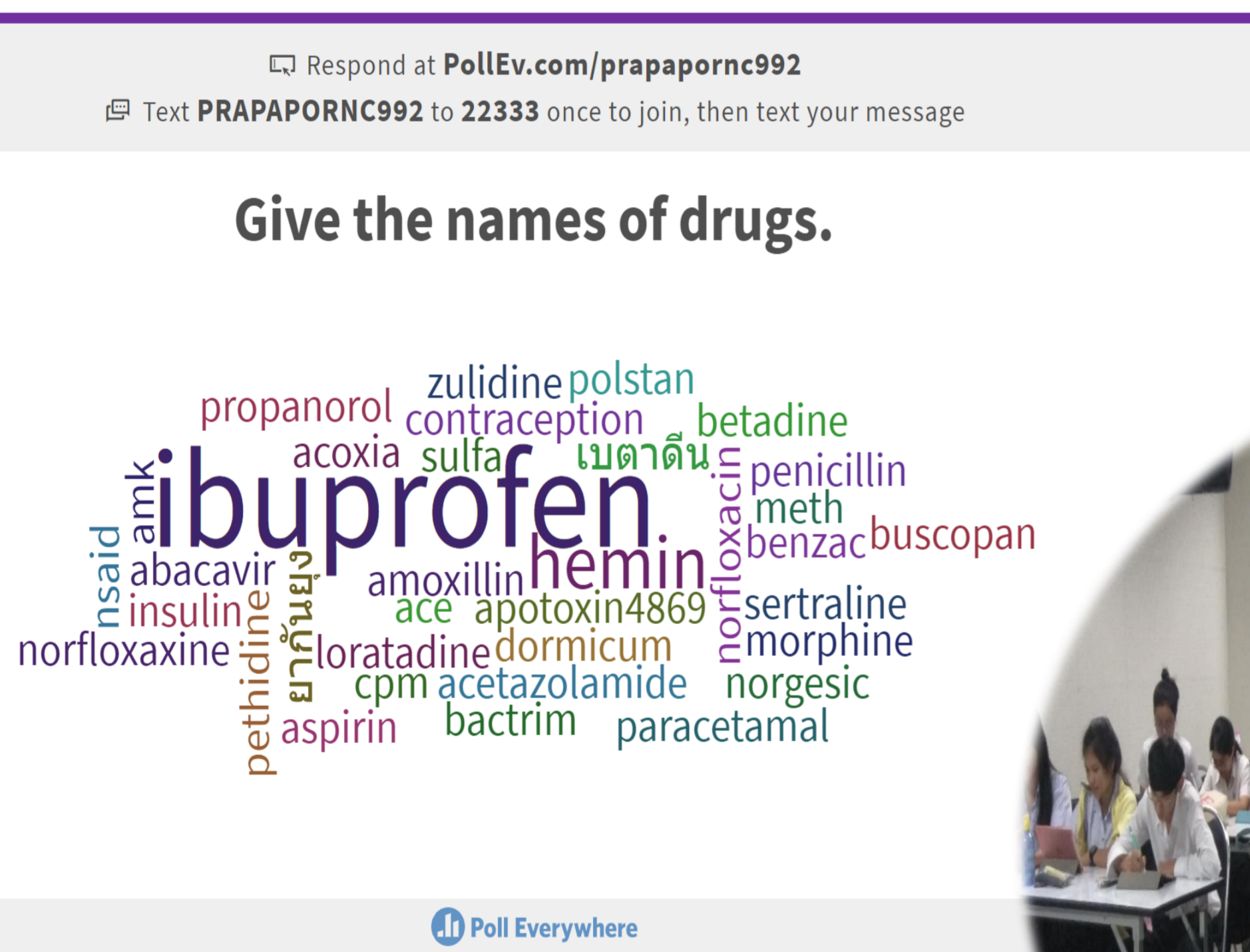


Figure 1

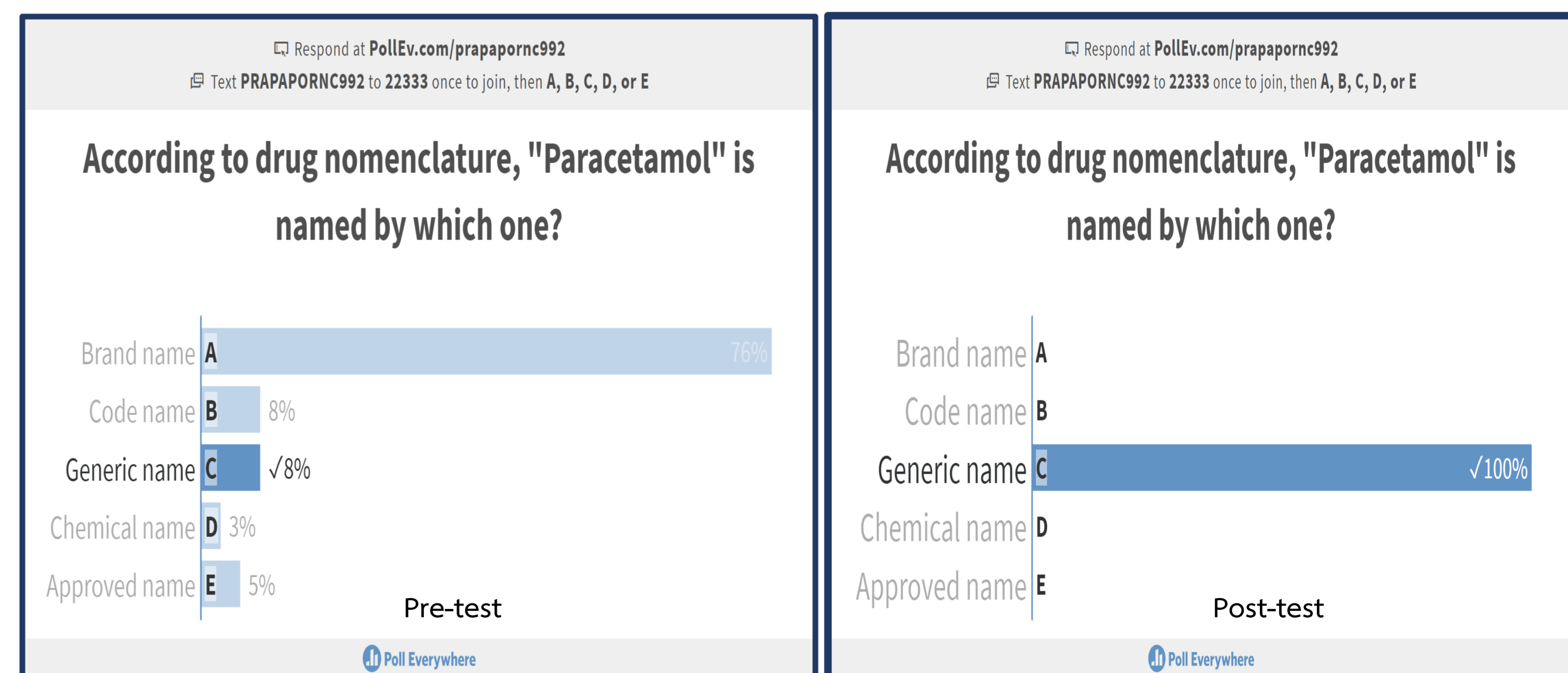


Figure 2