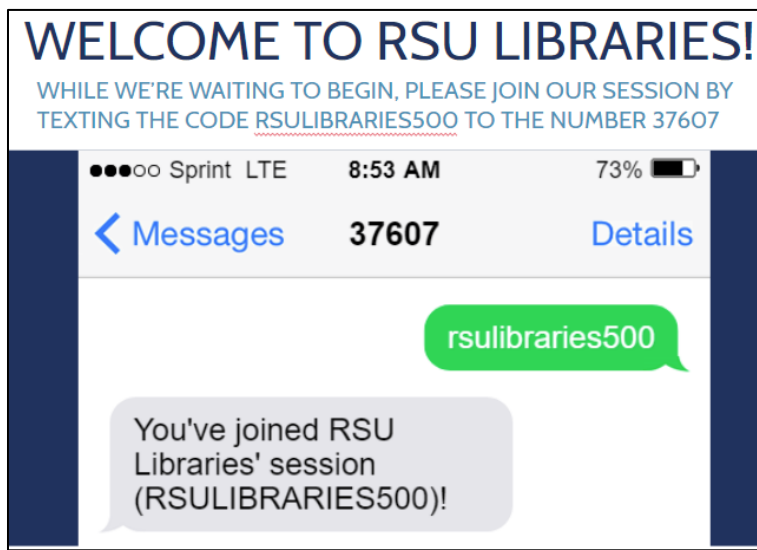


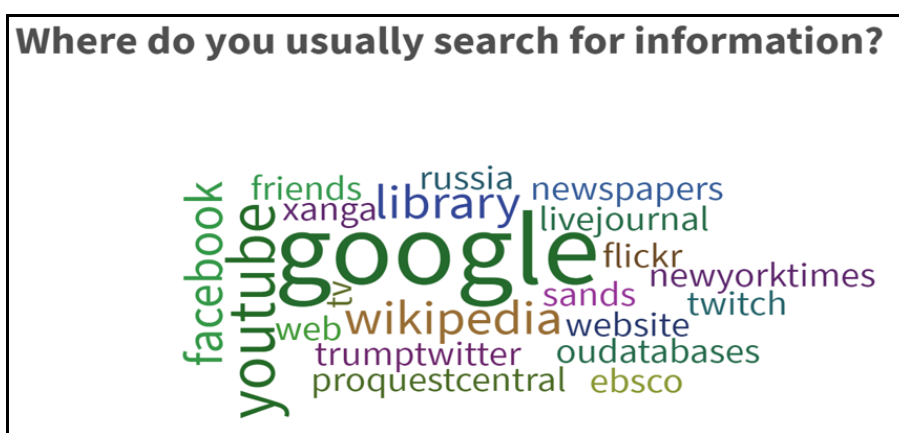
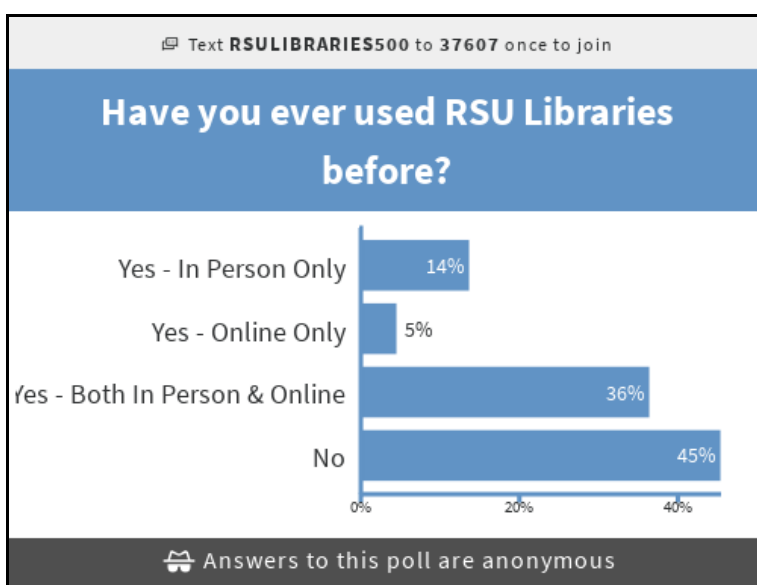
## Bundling Engagement & Assessment with Interactive Polling

Keeping students engaged in a one-shot instruction session can be difficult, especially when they cannot follow along on a computer. When time is of the essence, activities and assessment can be hard to incorporate into an already packed class period.

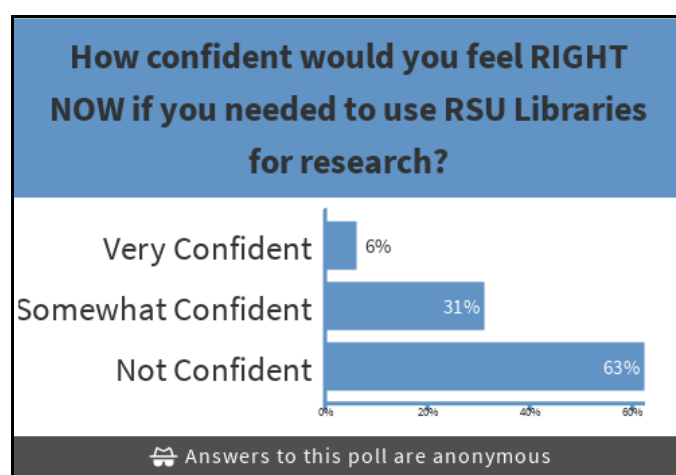
One way to bundle engagement and assessment is with interactive polling. RSU Libraries uses Poll Everywhere to keep students active and as an assessment tool. With Poll Everywhere and other similar polling tools, students can use their cell phones to join the session and anonymously answer a variety of question types.



As students submit their answers, the poll will update in real-time! Bar graphs will grow and shrink according to the answers being submitted, and word clouds will rearrange as more words are added. Librarians can learn about the students and easily adjust their lesson based on their answers. For example, the first question we ask students is if they've used the library before, whether in-person or online. If the majority of students have never used the library, then we know we need to introduce them to the library.



Interactive polling also presents the perfect opportunity for built-in assessment. We created a pre/post-test question to see how confident students felt about using the library's resources after the one-shot. We also have a question regarding the students' use of eBooks for collection assessment purposes. Using interactive polling for assessment cuts down on the time used to distribute and record paper evaluations.



At the end of each semester, we can download reports from Poll Everywhere to evaluate our instruction before the next semester. Interactive polling has allowed RSU Libraries to keep students engaged when the instruction room has no computers for students to follow along, and it has helped standardize our instruction assessment.