

ASU Clickers – TurningPoint Cloud

clickers.asu.edu

ASU now uses TurningPoint Cloud, the latest version of TurningPoint. All students must have a Turning Account and a Turning Account License. All faculty/instructors must have a Turning Account. Please see information in the Student and Faculty sections of this website for more details.



Students



Faculty

Clickers are the common term for Student Response System (SRS), a technology used to promote active learning in classrooms. TurningPoint 5, a SRS solution from TurningTechnologies, is the chosen university wide clicker solution. The system allows groups of people to vote on a topic, take a survey or answer a question. The responses are tabulated and displayed back to the participants. Student Response Systems have been around for several decades but have gained increasing popularity in educational classrooms in recent years.

These systems are not only used in education but also used in other settings, such as the television industry and within corporations as a conference/meeting utility. There is no standard term for this technology; consequently it is referred to by several different terms and acronyms by manufacturers and in news and research articles. For consistency within this documentation the terms Student Response Systems, SRS or clickers are used. Recent research on student SRS found using clickers in the classroom had a measurable impact on students in the following areas:

- **Attendance** – Students who know they will be assessed attendance points via clicker input are more likely to show up for class.
- **Preparation for Class** – Students come to class more prepared for quizzes and with completed homework.
- **Enthusiasm** – Improved atmosphere in the classroom and increased student enthusiasm for learning.
- **Attentiveness** – Students will stay more attentive and focused throughout the entire class as questions are posed and answered.
- **Participation** – Reaches all learners, even quiet or shy students have a voice, so the entire class can participate in the lesson.
- **Confidence in Learning** – Students can answer questions more confidently when there is no stigma of being incorrect.
- **Student Understanding** – By seeing their answers compared to others, students can gauge their understanding of the material and focus their review.
- **Collaboration** – Clicker activities such as polling questions, stimulates discussion among students, allowing them to interact with each other.
- **Active Learning** – Interaction and participation in collaborative discussions increases student engagement, and their level of activity in the learning process.

Student Contact

Hours: Mon-Fri 12pm-5pm
Need Help? [Student Support Request](#)
Tempe – CPCOM 140

Faculty Contact

Hours: Mon-Fri 9am-5pm
clickers@asu.edu
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Getting Started

- Turning Point Cloud REQUIRES a Turning Account
 1. Go to <https://account.turningtechnologies.com/>
 2. Enter your ASU email address
 3. Select Create Account
 4. An email verification will be sent. Go to your email and click the verification link
 5. Choose your role. Select instructor (students will select participant). Select Next
 6. Fill out the User Information form by entering your First Name, Last Name, User ID (optional) and click Accept if you agree to the Terms and Conditions
 7. Enter Password and verify (must be at least 8 characters long and contain at least 1 capital letter). **You must create a password that is something other than your ASUrite password**
 8. Your account has been successfully created. Feel free to continue on and start using your Turning Account. **Note** – A license is not required for instructors. If you have an instructor kit with a clicker, you can associate the Device ID to your Account.
 9. Click Finish

Your Turning Account has been created. Your Turning Account username is the ASU email address that you entered.
- Decide which polling option to use in class
 - AnyWhere Polling – Anywhere Polling allows you to poll atop any application, including web pages, videos and documents, using a floating interactive toolbar.
 - PowerPoint Polling – PowerPoint Polling is an add-in to PowerPoint, which allows you to poll using questions built in PowerPoint.
 - Self-Paced Polling – Self-Paced Polling allows you to create exam answer keys, lets your students answer exam questions using their clicker at their own pace, and upload exam grades to Blackboard.
- To Download Turning Point Cloud, while logged into your Turning Account, click the Downloads button on the left. Then click the operating system you want to download Turning Point Cloud for. For Windows, select PC Install. For Mac, select Mac No-Install.
 - You will need the Turning Point Cloud software on your work or personal computer to complete before and after class tasks.
- View the corresponding tutorial page for the polling type of your choosing
 - [AnyWhere Polling](#)
 - [PowerPoint Polling](#)
 - [Self-Paced Polling](#)
- USB RF receiver
 - Classroom computer users – See if the classroom you are teaching in already has a USB receiver by viewing the [Classroom Receivers and Channels](#). If the classroom you're using is not on the list, please request the installation of a receiver by emailing us at clickers@asu.edu
 - Personal computer users – Request a receiver on loan by emailing us at clickers@asu.edu
- Consider ResponseWare
 - [What is ResponseWare?](#)
 - [Once your Turning Account is created, ResponseWare is active and available](#)
- Sign up for in person training if you need additional training beyond the online tutorials. [Request In-Person Training](#)
- Order clickers through your department designee
 - Tell the Sun Devil Campus Store approximately how many clickers they will need in stock for your course(s)
 - Clicker item name: TurningTechnologies ResponseCard QT Clickers (bundle)
- Suggestion: Update syllabus and/or Blackboard to include clicker information and resources for your students
 - [Syllabus/Blackboard Helper](#)

New – Fall 2015 and beyond – Students new to clickers are encouraged to purchase a QT clicker bundle, which includes a clicker and 4 year Turning Account license. Current students, who own clickers, will be required to purchase a Turning Account license.

A Turning Account License is required to receive points in the Blackboard Grade Center.

Note – QT clicker bundles and licenses are available at the ASU Sun Devil Campus Stores.

- Bundle – QT and 4 year Turning Account License – includes the clicker and ResponseWare
 - This option is ideal for students new to clickers
- 4 year Turning Account License – includes ResponseWare (clicker not included)
 - This option is ideal for underclassman students who already own a clicker or use ResponseWare, but need to purchase a license to validate their clicker/ResponseWare
- 1 year Turning Account License – includes ResponseWare (clicker not included)
 - This option is ideal for upperclassman students who already own a clicker or use ResponseWare, but need to purchase a license to validate their clicker/ResponseWare

Note – Your Turning Account License is valid for all clicker courses at ASU.

Clicker Prices at the Bookstore (Fall 2016)

- 1 Year License – \$24.99
- 4 Year License – \$39.99
- Bundle (QT Clicker & 4 Year License) – \$69.75

Clicker Prices on the Turning Technologies Online Student Store

- 1 Year License – \$19.99
- 2 Year License – \$29.99
- 3 Year License – \$32.99
- 4 Year License – \$34.99
- Bundle (QT Clicker & 4 Year License) – \$55.00

Directions for a student to get to the Turning Technologies Student Store (this can only be done after you have created your Turning Account. See the [Register your TurningPoint Device Through Blackboard](#) section for info on account creation)

- Student logs into their Turning Account (account.turningtechnologies.com)
- Select Student Store tab on left or within drop down menu
- Select item to purchase and proceed to checkout

As an alternative to a Clicker, students may use a mobile device such as a smartphone, tablet or laptop by purchasing a Turning Account. ResponseWare allows students and participants to respond using a Wi-Fi or data connection. Some instructors do not allow students to use cell phones, laptops, or other hand-held devices as clickers. Please review the syllabus for each of your courses to determine which product best suits your needs.

Clickers

There are three compatible clickers

- QT clicker (full QWERTY keyboard, white, pictured on the left) – This clicker is located at the ASU Sun Devil Campus Stores.
- ResponseCard NXT (pictured on the middle) – These clickers are no longer sold at the Sun Devil Campus Stores.
- XR clicker (orange and blue, pictured on the right) – These clickers are no longer sold at the Sun Devil Campus Stores.



Turning Technologies is offering rebates on the purchase of 1 year licenses for ASU students. You must have a Turning Account registered through Blackboard to receive your grades in Blackboard.

Please reference the student section of our website in your syllabus to provide important information and instructions.

It may be helpful to your students if you include some or all of the following information in your syllabus and/or Blackboard course announcements. Feel free to copy/paste any information or alter it to fit your needs before inserting into Blackboard or the syllabus. Have your students visit, <http://ucc.asu.edu/clickers/students/> for more details and instruction.

Required Course Materials: You will want to inform students that a Turning Account is a required material for the course, just like a textbook. If you decide to allow ResponseWare, we recommend that you inform your students that ResponseWare will be an available option in your course, but not necessarily in other instructor's courses.

Where to Purchase a Clicker or a Turning Account: You will want to inform students that they can purchase their clicker (and/or Turning Account) at the Sun Devil Campus Stores. Remind them of the importance of keeping their receipt in the event the clicker is defective.

Cost: Please refer to the ASU Bookstore for the most recent price.

Registering a Clicker in Blackboard: Clickers must be registered in Blackboard before using the first time, for instructions refer to <http://ucc.asu.edu/clickers/portfolio/blackboardregistration/>.

Note: XR, NXT, and QT Clickers will have a 6-digit Device ID containing letters A-F and numbers 0-9. ResponseWare users need to remember their Turning Account username and password for Blackboard registration and logging on to ResponseWare in class.

Clicker Expectations in the Classroom: You will want to inform students when to bring clickers to class, if they will be used every session, and any other requirements you might have. Make these expectations clear at the beginning of the semester by communicating with the students about why you are using the technology, what you expect from it and how you plan to use it in class.

Clicker Policies in the Classroom: You will want to inform students about the policies you have associated with clickers in the classroom. This should include areas such as attendance, academic dishonesty, grading, clicker malfunctions, etc. Make sure to include this information in your correspondence, syllabus and Blackboard course materials.

Clicker Support: You will want to inform students if they are having clicker or ResponseWare problems, to complete and submit the Clicker Student Support Request Form at, [Student Support Form](#). The ASU Clicker Support team can assist with hardware and registration problems with clicker or ResponseWare only. Clicker Support has no control over grades or points in class. All grade specific questions need to be directed to a TA or instructor.

Technical Issues in the Classroom: Just like humans and any other piece of technology, clicker systems are not perfect and there may be unexpected technical issues from time to time. Please be patient, should technical issues arise.

Recommendations from TurningTechnologies –

Expectations

- Define how often clickers will be used in class. Most instructors indicate daily use and ask that clickers are brought to every class.
- Describe responsibility for registration, battery life, getting assistance for problems, and bringing the device to class. If you will be making exceptions, make note of them here.
- Describe how the clicker will be used to support student learning. For example, explain that clickers may be used to gauge understanding of reading material, support class discussions, provide understanding of new concepts and to review concepts of previously taught material.
- Clarify whether or not the clicker will be used for formal assessment.
- Consider if responses should be anonymous depending on the nature of the course.

Attendance, Participation, & Grading

- Identify the role of clickers related to attendance and participation.
- Describe how you will calculate attendance and participation points. (i.e. A clicker question will be asked at the start of class based on the readings and this question will also be used to take attendance.) In this case, you may want to consider assigning partial credit for a wrong answer.
- Specify points or percent of grade that will be clicker related. In some instances, instructors use clicker points for extra credit.
- Indicate the dates of specific quizzes or tests that will be administered with clickers.
- List when grades will be posted. (i.e. Grades will be posted in the LMS within 24 hours of class.)

Policy

- Clearly indicate the types of academic misconduct such as using another student's clicker.
- State your school and personal policies and consequences for cheating with clickers.

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