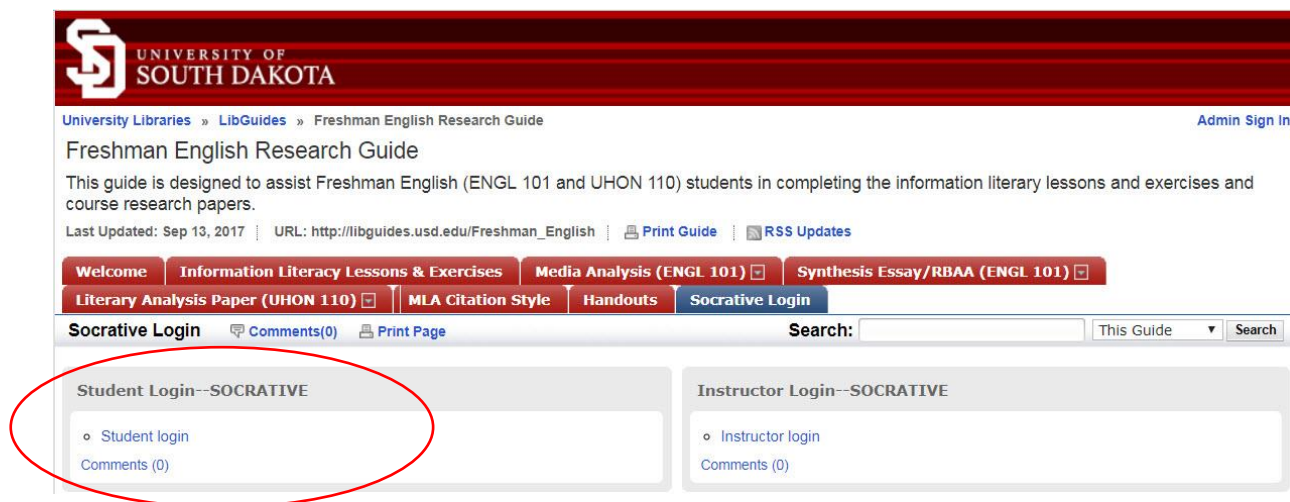
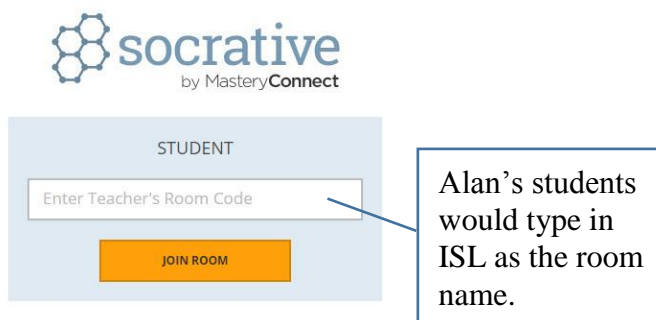


## What the student sees when taking a quiz using Socrative

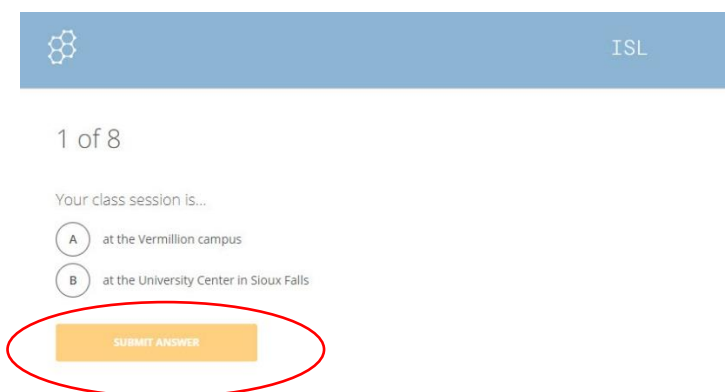
The students need to click on the *Student Login* link in the LibGuide *Socrative Login* page.




The students log on by typing in your room name. Socrative is not case sensitive.



This is what the first page of the Student Satisfaction Survey instrument looks like. Clicking on any of the choices will highlight the choice. Clicking on the *Submit Answer* button at the bottom of the screen will take the student to the next question screen.



Questions 1 and 2 are designed to identify the class type (i.e., ENGL 101) and location.

 ISL


2 of 8

Your class is

- ☐ A ENGL 101
- ☐ B SPCM 101
- ☐ C ENGL 201
- ☐ D ENGL 205
- ☐ E ENGL 210
- ☐ F ENGL 283

SUBMIT ANSWER

Each of the four multiple choice questions share the same response choices.

 ISL

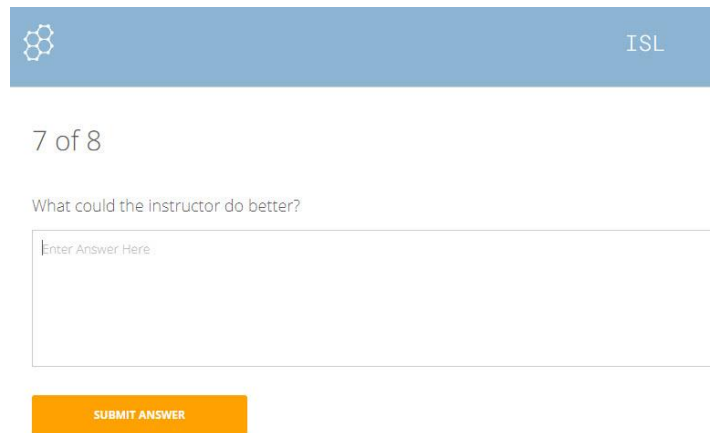
3 of 8

The librarian presented material effectively.

- ☐ A Strongly agree
- ☐ B Agree
- ☐ C Neither agree nor disagree
- ☐ D Disagree
- ☐ E Strongly disagree

SUBMIT ANSWER

This is what the free response questions look like. The student just needs to start typing in the text box to see their response. Once they are satisfied with their response then they need to click on the submit answer button to move to the next question.



The screenshot shows a user interface for a free response question. At the top, there is a blue header bar with a hexagonal icon on the left and the text "ISL" on the right. Below the header, the text "7 of 8" is displayed. The question text "What could the instructor do better?" is shown. Below the question is a large text input area with a placeholder text "Enter Answer Here". At the bottom of the input area is an orange button with the text "SUBMIT ANSWER".

Once the student has finished answering all 8 questions they will end up at a finish screen. They will need to click on Menu which is located at the upper right hand corner of their screen. Selecting Log Out will allow the student to exit the room and activity.

