TurningPoint is an audience response system that enables two-way communication between a speaker and a large group. TurningPoint offers the ability to collect, evaluate, and record responses from everyone in the audience, transforming a lecture, workshop, or meeting into a more effective learning environment for everyone in the room.

Whether you want to gauge an audience's opinion or quickly assess your students' understanding on important points in a lecture, TurningPoint enables you to ask and receive a response at the very moment you want to ask most. The audience uses response devices to submit answers to questions you have created. Then, TurningPoint gathers responses from each participant and quickly translates them into measurable results in the form of test scores, charts, and graphs.

After a presentation, TurningPoint helps you store the data for later access or for use in reporting or grading.

Recommendations

- **Plan it early**
  Early planning will allow the bookstore to stock plenty of clickers for your students; it will allow you to experiment with the system longer, and get familiar with the software and hardware before you use it in the classroom; it will allow you to have more time to think and design your clicker questions.
- **Be patient with the technology**
  Allow yourself and students to spend time to experiment with the system.
    o Remember to create and run presentations through TurningPoint software
    o Save the session data by using the 'Save Session' icon on the TurningPoint ribbon
- **Spend time educating students**
  Teach students how to register their clickers; explain the meaning of the lights on clickers; teach them how to join the channel in the classroom.
- **Spend time discussing students' responses**
  After showing the distribution of students' responses, consider discussing results with the class, or allow students to discuss among themselves. Sometimes you may find it useful to review some previous content.
- **Use "clickers" as a learning tool**
  Do not simply use "clickers" as a tool for graded quizzes. Engage students with clicker questions to stimulate more thoughtful discussion and higher level thinking.