Registering and Using Clickers at UTK - Students

To receive points in your class when using a clicker, you must complete all of the following steps:

1. Have one of the clicker devices pictured below (left to right: NXT, NXT2, QT or QT2). You may purchase a QT2 device (far right) from the VolShop Bookstore.

![Clicker devices](image)

2. Create a Turning Account and register your clicker.
3. Verify your registration.
4. Set your clicker to the correct channel for each class.
5. While polling is open, press the button corresponding to your answer choice.

Purchase your clicker

When you purchase a QT2 clicker from the VolShop Bookstore, there will be a small card inside the box, which has your license code in red text.

**DO NOT THROW AWAY YOUR CARD!**

![License cards](image)

**Note:** If you already own one of clickers listed below, then you will need to buy a Turning Account scratch-off license card from the VolShop Bookstore **before** you can create your account. If you purchased a 1- or 4-year license in the past, your account is effective 1 or 4 years from the date of purchase.

![Clicker devices](image)
Create a Turning Account

You must register your device once within each Learning Management System (Blackboard or Canvas) in which your course is offered. When you register your device in a single Blackboard course, the registration will be populated to all of your Blackboard courses. When you register your device in a single Canvas course, the registration will be populated to all of your Canvas courses.. NOTE: All students must re-register within Blackboard or Canvas this semester and their registration will be populated in all classes.

1. Login to Blackboard and/or Canvas and Select a course in which you will be using clickers.
2. Blackboard Course:
   a. Select Tools from the course navigation pane,
   b. Select Turning Account Registration Tool.

   Canvas Course:
   a. Select Modules from the Canvas course navigation pane
   b. Select Turning Account Registration Tool.

3. Enter your UTK email address
   a. Blackboard: netid@vols.utk.edu
   b. Canvas: netid@vols.utk.edu
4. Select Create an account.
5. Check your UTK email for a new message from Turning Technologies.
6. Select the link to confirm your email address.
7. Complete the Required Information within the Account Information form to create your Turning Account.
   • User ID and Password
   • First name, Last name
   • Role is Student
   • Market is Higher Education
8. Insert UTK Password.
9. Check the box to accept the End-User License Agreement and Terms of Use.
10. Select Finish.
11. In the License Code field, Enter the code printed on the Turning Account card included in your clicker box (or the scratch-off license card).
12. Select Redeem.
13. In the Response Device ID field, enter the 6-character code printed on the back of your clicker device (underneath barcode or beside QR Code on newer devices).
14. Select Register.
15. Select Finish.
16. Log in if you have already created an account, and move to the ‘Verify Your Turning Account Registration’ section.
Verify your Turning Account Registration
You must see 3 green checkmarks before signing out. If not, follow the steps below to verify the status or your registration or update your Turning Account.

NOTE: There can be a grey X under Device if your instructor allows the use of ResponseWare with a mobile device (smartphone, tablet, or laptop) and you do not own a clicker.

A. **License** – (If check mark is missing, add the license code that came in the box with your new clicker or a scratch-off code that you purchased separately to be used with your previously-owned clicker).
   - Select Profile
   - Select Manage Licenses
   - Select Add License
   - Enter and Redeem License Code

B. **Device ID** – (If check mark is missing, add the device ID from the back of your clicker). This is not required if your instructor allows the use of ResponseWare with a mobile device (smartphone, tablet, or laptop)
   - Select Profile
   - Select Manage Response Devices
   - Select Add Device
   - Enter 6-digit code from the back of your clicker (under barcode or beside QR Code)
   - Select Redeem.

C. **Learning Management System** – (If check mark is missing, you’ll need to connect your device to your Learning Management System).
   - Log out of your Turning Account.
   - Log in to your Turning Account through your course (Blackboard and Canvas LMS if you have a course using clickers on each system).
   - Follow steps listed under Creating a Turning Account.
Set your channel
To submit responses, your clicker must be set to the same radio frequency (Channel) as your instructor’s receiver when you are in class:

- Remove the clear tab from the battery compartment in back of the device (if you haven’t done so already).
- Press the Channel button.
- Enter the two-digit channel number provided by your instructor.
- Press the Up-Arrow button under ‘OK’ which appears on the lower right corner of the LCD screen.
- Press Channel again.

You have successfully set/changed the channel for your class. Your device is now in Presentation mode and ready for polling. For further instructions on your specific device, view the User Guide listed below in the Documentation for Clicker Devices at UTK.

Responding to a Question
When the instructor asks a clicker question, press the button on the clicker corresponding to the answer of your choice. You can change your answer as long as polling is still open (indicated by the Green ‘Polling Open Button’ visible within the instructor’s presentation. Remember that to receive credit for your responses, you must create a Turning Account and register your clicker. For further instructions on your specific device, view the User Guide listed below.

**Note:** You do not have to turn the clicker on before responding to a question. Similar to a television remote, it is always on. The LCD screen goes blank to preserve battery life. When polling is open (Green), simply press the button corresponding to your answer choice.

Documentation for Clicker Devices at UTK

NXT device User Guide
NXT2 device User Guide
QT device User Guide
QT2 device User Guide