

# Life Sciences: DigiChamps



Higher Education  
Academy

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## Why do this project?

An opportunity to integrate more technology into learning at Life Sciences.

Explore different applications and software for this in small or large groups.

Enhance teaching and learning at Life Sciences.



## Who was involved?

Students: Rohini Ajaykumar, Rebecca Diez, Lucy Forbes

Life Science staff: Rebecca Freeman, Lorenzo Frigerio, Nic Bullen

Helpful technology staff: Emma King, Sara Hattersley & Rob O'Toole



## What did we do?

1) Defined the project with Life Sciences staff coordinators.

2) Spoke to Nic Bullen and LDC staff with expertise on some of the current applications, software and technology there for learning.

3) Evaluated, tested and compiled reports on the following applications:

-ResponseWare -NearPod -Socrative - TopHat -Quizlet -Padlet  
-Poll Everywhere -Linoit -Kahoot - Glisser

4) Identified the best ones for large groups and for small groups.

5) Creatively thought of ways to apply this technology in the context of a 1st Year Life Sciences Tutorial.

6) Produced a comprehensive, instructional and inspirational video on findings.



## What impact has this had/will have?

-Reports are available on the evaluated software.

-Video produced is in circulation.

-Responseware training has taken place in a staff meeting.

-Nic Bullen is supporting one-to-one training sessions for staff.



## What was learnt?

-ResponseWare is the best software for large groups.

-The range of software means there's a variety to pick for the type of learning that is intended to take place.

-Much of the software also has key specialities and features that can mean staff can be creative and do a lot of things with it.

-Using these software can engage students more.

-It can make things more interactive and prompt easier, better learning and teaching.



## Why should others follow in our footsteps?

-Advances in technology means advances can be made in teaching and learning.

-As students we as the audience know what makes learning interesting and the practicalities and concerns staff may have with using it.

-This can help to engage the whole class, so even less outspoken quieter students get their voice heard.

-It can help tutorials run smoothly and quickly.

-Using technology in lectures can help break up the lecture and increase class engagement.

-It's **FUN!**