

## Evaluating the Effectiveness of Electronic Response Systems in Technology-Oriented Classes

**Authors :** Ahmad Salman

**Abstract :** Electronic Response Systems such as Kahoot, Poll Everywhere, and Google Classroom are gaining a lot of popularity when surveying audiences in events, meetings, and classroom. The reason is mainly because of the ease of use and the convenience these tools bring since they provide mobile applications with a simple user interface. In this paper, we present a case study on the effectiveness of using Electronic Response Systems on student participation and learning experience in a classroom. We use a polling application for class exercises in two different technology-oriented classes. We evaluate the effectiveness of the usage of the polling applications through statistical analysis of the students performance in these two classes and compare them to the performances of students who took the same classes without using the polling application for class participation. Our results show an increase in the performances of the students who used the Electronic Response System when compared to those who did not by an average of 11%.

**Keywords :** Interactive Learning, Classroom Technology, Electronic Response Systems, Polling Applications, Learning Evaluation

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