

ACR - Poll Everywhere Activities Guide

What is Poll Everywhere?

Poll Everywhere is an interactive audience response tool that allows you to engage participants in real time through polls, word clouds, quizzes, and Q&A. During your session, attendees can respond using their phones, tablets, or laptops, with results displayed live on-screen.

This guide is designed to help you create effective and engaging questions for your session at the **American College of Rheumatology** event. Each section provides a brief overview of the available Poll Everywhere question types, along with rheumatology-specific examples to inspire your own.

Please use this guide as a reference while drafting your questions. Once finalized, send your questions to the designated point of contact, who will create and program them in Poll Everywhere on your behalf.

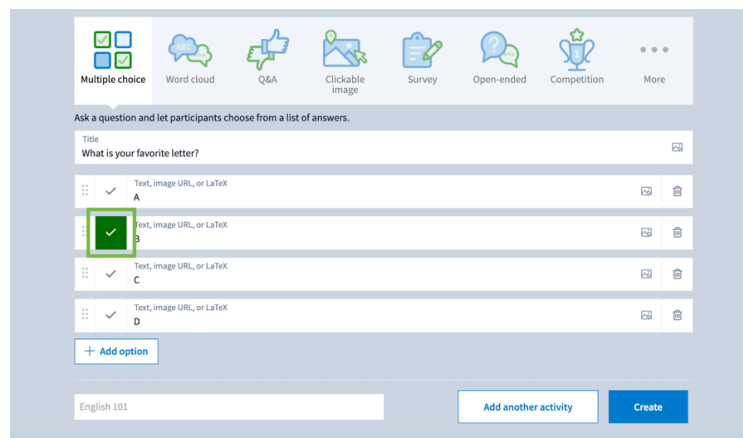
Activity Types:

1. Multiple Choice:

- **What it is?** Participants select one (or multiple) correct answers from a list.
- **Best For:**
 - Quick Knowledge checks
 - Pre/post testing
- **Example:**

Which of the following is a common extra-articular manifestation of ankylosing spondylitis?

- A. Uveitis
- B. Psoriasis
- C. Pleural effusion
- D. Xerostomia

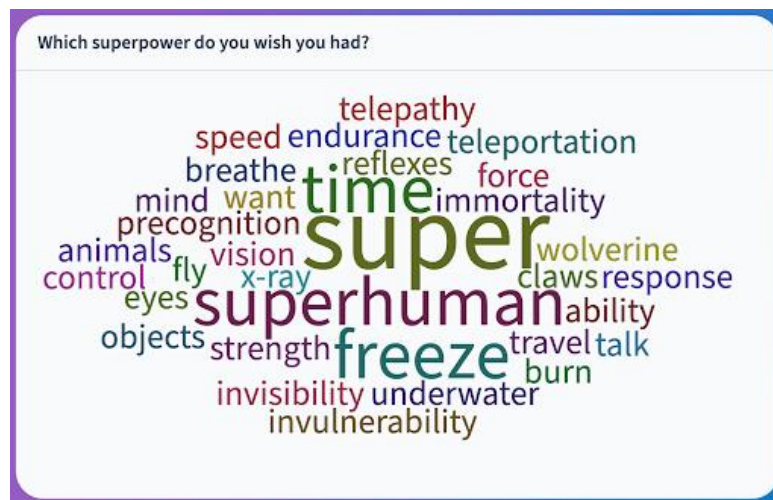


The screenshot displays the Poll Everywhere web interface. At the top, there is a horizontal menu with icons for different activity types: Multiple choice (selected), Word cloud, Q&A, Clickable image, Survey, Open-ended, Competition, and More. Below the menu, a text input field contains the question: "What is your favorite letter?". Underneath the question, there are four answer options, each preceded by a radio button and a checkmark icon. The first option is "A", the second is "B", the third is "C", and the fourth is "D". The "B" option is highlighted with a green square, indicating it is the selected answer. At the bottom of the interface, there is a text input field with the text "English 101", a button labeled "Add another activity", and a blue button labeled "Create".

2. Word Cloud:

- **What it is?** Participants submit one-word responses. Words will grow in size based on frequency.
- **Best For:**
 - Icebreakers or reflective prompts
 - Visual emphasis on common themes
 - Identifying trends or perceptions
- **Example:**

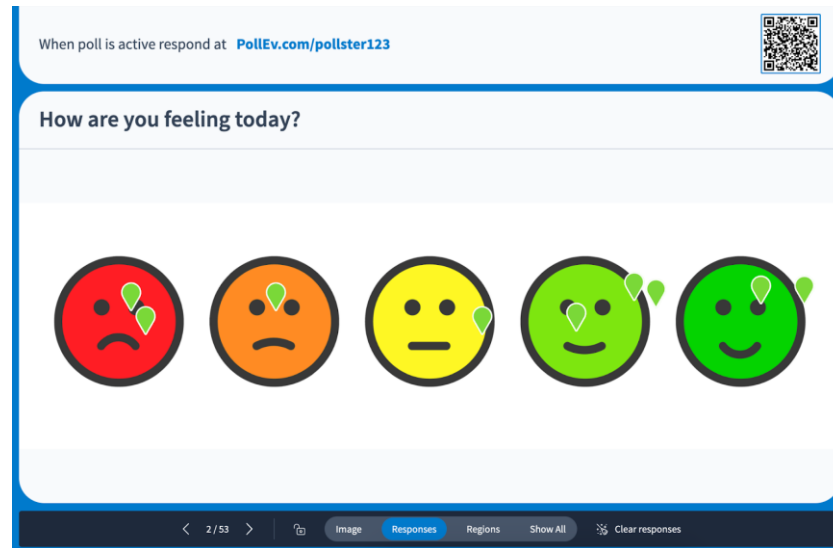
“In one word, what symptom most commonly brings your patients with lupus to clinic?” OR “In one word, how are you feeling today?”



3. Clickable Image:

- **What it is?** Participants click on areas of an image to respond.
- **Best For:**
 - Engaging visual learners
 - Interpreting imaging
 - Icebreaker
 - Interactive case-based learning
- **Examples:**

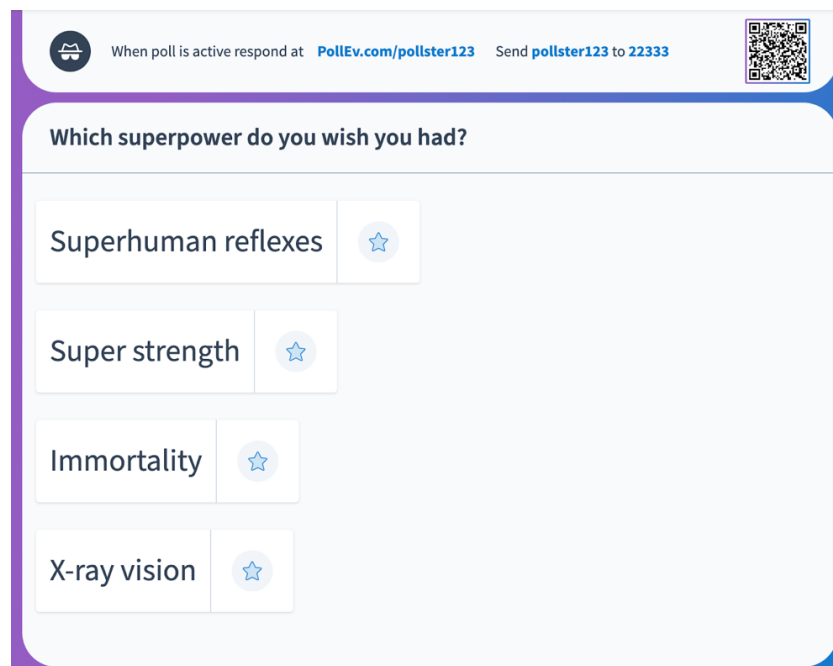
“Click on the joint most commonly affected in early rheumatoid arthritis.” OR “Where are you joining us from today?”



4. Open-Ended:

- **What it is?** Participants type short or long-form responses.
- **Best For:**
 - Gathering diverse perspectives
 - Reflection or discussion launching
 - Feedback gathering
- **Examples:**

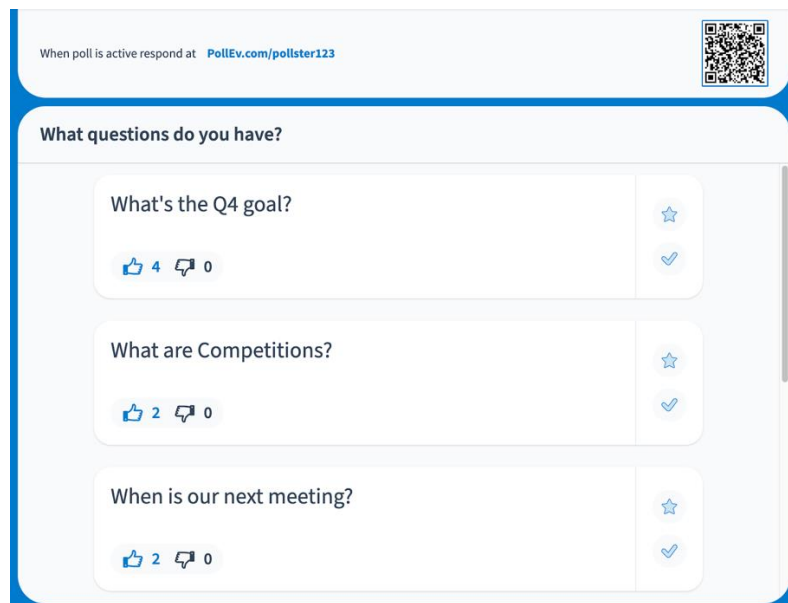
“What is something you’ve learned today?” OR “What is the most challenging part of managing fibromyalgia in your practice?”



5. Q&A:

- **What it is? Participants** Participants submit and upvote questions; most popular rise to the top.
- **Best For:**
 - **Managing live audience questions**
 - **Prioritizing the most relevant topics**
 - **Allowing quieter voices to contribute**
- **Examples:**

“Submit any questions you have about today’s case discussion. Upvote those you want addressed first.” OR “What’s one unanswered question you still have about today’s topic?”

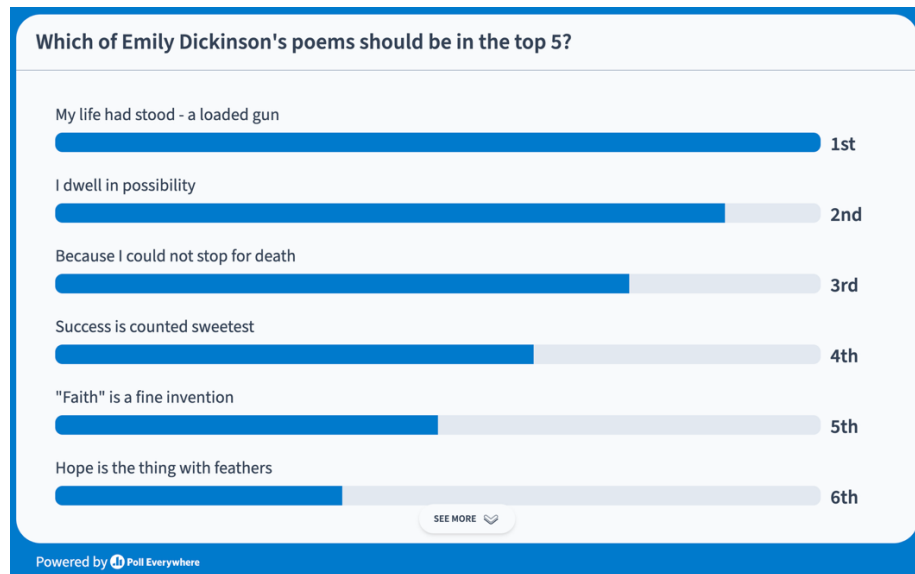


6. Ranking:

- **What it is?** Participants rank a list of items in a specified order.
- **Best For:**
 - Priority setting or opinion gauging
 - Understanding audience priorities
 - Sparking debate or panel discussion
- **Examples:**

“Rank the following causes of inflammatory arthritis from most to least common in your practice: Rheumatoid arthritis - Psoriatic arthritis - Reactive arthritis” OR

“Rank these conference experiences by what you’re most excited about this week: Learning from experts - Networking with peers - Attending workshops”



7. **Competition:** View link for more visual details!

- **What it is?** A gamified quiz where attendees compete to answer timed multiple choice questions correctly.
- **Best For:**
 - Energizing the room
 - Reviewing Knowledge in a fun way
 - Creating a memorable
- **Theme Examples:**

“Rheum Rookie vs. Rheum Master - Include a mix of easy and challenging questions to engage all experience levels.” OR “Attack of the Autoantibodies - Trivia-style game on antibodies, immunology, and disease associations.”

