

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.



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!



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.



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**.

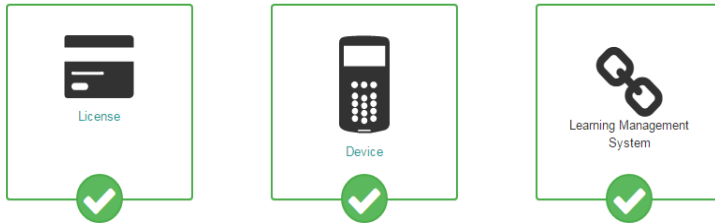
Canvas Course:

 - 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 TurningTechnologies.
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 of 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.*



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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](#)

