



Co-funded by the  
Erasmus+ Programme  
of the European Union

PRINTel'S 1<sup>ST</sup> ANNUAL TEACHING & LEARNING FORUM

# Interactive teaching in an online environment

Joan-Tomàs Pujolà



UNIVERSITAT DE  
BARCELONA

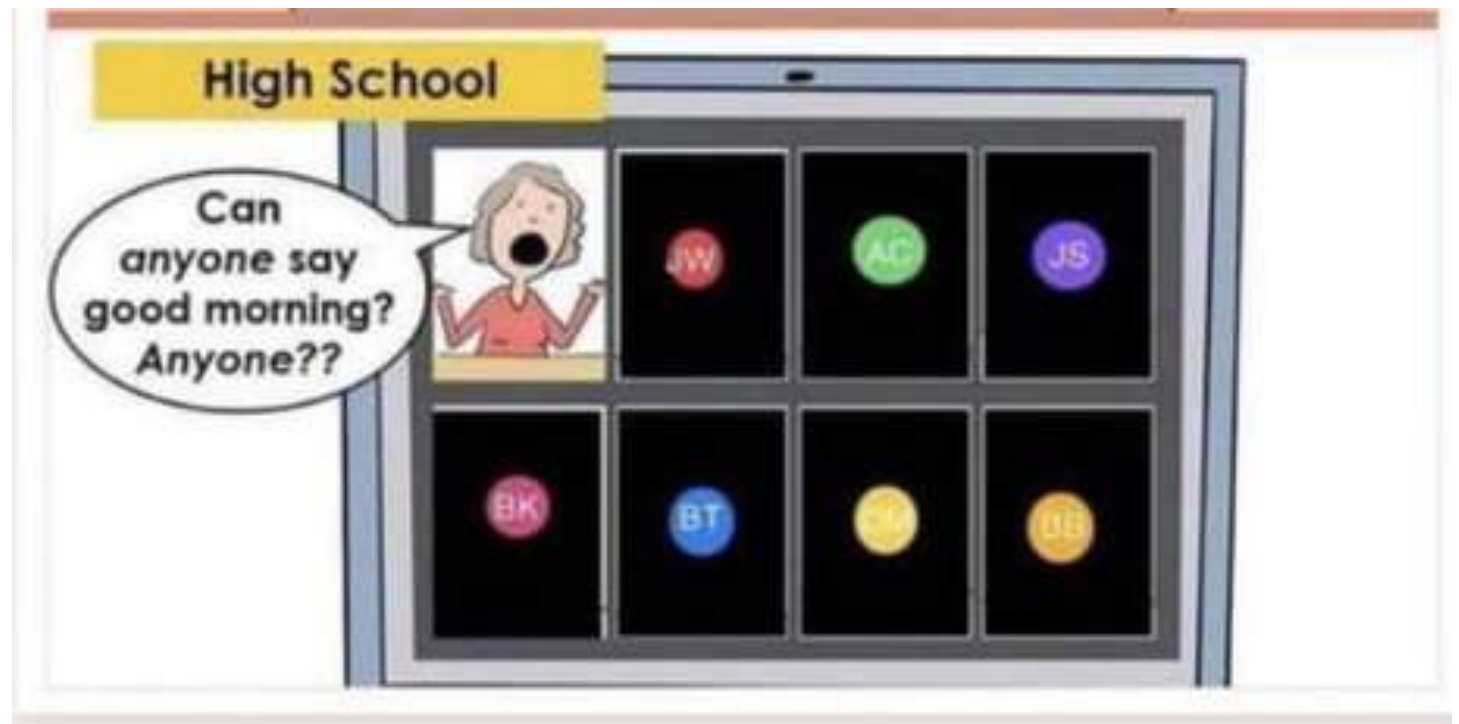


Institut de Desenvolupament  
Professional  
UNIVERSITAT DE BARCELONA



Photo by [Sigmund](#) on [Unsplash](#)

avoid this



# digital propinquity



**Digital propinquity**, also referred to as electronic propinquity (Korzenny, 1978) or virtual propinquity (Perry & Ricca, 2006), is the sense of **proximity, nearness** and **presence** over any digital communication environment.

social  
presence

## The Community of Inquiry Model



Adapted from Garrison, D.R., Anderson, T., Archer, W. (1999) Critical inquiry in a text-based environment: Computer conferencing in higher education, *The Internet and Higher Education* 2(2), 87-105

<https://youtu.be/273WuFa6Z04>

# engagement in an online environment

- interaction
- interactivity

# INTERACTION

TEACHER ↔ STUDENT

STUDENT ↔ STUDENT



Photo by [Antenna](#) on [Unsplash](#)



# INTERACTIVITY

STUDENT ↔ DIGITAL  
MATERIAL

Photo by [John Schnobrich](#) on [Unsplash](#)

# technology



Photo by [Sigmund](#) on [Unsplash](#)





# Managing online teaching

Digital tools to interact with students

# Interaction

1. **APPs** to interact in class
2. **SPACES** for oral interaction
3. Collaborative **BOARDS**

# Interactivity

4. Interactive **presentations**
5. Presentations with **interactive activities**
6. Interactive **videos**

**1.**

**APPS TO INTERACT  
in CLASS**

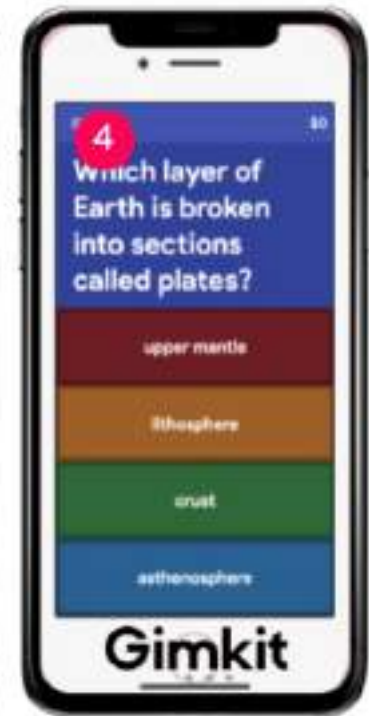


Photo by [Nathana Rebouças](#) on [Unsplash](#)

# apps using mobile phones

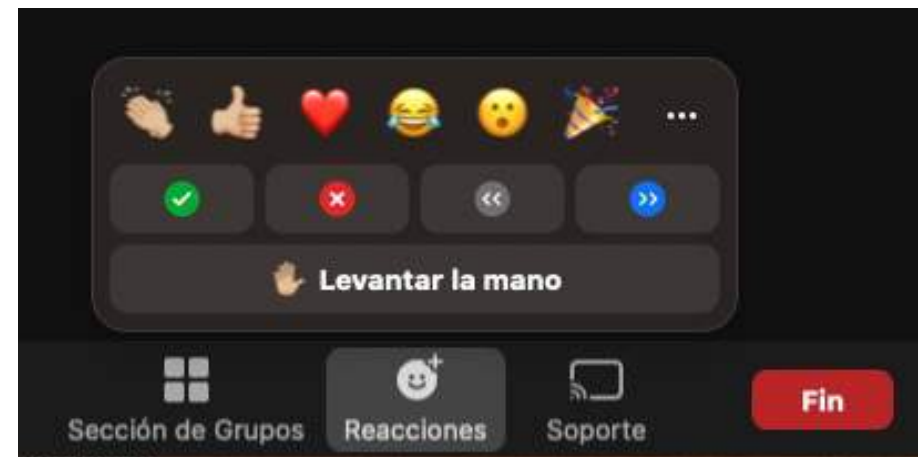


# gamified quizzes



# in Zoom

- Chat
- Polling
- Reactions





## 2. ENHANCE ORAL INTERACTION WITH & AMONG YOUR STUDENTS



Photo by [William Iven](#) on [Unsplash](#)

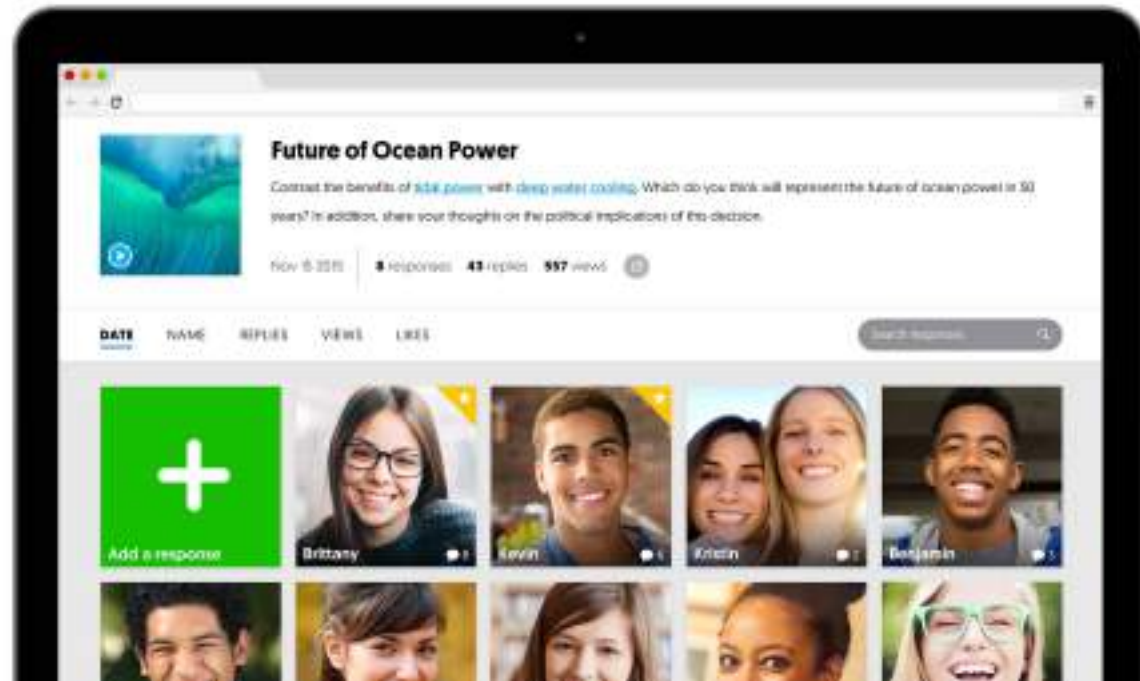
Synchronous  
interaction:  
  
breakout  
rooms  
(Zoom)



- to enhance **dialogue** in small groups
- to encourage synchronous group work

Asynchronous  
interaction:

flipgrid



- to supplement classroom **discussions/debates**
- to build a **learning community**
- to design **telecollaboration** projects with other groups

### 3. COLLABORATIVE WHITEBOARDS and CANVAS



Photo by [Austin Distel](#) on [Unsplash](#)





# whiteboard. chat



## Great reasons to use Whiteboard.chat

Free to use

Connect up to 100 people to a board

Export boards to PDF

Connect multiple people and devices to the same board

Easily observe and coach multiple individual user boards



# padlet

## Digital Canvas

## Multimodality

The screenshot shows a Padlet digital canvas titled "Interactive Online Teaching" by Juan Tomás Pujals. The canvas is organized into five columns, each with a category header and several posts:

- INTERACTION:** A post titled "INTERACTION" featuring a 3D molecular model and a "RATE" section with an "Add comment" button.
- POLLING APPS:** A post titled "moodlemeter" with a photo of a classroom and a description: "Interactive presentation software. Interact with your audience using real-time polls." It includes a "RATE" section and several comments.
- GAMIFIED QUIZZES:** A post titled "Kahoot!" with a "MAKE LEARNING AWESOME" graphic and a description: "Kahoot! | Learning games | Make learning fun. Kahoot! is a game-based learning platform." It includes a "RATE" section and several comments.
- SHARING SPACES:** A post titled "Google Drive" with the Google Drive logo and a description: "Cloud Storage for Work and Home - See... Drive integrates with and complements Google." It includes a "RATE" section and several comments.
- RECORDING VIDEOS:** A post titled "Bitable" with a description: "to record teaching and motivating video." It includes a "RATE" section and several comments.



genially

## What you can create with Genially

Search for a template



Presentations



Infographics



Gamification



Interactive image



Video presentation



Guide



Training materials



More

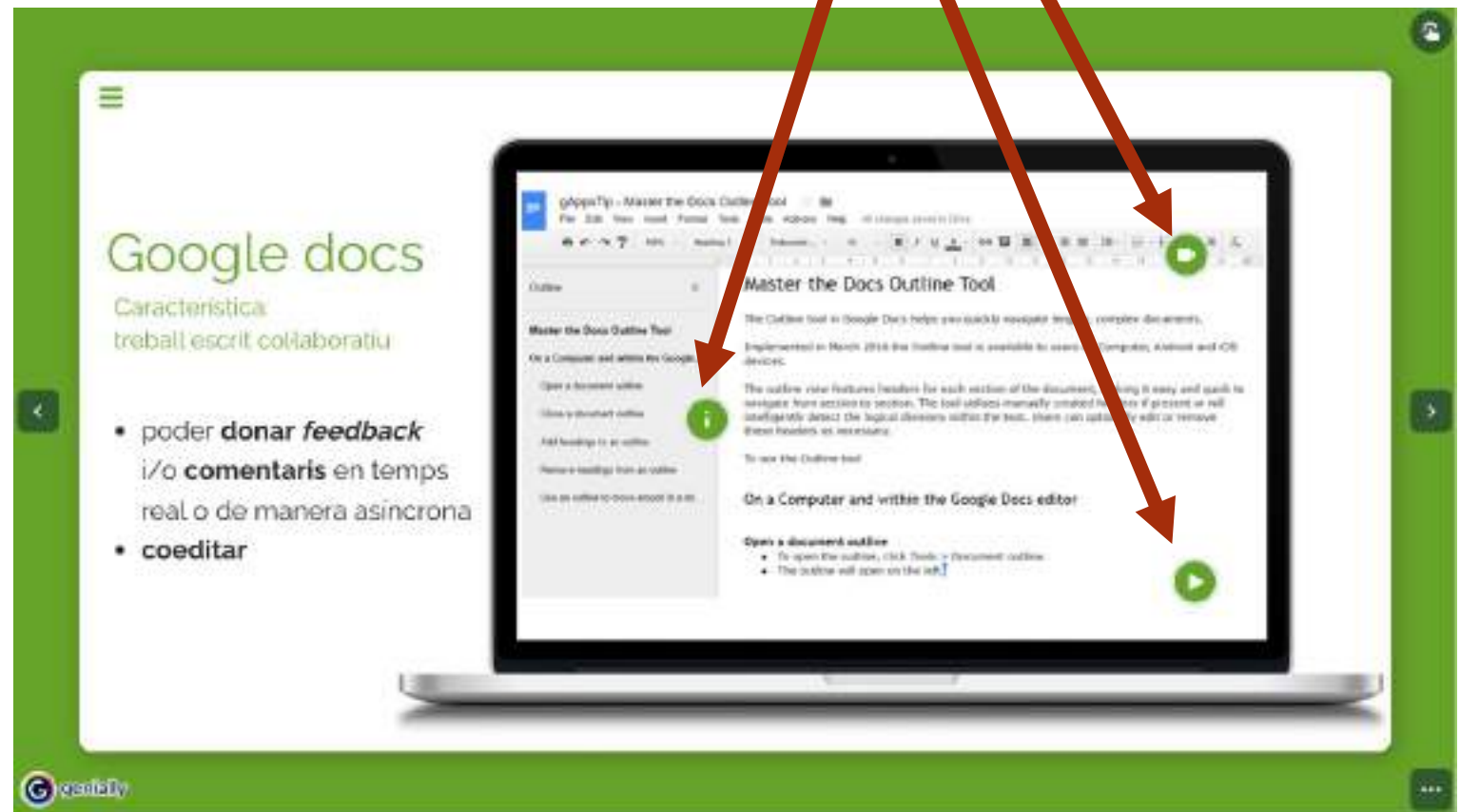


Blank creation

genially:

Interactive  
presentation

hotspots



genially:

Interactive  
imatge /  
infographic





# 5.

## PRESENTATIONS with INTERACTIVE ACTIVITIES



Photo by [William Iven](#) on [Unsplash](#)

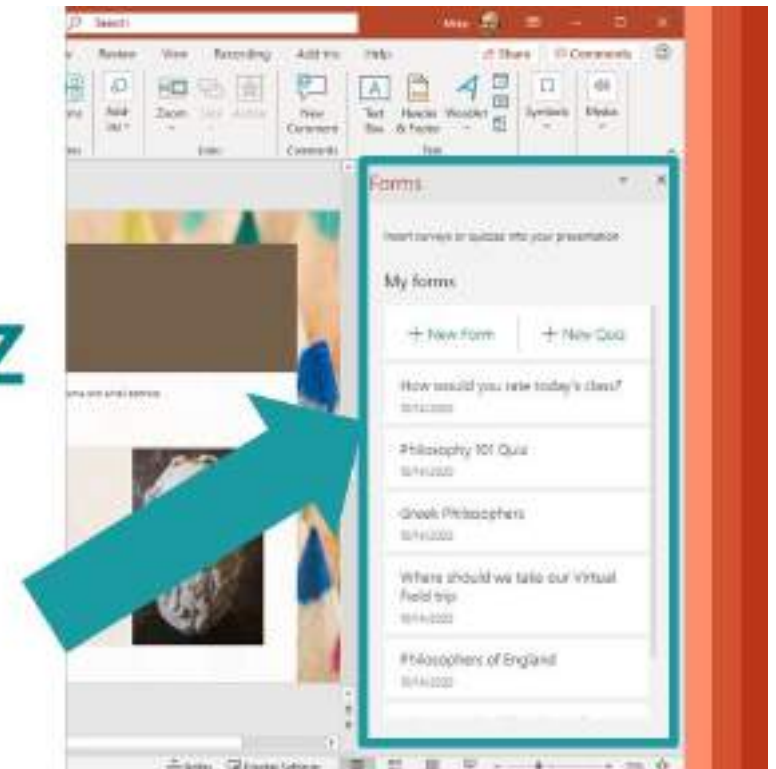


powerpoint  
/ forms

Office 365



Insert Quiz  
or Form



<https://youtu.be/Bzv7Mm2hErg>

# nearpod

## Use Nearpod for:

- Your whole lesson
- A video **NEW!**
- Quick formative assessment
- Gamified activities

## Review student work:

Post-session reports

## Teach three ways:

- Live Participation
- Student-Paced
- Front of Class **NEW!**

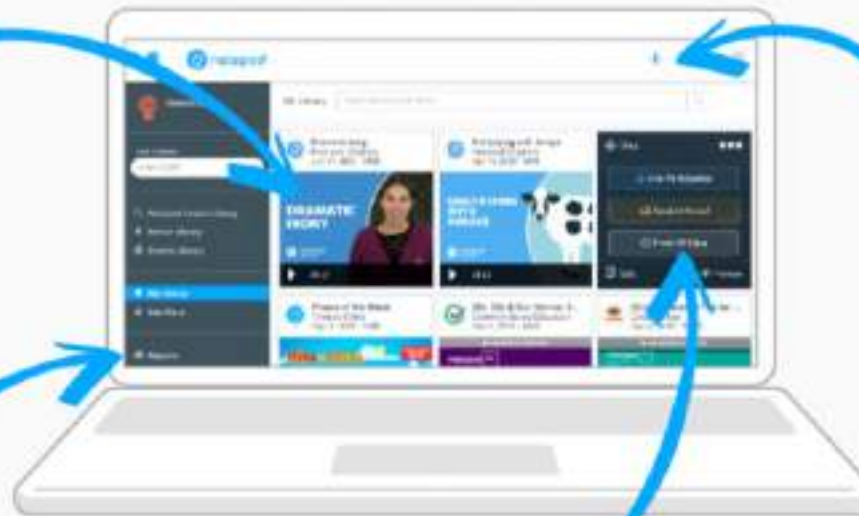
## Convert your:

- PowerPoint
- Google Slides
- PDF
- YouTube video **NEW!**
- Video file **NEW!**

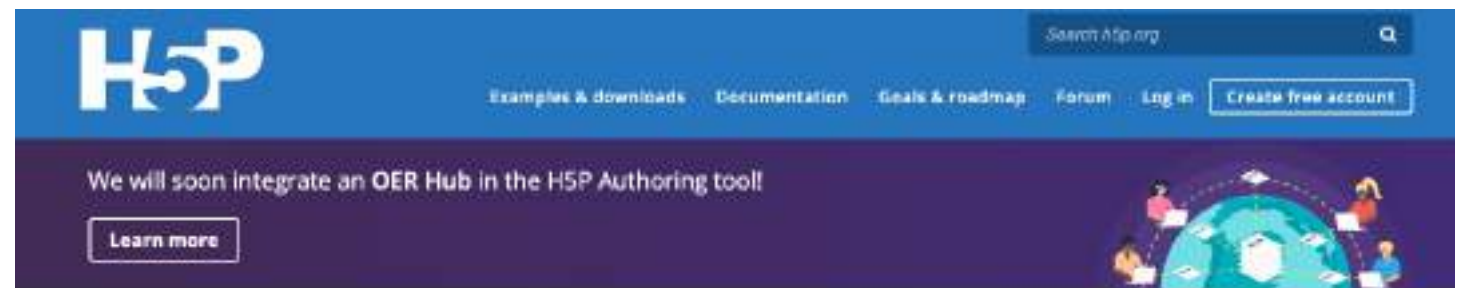
OR

## Save time:

15,000+ premade, interactive lessons & videos **NEW!**



# H5P Plugins



## Examples and Downloads

H5P makes it easy to create interactive content by providing a range of content types for various needs. Preview and explore these content types below.

You can create interactive content by adding the H5P plugin to your [WordPress](#), [Moodle](#) or [Drupal](#) site, or integrate it via LTI with [Canvas](#), [Brightspace](#), [Blackboard](#) and many other VLEs that supports LTI integration.

Check out the [author guide](#) to get started.

### Featured



#### Interactive Video

Create videos enriched with interactions



#### Course Presentation

Create a presentation with interactive slides



#### Branching Scenario (beta)

Create dilemmas and self-paced learning

# 6.

## INTERACTIVE VIDEOS



Photo by [Artem Beliaikin](#) on [Unsplash](#)

edpuzzle

The screenshot displays the edpuzzle website interface. At the top, the edpuzzle logo and a search bar are visible. The main content area is titled "Clase Invertida - Victoria21" and features a diagram comparing two educational models. The "Modelo 'tradicional'" (Traditional Model) is shown on the left, with three steps: "Instrucción por parte del profesor" (Instruction by the teacher), "Asimilación de la información por parte del estudiante" (Information assimilation by the student), and "El estudiante realiza una 'actividad' para mejorar la asimilación" (The student performs an 'activity' to improve assimilation). The "The flipped" model is shown on the right, with one step: "Deberes o tareas para consolidar lo aprendido" (Homework or tasks to consolidate what was learned). Arrows indicate that the traditional model occurs "Tiene lugar durante la clase" (Occurs during class) and the flipped model occurs "Tiene lugar fuera de la clase" (Occurs outside class). Below the diagram is a video player with a red play button. At the bottom of the video player, there are several small circular icons representing interactive points. Three red arrows point to these icons, with the text "interactivity points" written below them. The right sidebar contains a "Video events" section with a list of events and a "Assign" button.

interactivity points

# edpuzzle

edpuzzle

Content Gradebook My Classes

8 lessons learned from teaching online

Juan-Tomas Pujeda

THE POWER OF EXTERNAL RESOURCES

OPEN ENDED QUESTION

How do you **encourage** your students to **search for resources** on the Internet? **When** in the course? **For what purpose**? Comment on these.

Rewatch Skip Submit



# CONCLUSION

Digital tools have to facilitate **engagement**



**interaction**

**participation**

**collaboration**

## CONCLUSION

...and achieve the necessary **digital propinquity** among teachers and students that enables the **continuous flow** of teaching and learning processes for **deep learning** to occur in an online environment.



# Thank you

Joan-Tomàs Pujolà – [jtpujola@ub.edu](mailto:jtpujola@ub.edu)



UNIVERSITAT DE  
BARCELONA