Student engagement can be challenging due to large and crowded lectures that are most common in university. The integration of clickers into university lectures have the potential to transform these settings into interactive student environments by providing a tool that facilitates instant feedback about specific course content from the students to the lecturer. Instant feedback allows lecturers to evaluate their students’ limitations and strengths regarding course material. However, few studies have examined how the different uses of clickers can be utilized to impact students’ self-regulated learning in university lectures. The primary objective of this proposed study is to examine how different uses of clickers impact students’ self-regulated learning in university lecture settings using the measures of student engagement and motivation. To do this, we propose a between groups design that evaluates the use of clickers in first year psychology and economic classes using modified versions of established surveys that are common in self-regulated learning research. For easy class, approximately a hundred university students are needed and each must possess their own clicker. The results of existing literature suggests that the use of clickers in post-secondary classrooms correlated with higher student engagement and motivation.

Themes:

Check (highlight) the most applicable theme according to the abstract.

| Innovation and Technology | Health and Wellness | Culture and Society | Sustainability and Conservation |

Comments:

This is an interesting study and will definitely speak to our audience at MURC. Please define the variables on measuring student engagement and motivation as this is what you’re primarily investigating in your research.