



IQClick

Interactive Respond System

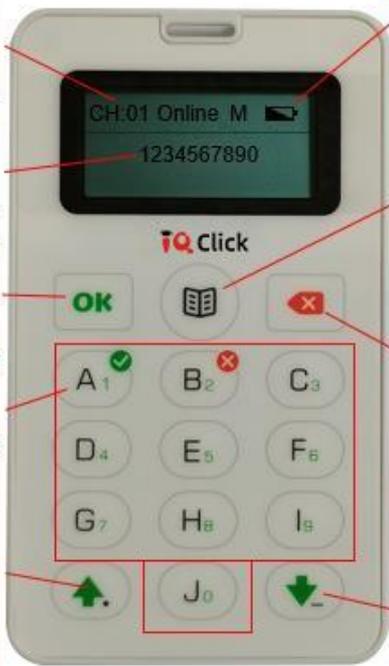
— — User Manual —

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1.IQClick

1.1 Introduction



Chanel and online status
Networking mode: W stands for whitelist mode, M stands for match mode.

Idle: SN display area
Answering: question type display area

OK Button
Sign-in/selection confirmation.
It will go to the next question in test mode when press it once.

Input Buttons
Digits input/Alphabet input/Judgement

Arrow Up
Decimal point in numerical questions.
Previous question in test questions.
Press it to input the decimal point when in numerical test questions and in [Enable Symbol] mode.
Press it to enter quick match mode when powered off.
Press it with the arrow down button for 3s to enter quick match mode when in idle.

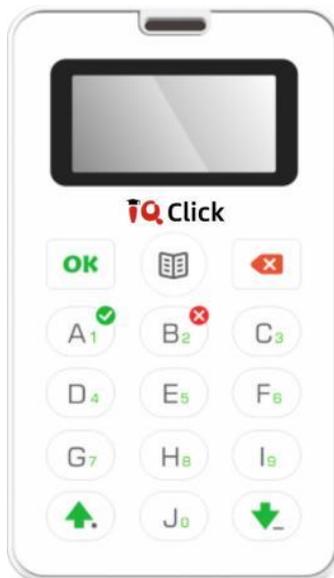
Low battery icon, When this icon appears, please replace with 2 new CR2032 button batteries

Menu Button
Numerical test question - long press to switch between [Disable Symbol] and [Enable Symbol].
Test question - short press to skip to another question.
Short press when in idle to enter the menu page:
1. Keypad info
2. Exam review (not supported currently)

Delete key
Delete/modify
Long press to power off when idle.
In menu, short press to return to the previous page.

Arrow Down
Minus sign in numerical questions.
Next question in test questions.
Press it to input the minus sign when in numerical test questions and in [Enable Symbol] mode.
Press it with the arrow up button for 3s to enter quick match mode when in idle.

1.2 System Component



IQClick



Receiver (base station)

2. Networking Mode

[Networking mode] refers to the way of establishing a transmission connection between the base station and the keypad. After the connection of the base station and the keypad, they can send communication to each other. It ensures that different sets can be used independently without interfering with each other. IQClick supports match mode (Matched_Mode) and whitelist mode (WList_Mode). If there is no special requirement, the base is in match mode by default.

2.1 Match Mode

How to use:

Turn on IQClick, it will automatically connect to the base station when it has been matched before. If not, the keypad and the base station need to be matched first.

Applicable scenarios:

For fixed class. Multiple classes do not interfere with each other, the keypads only communicate with the base station of the fixed class, and cannot communicate freely with other classes.

Steps for match mode:

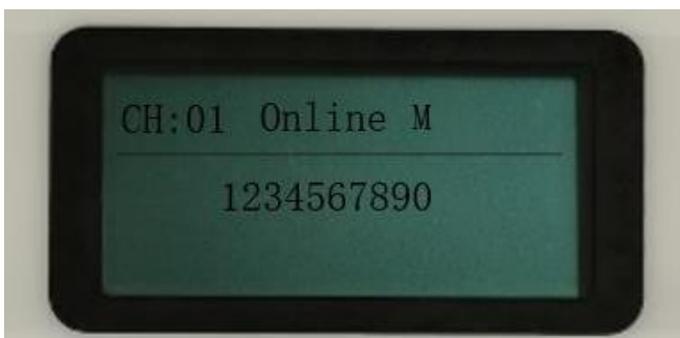
Step 1: Open ARS Tool Kit and connect PC with the base successfully.

Step 2: Go into "Keypad Match" interface, tick "Quick Match" and click "Start".

Step 3:

1. When the keypad is turned off, press and hold the [Arrow Up] key for 3 seconds to start the matching, and the keypad displays a "matched" prompt, indicating the matching is successful.

2. In power-on state, press and hold the [Arrow Up] and [Arrow Down] keys at the same time for 3 seconds to start the matching, the keypad displays "Quick Matching" and then displays the "Matched" prompt, indicating that the matching is successful. Success indicator: It displays online and network mode: M.



2.2 Whitelist Mode

Mode description: The whitelist mode is to let the keypad establish a communication with the base station and isolate the system you are using from other similar systems.

How to use: Open the software supporting whitelist mode, connect the base station, log in to the corresponding class. When the base station is connected with software, the keypad will connect to the base station directly after turned on.

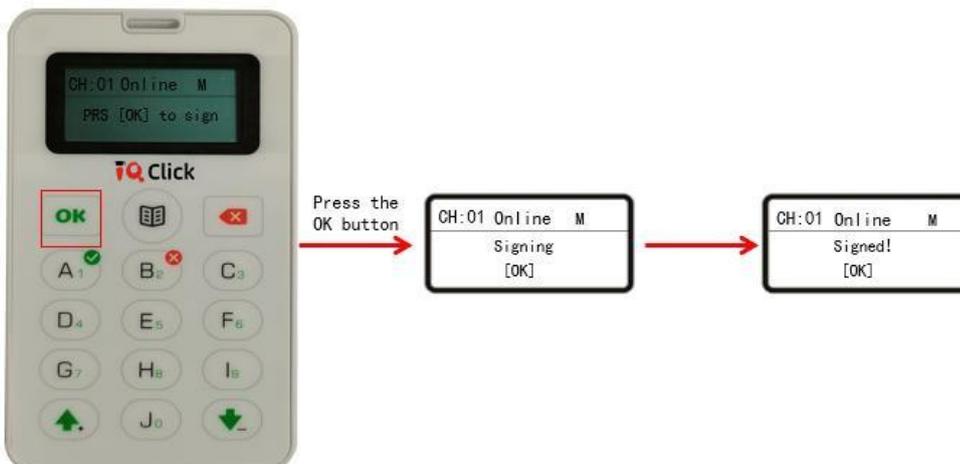
Applicable scenario: The keypads & base station are used in set in class. The keypad connects to its designated base station (keypad SN imported into the software) according to the class. It is applicable to fixed classes and shifting classes. After the keypad is turned on, it will display online, and the networking mode W represents the whitelist mode.



3. Function Applications

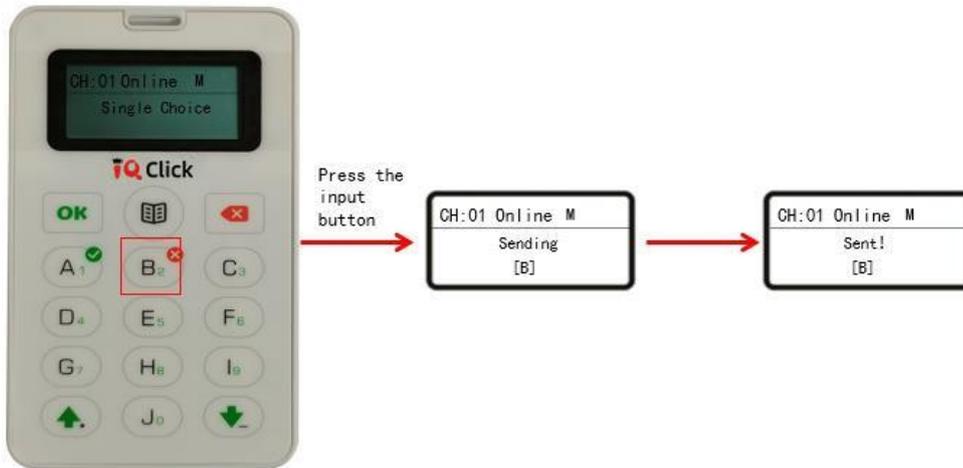
3.1 Press OK to sign in

After the software starts to sign in, press the OK button to sign in according to the prompt. After the keypad sends successfully, the screen prompts [Signed].



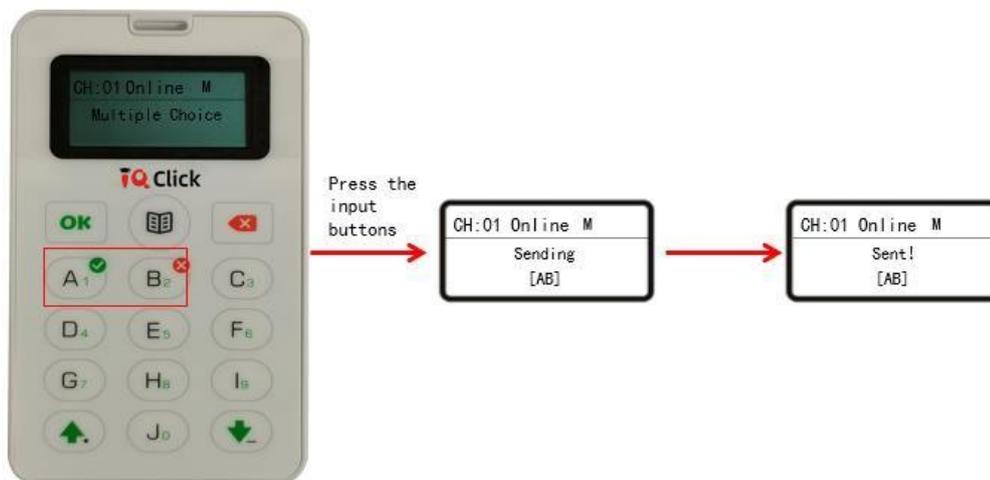
3.2 Single Choice

After the software starts the single choice, press the number/letter buttons to submit directly. After the keypad sends successfully, the screen will display [Sent!].



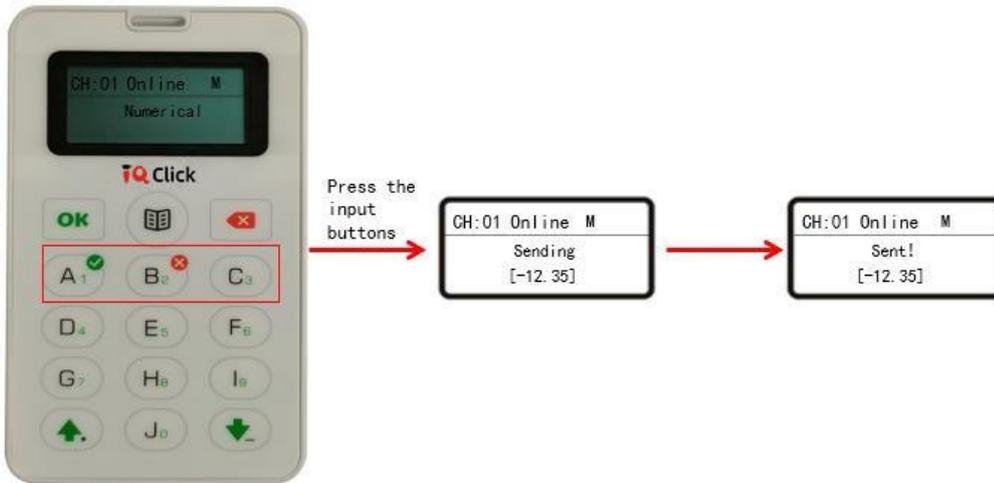
3.3 Multiple Choice

After the software starts the multiple choice, press the number/letter buttons to submit directly. After the keypad sends successfully, the screen will display [Sent!]. It supports up to 10 out of 10, and it allows duplicate options after set in the software (a single option can be selected multiple times), for example, it can be entered CCDA for submission.



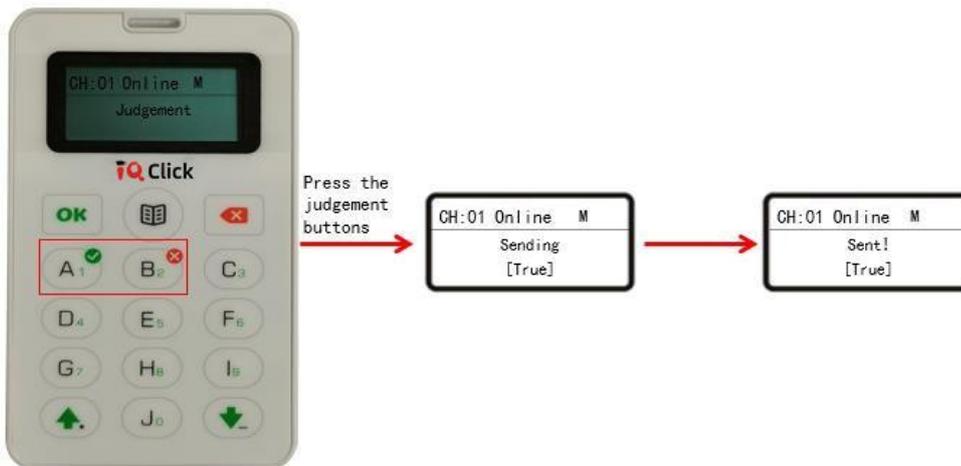
3.4 Numerical

After the software starts the numerical question, input the numbers, and then press OK to submit. After the keypad sends successfully, the screen displays [Sent]. The input range is 16 digits, including decimal point and negative sign.



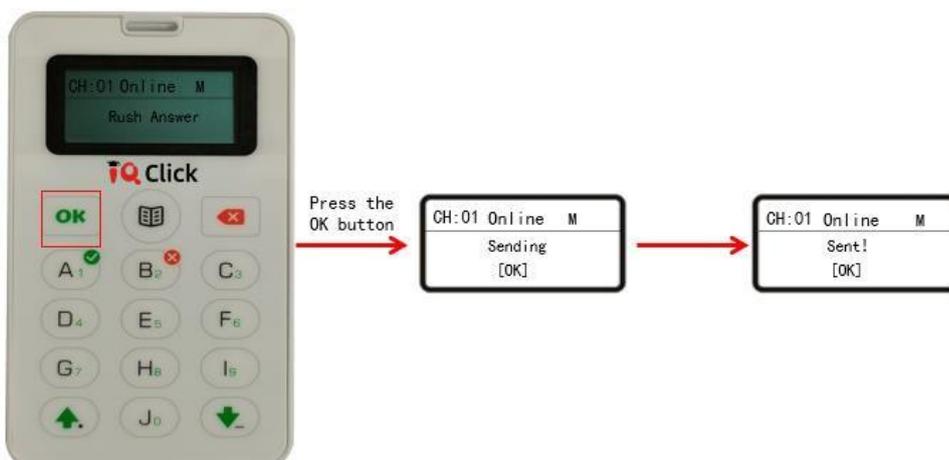
3.5 Judgement

After the software starts the judgement question, press the [1A] [2B] buttons indicating yes/no,true/false, \checkmark/\times , and submit directly. After the keypad sends successfully, the screen displays [Sent].



3.6 Rush Answer

After the software starts the rush answer, press the OK button to rush answer. After the keypad sends successfully, the screen displays [Sent].



3.7 Exam

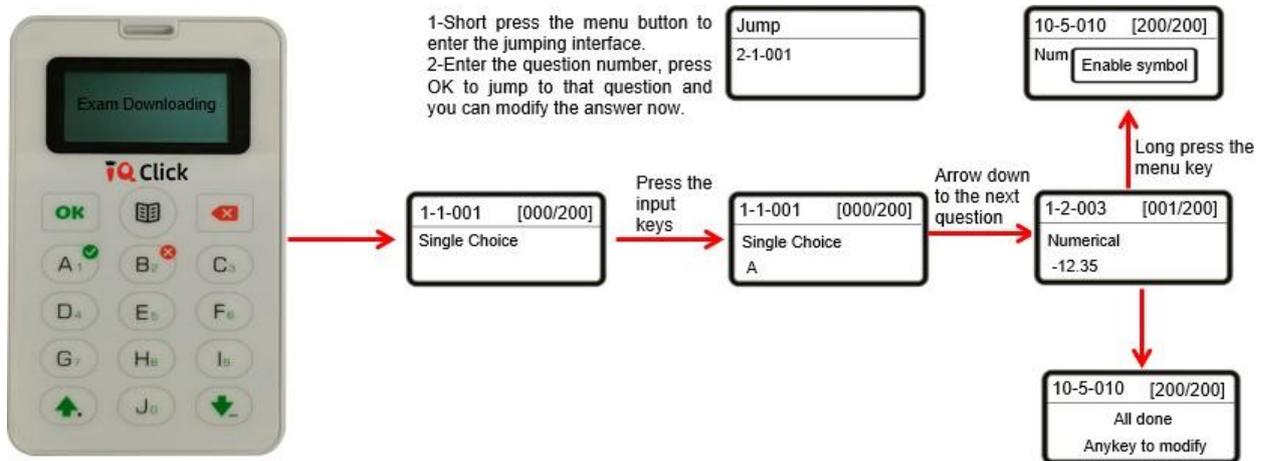
Software preparation: After starting the test questions, the software will download the number and type of questions. It can support up to 200 mixed type of questions including choice, number, judgment. It supports 3-level question number display and each level question number supports up to 0-99 number display.

Answering questions on the keypad: According to the on-screen prompts, press the number/letter keys to input the answer. After answering the current question and going to the next one, the keypad automatically submits the answer to the current question. The software can display the answering progress of the keypad. Short press [Arrow Up/Down] to go to the previous/next questions slowly and long press it to go to the previous/next questions quickly.

Question number jumping:

1. Short press the menu button to enter the jumping interface;
2. Enter the question number, press OK to jump to that question and you can modify the answer now.

Enable symbols: For numerical questions, long press the menu key to "Enable Symbol" to enter a minus sign and a decimal point; long press the menu key again to "Disable Symbol".



4. IQVote Software

4.1 Introduction

IQVote is a tool for real-time interaction and feedback in class teaching that can meet the normal daily use of teaching for different scenarios, such as quiz, test, and race. It can maximize the participation enthusiasm and effectiveness of teacher-student class interaction.

Main function of the software

- **Support quick quiz of single choice & multiple choice, judgement**
Question type including single choice, multiple choice, judgement
- **Support race of rush to answer & quiz game and random roll call**
Student can participate in the race individually or as a group. Teacher can check the ranking of the race to enhance the fun of classroom interaction. Teacher can also do the random roll call for classroom interaction.
- **Statistics and analysis of the answers are shown instantly in class**
It supports teachers to explain questions in class from different aspects of answering details, scores distribution and error-prone questions.

System Requirement

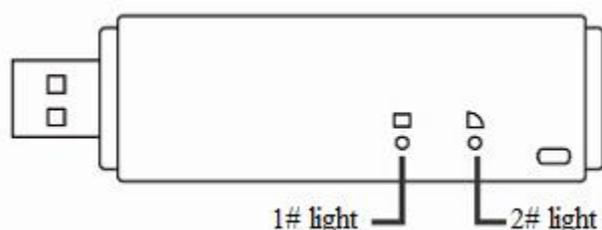
- Compatible OS: Windows7, Windows10
- Resolution requirement: 1366+

Software Password

To prevent misoperation, the software has a system password: **iqvote**.
The password cannot be changed.

4.2 Common Operations

4.2.1 Hardware Connection



Connect the base station to PC via USB. When the base station is connected to PC, the LED light status indication is as below:

- 1# light is the connection status light, 2# light is the working status light.
- 1# light flashes slowly(once/s): base station connects with computer successfully, but base station failed to connect with software.
- 1# light flashes fast (many times/s): base station connects with software successfully.
- 1# light is always on (not flashing): the connection may be abnormal, please re-plug the base station.
- 2# light flashes: base station has received clicker's data successfully.

Note: Keypads (clickers) should be matched to the base station before use. Keypads have been matched to a specific base station when they left factory, if you want to rematch it to a different base station, please refer to the user manual of keypad for how to do the match.

4.2.2 Start the application

Step one: Download "IQVote.exe" application from IQBoard website, and double-click to open it.

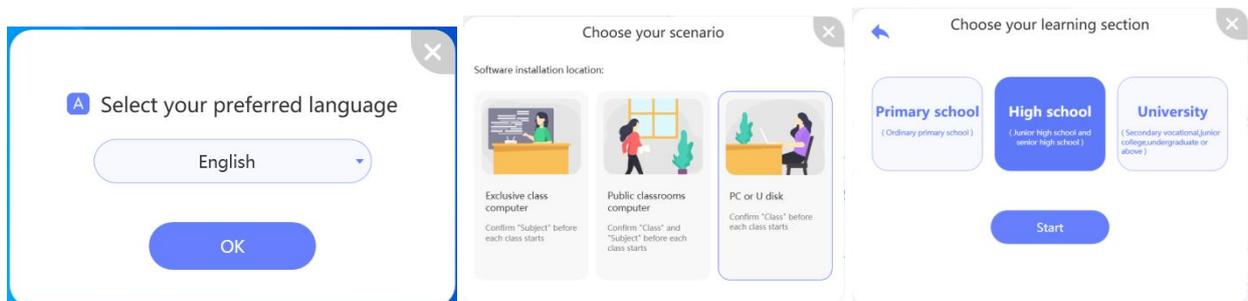
When the software is successfully connected to the base station, the software icon is displayed in blue, otherwise it is displayed in red.



Step two: For the first time using, you need to choose the language, scenario and learning section.

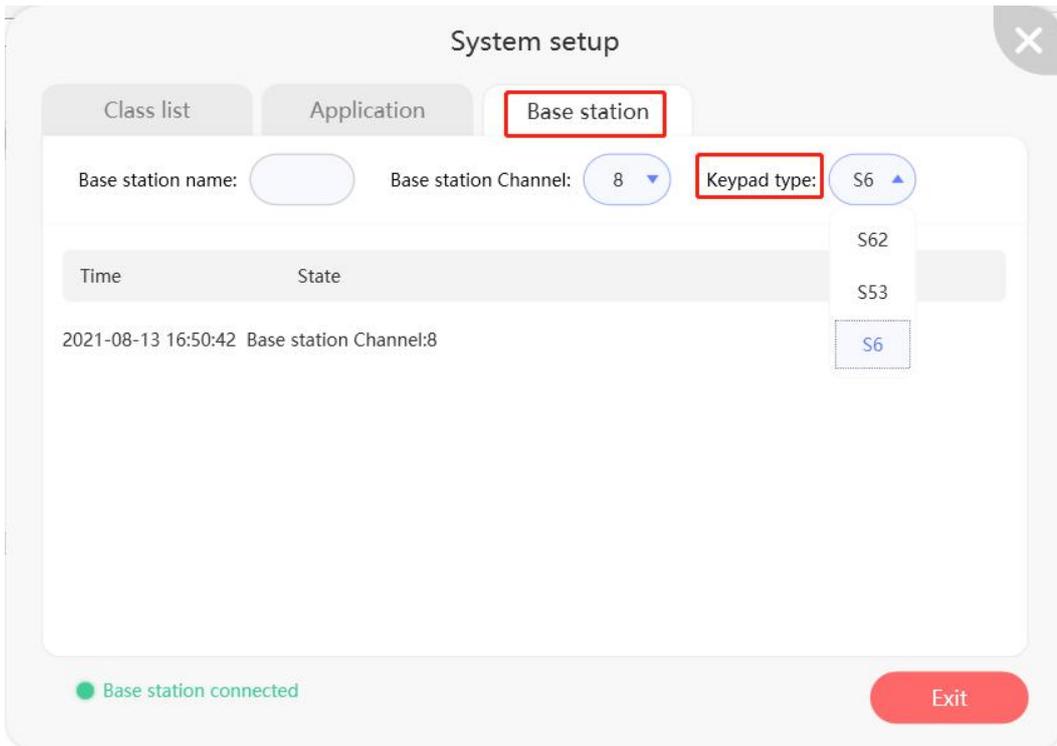
Different Scenarios:

- Exclusive class computer: need to select "Subject" before each class starts.
- Public classrooms computer: need to select "Class" and "Subject" before each class starts.
- PC or U disk: need to select "Class" before each class starts.



Step three: Go to System setup-> Base station and select the correct keypad type.

Note: If you select the wrong keypad type, then it will not work.

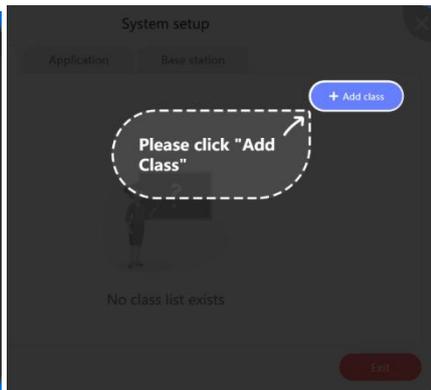
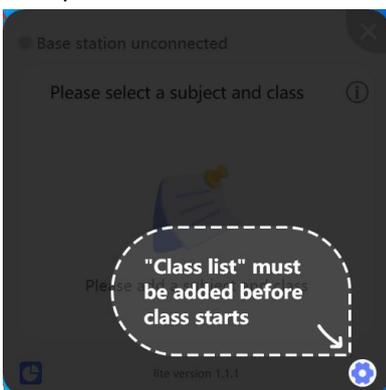


4.2.3 How to prepare for class interaction



Step one: Add class list

The first time, you need to add a class list, click the setting icon "  " to enter settings, click "Add class", the default ClassList folder has [ClassListTemplate.xls], edit the student roster information, click "start importing" to import the student information.



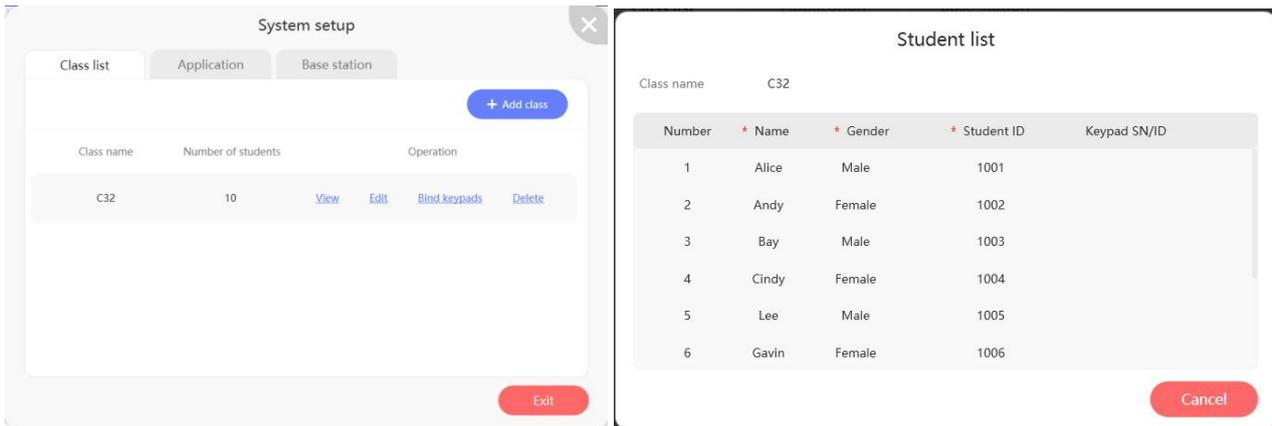
Batch import class list

Batch import the class list through Excel. In order to ensure the success of import, please pay attention to the following points

1. Please edit the class list first [\(View list\)](#).
2. Please fill in the class list in strict accordance with the template requirements
3. If there are duplicate names in the class, please handle them manually

Start importing

After the importing is successful, you can check or edit the student list.



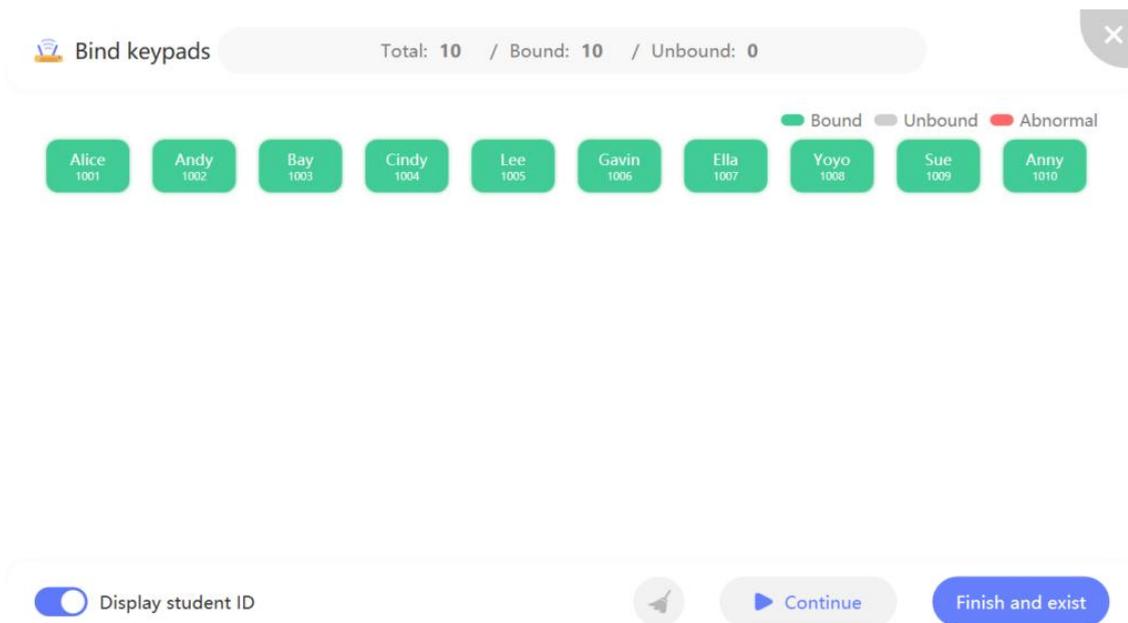
Step two: Bind keypads/clickers

Click "Bind keypads" and the corresponding interface will appear. And students need to press their own student ID on the clicker to finish the binding. When the binding is completed, click "Finish and Exit" to exit the binding.

Unbound: display in gray

Successful binding: display in green

Binding conflict: display in red

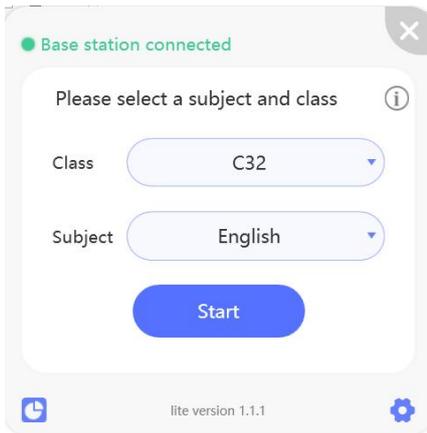


Note:

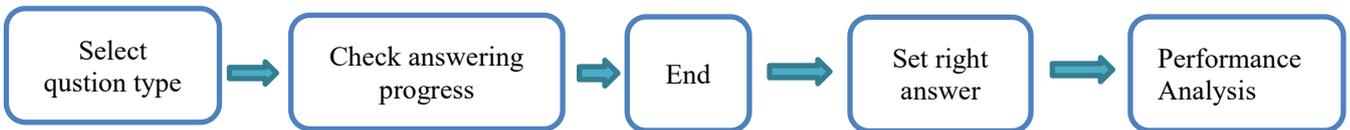
1. If you have already set the keypads for each student in the class list, then you don't need to bind keypads again except that you have selected the scenario of "PC or U disk".

4.2.4 How to start the class

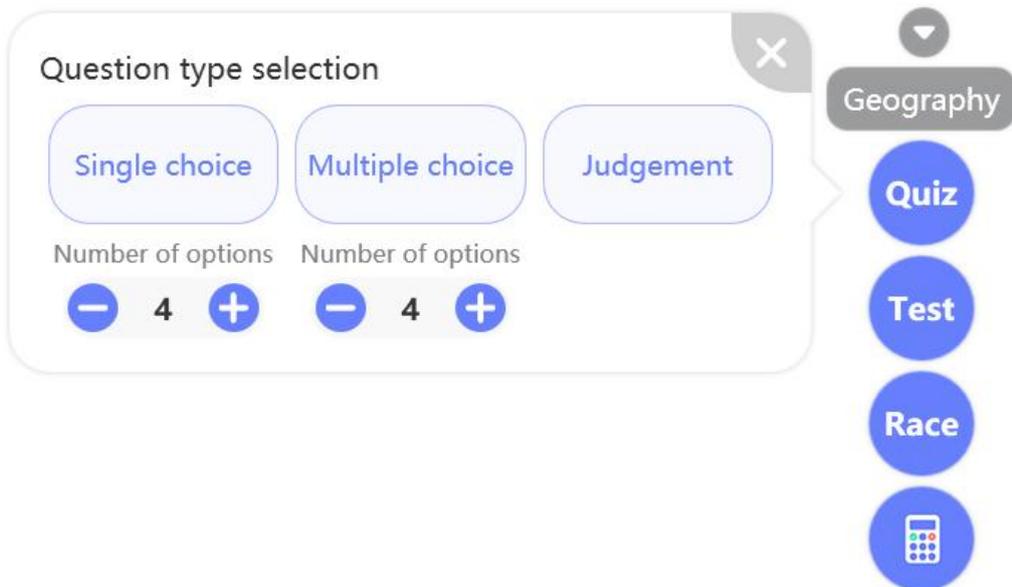
Open the application, select the class and subject, click "Start".



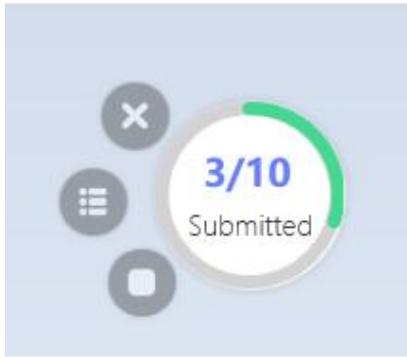
4.2.5 How to start the quiz



Step one: Click on “Quiz” and set the number of options, then select question type. Selectable question type includes single choice, multiple choice, judgement. The default number of options is 4, you can change the default number in system settings.



Step two: After the Quiz is started, students answer the quiz with clickers. Teacher can check the answering progress in below.



Progress of answer

Alice Submitted Andy Not Answered Bay Not Answered Cindy Submitted Lee Submitted Gavin Not Answered Ella Not Answered Yoyo Not Answered Sue Not Answered Anny Not Answered

Cancel Submitted: 3/10 End Back

Step three: End the quiz and check the answer statistics.

Quiz-Answer statistics

Total accuracy: 100% 10/10 00:01

Please set right answer first

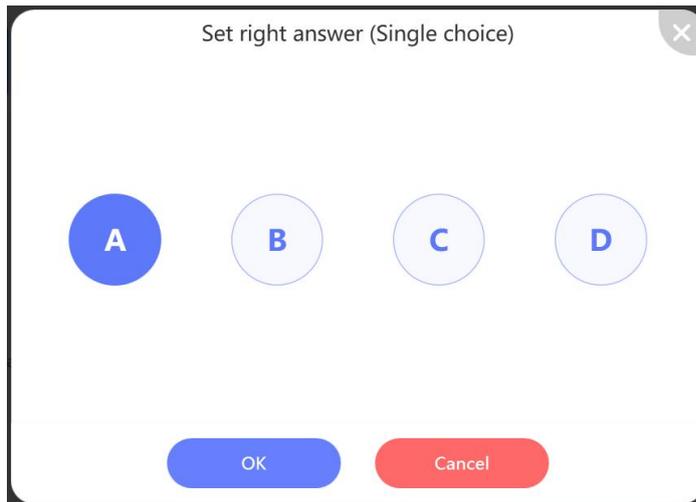
Answering state

Option	Count	Percentage
A	1	(10%)
B	4	(40%)
C	4	(40%)
D	1	(10%)
?	0	(0%)

English Quiz Test Race

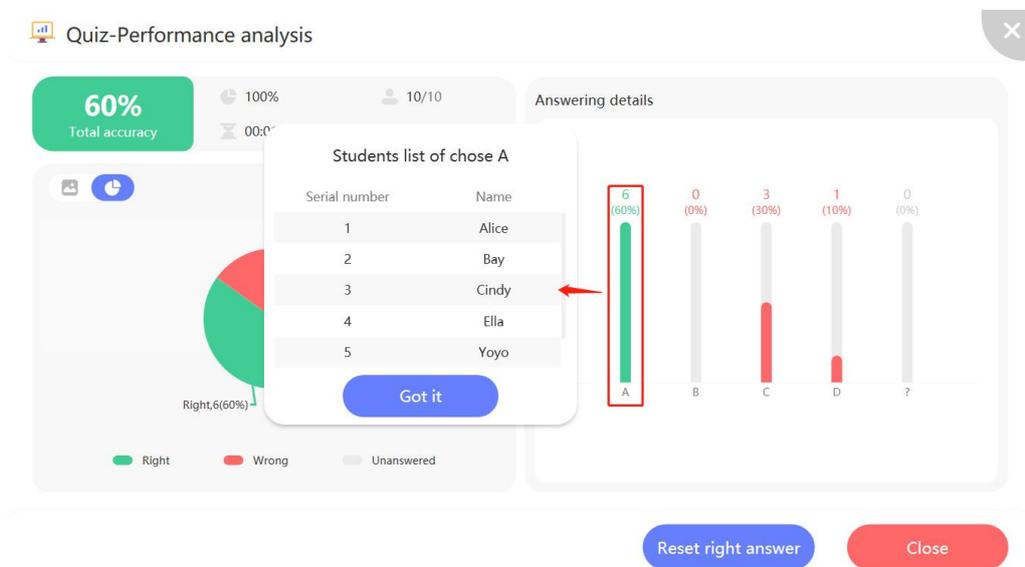
Set right answer Close

Step four: Set the right answer.

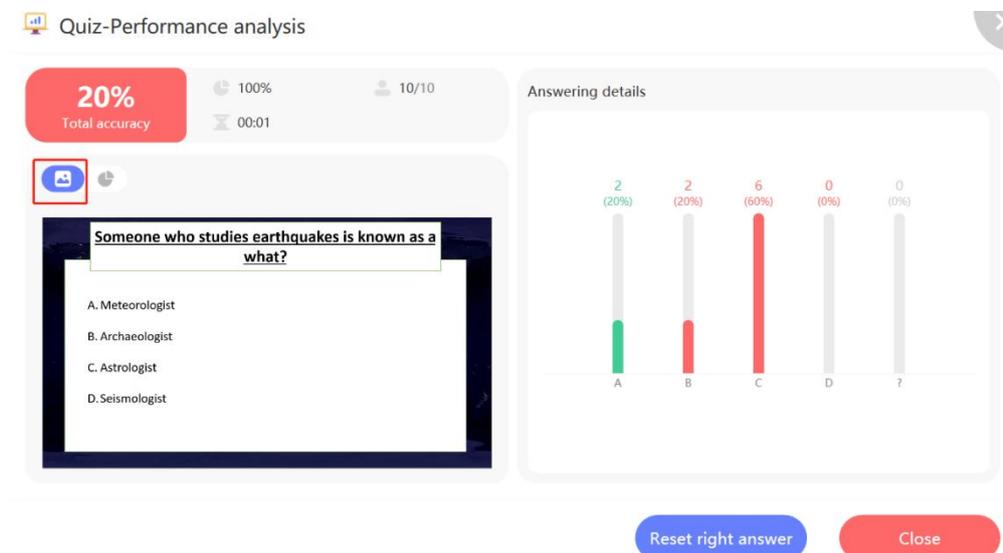


Step five: Check the performance analysis.

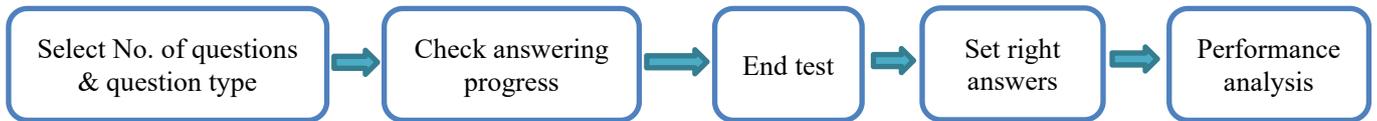
You can check the distribution of different answers. Click the answer bar to view the list of students who submitted this answer.



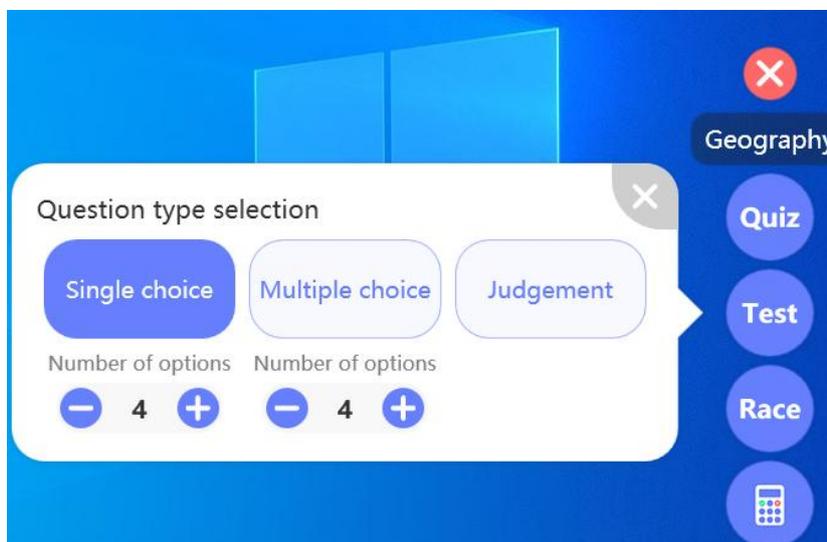
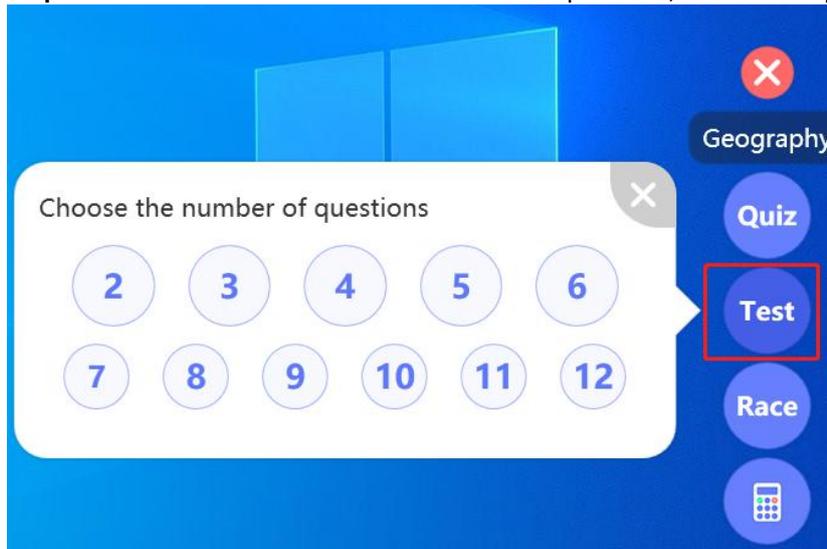
You can also check the question screenshot by clicking on the icon of picture.



4.2.6 How to start the test



Step one: Click on “Test” and set the number of questions, then select question type.

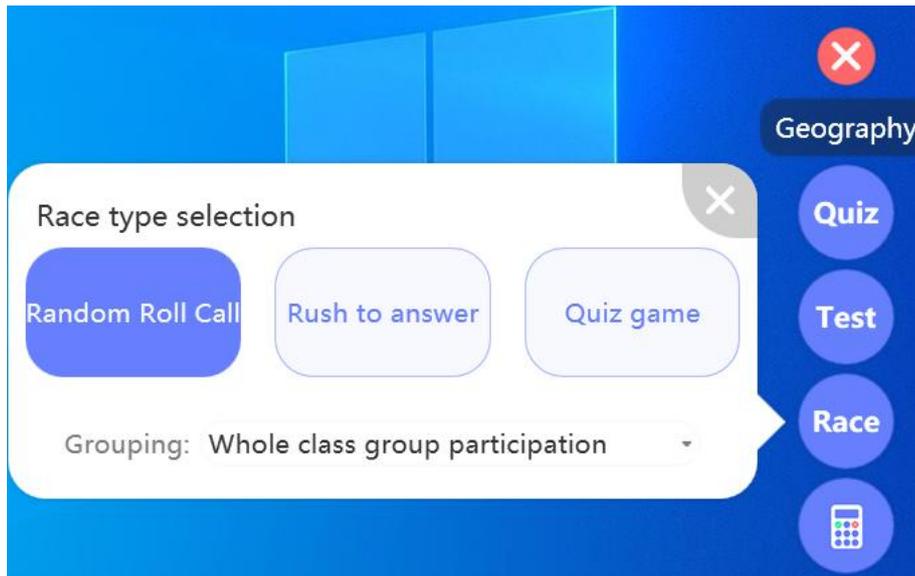


Operations like check answering progress, end test, set right answer, performance analysis, are the same as quiz.

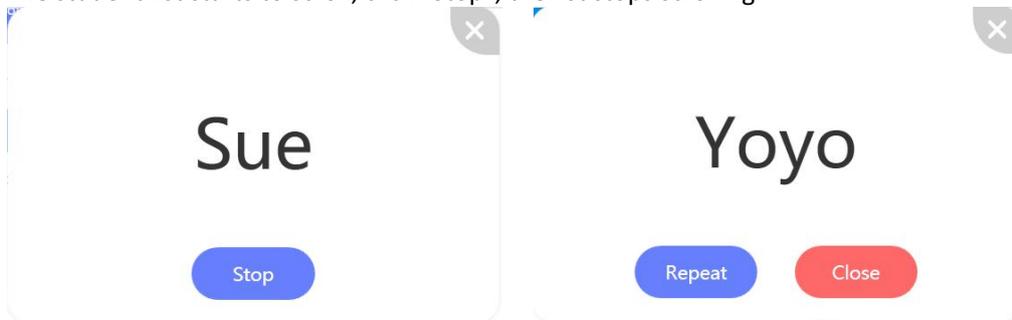
4.2.7 How to start the race

Random Roll Call

Click on “Race” -> Random Roll Call (only supports “whole class group participation”)

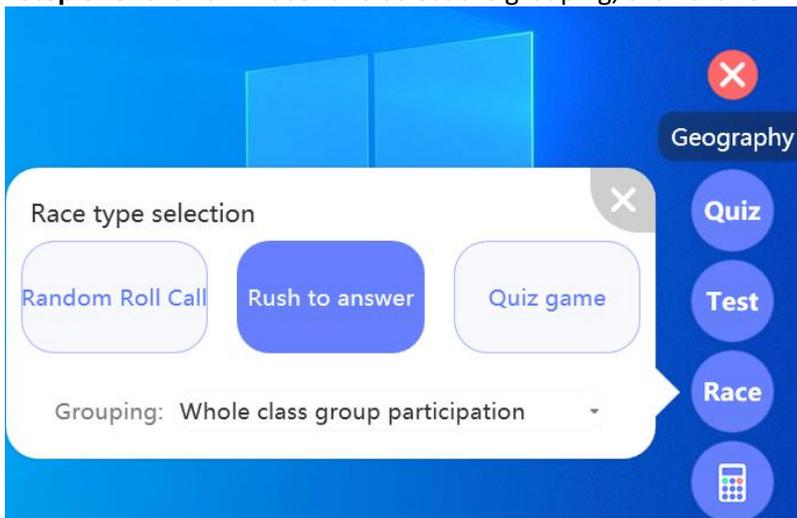


The student list starts to scroll, click "Stop", the list stops scrolling.



Rush to answer

Step one: Click on "Race" and select the grouping, then click on "Rush to answer".



Note: If you select the grouping as "Free group participation", you need to set the No. of groups. Then students press on the clicker which group they want to be. After that, you need to save the group. Once you start the random roll call, students press the "OK" key on the clicker to respond.

Grouped: 10 Ungrouped: 0

Group1 (5)	Group2 (1)	Group3 (4)	Group4 (0)
Sue Yoyo Gavin Alice Anny	Bay	Ella Lee Cindy Andy	

Regrouping Save Cancel

Group2
Andy

Respond successfully!

Respond again Close

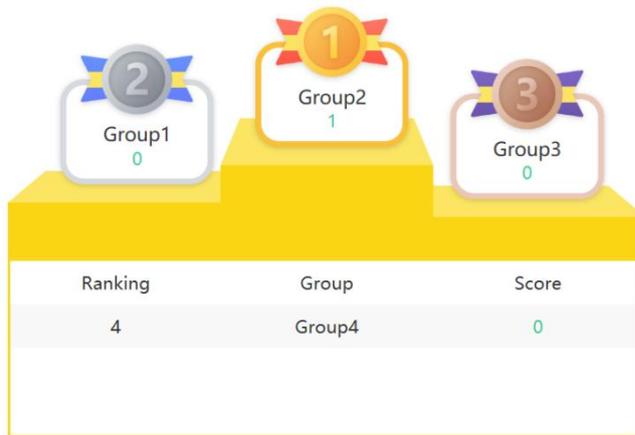
Quiz game

Step one: Click on "Race" and select the grouping, then click on "Quiz game". After that, the operation is the same as "Quiz". For performance analysis, you can check ranking by group and analysis by group.

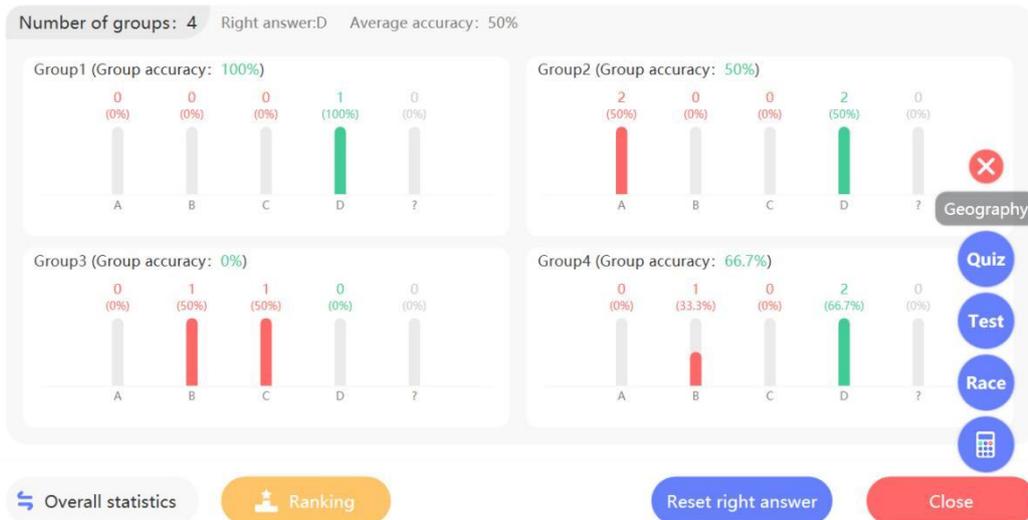
The scoring rules for each group of Race-performance analysis (ranking) are as follows: the group with the highest correct rate will be awarded one point, and the other groups will not be scored. The total points are accumulated on the basis of the previous points.

For example, there are 3 groups and 5 people in each group. To the first question, all 5 people in group 1 got the correct answer, and the correct rate was 100%. In group 2, only 3 people got the correct answer, and the correct rate was 60%. In group 3, 4 people got the correct answer and the correct rate was 80%. Group 1 with the highest correct rate gets 1 point, and the other two groups do not score. To the second question, let's say the correct rate of group 1 is 50%, the correct rate of group 2 is 80%, and the correct rate of group 3 is 100%, then group 3 will get 1 point and the other 2 groups will not be scored. The cumulative total score is 1 point for group 1, 1 point for group 3, and 0 point for group 2.

Note: In the same class, only one grouping method can be selected for the quiz game. If you change it in halfway, the ranking result will be disordered.

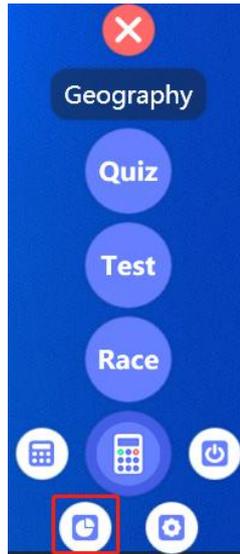
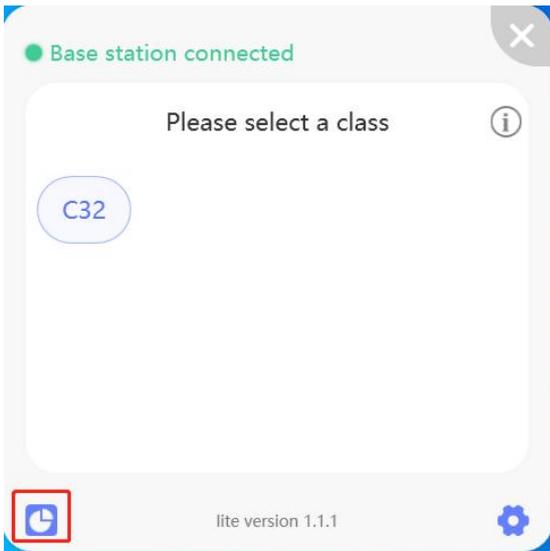


Close



4.2.8 How to check the report

Step one: Click on the icon of “Report forms” to enter the report interface.



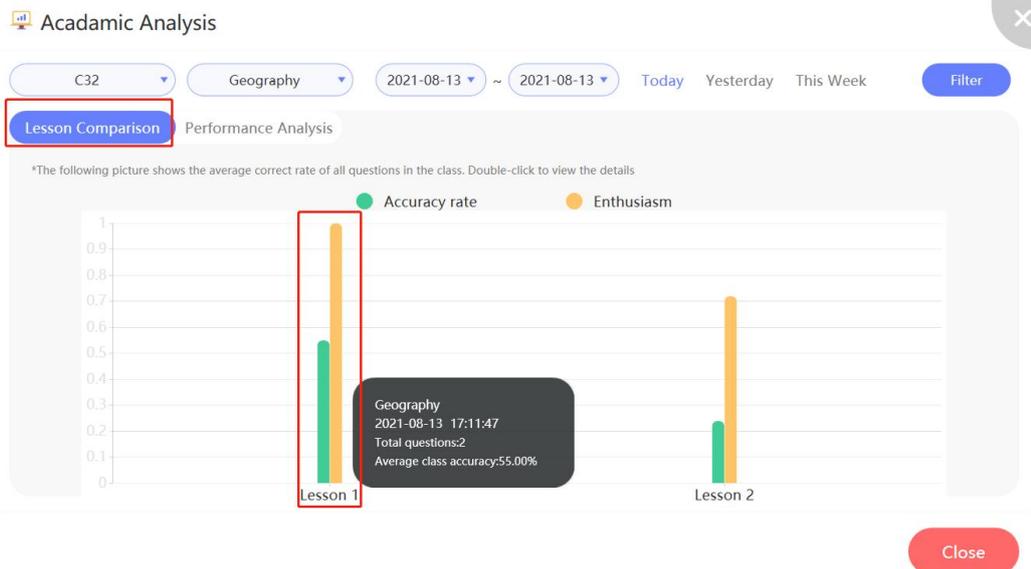
Step two: The report page has two parts: Lesson Comparison and Performance Analysis, which displays the corresponding class, corresponding subject, and class feedback data statistics within a certain period of time.

Lesson Comparison Page: Double click on the bar chart to check the report details. You can save the report as Excel by clicking "Export Report".

The percentage is calculated by the number of students in class list by default, and you can change it to by the number of responders in system setup.

Total accuracy rate for one class = the sum of correct answers of all students / (number of questions * number of students in class list)

Total enthusiasm = the sum of questions answered by all students / (number of questions * number of students in class list)



C32 Class Performance Class Enthusiasm Class Detail

55.00% Total accuracy

100.00% 10/10
2 0:27

2 questions in all Sort by low accuracy

Q1 + Expand details
 Error prone term: A Right answer: C
 Accuracy rate: 40%

Q2 + Expand details
 Error prone term: X Right answer: ✓
 Accuracy rate: 70%

Great (Accuracy higher than 90%)
 Good (Accuracy between 80%-90%)
 Pass (Accuracy between 60%-80%)
 Fail (Accuracy lower than 60%)
 Unanswered

Export Report Close

C32 Class Performance Class Enthusiasm Class Detail

100% Whole enthusiasm

Enthusiasm in question answer **100%** Enthusiasm in rush answer **0%**

Ranking	Name	Enthusiasm in question answer	Successful rate in rush answer
1	Alice	100.00%	0.00%
2	Andy	100.00%	0.00%
3	Bay	100.00%	0.00%
4	Cindy	100.00%	0.00%
5	Lee	100.00%	0.00%

Export Report Close

C32 Class Performance Class Enthusiasm Class Detail

Name	Average:	Q1	Q2
Sue	100.00%	C	✓
Anny	100.00%	C	✓
Alice	50.00%	B	✓
Andy	50.00%	B	✓
Bay	50.00%	D	✓
Cindy	50.00%	C	✗
Lee	50.00%	A	✓

Export Report Close

Performance Analysis Page: You can select max. 5 students to compare the accuracy rate and the trend between lessons. You can save the report as Excel by clicking “Export Report”.

- Alice
- Andy
- Bay
- Cindy
- Lee
- Gavin
- Ella
- Yoyo
- Sue
- Anny

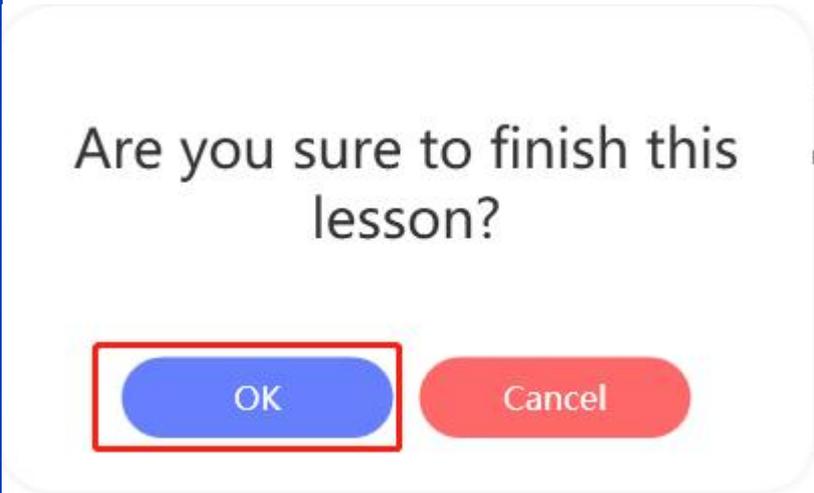
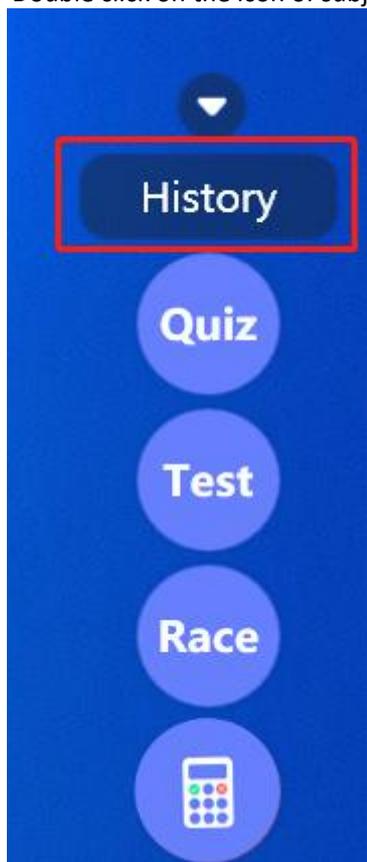


Export Report

Close

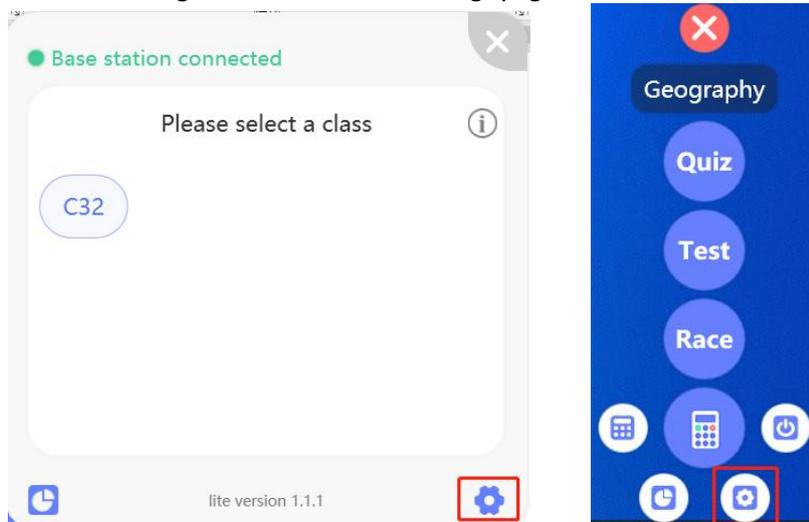
4.2.9 How to end class

Double click on the icon of subject to end the class.



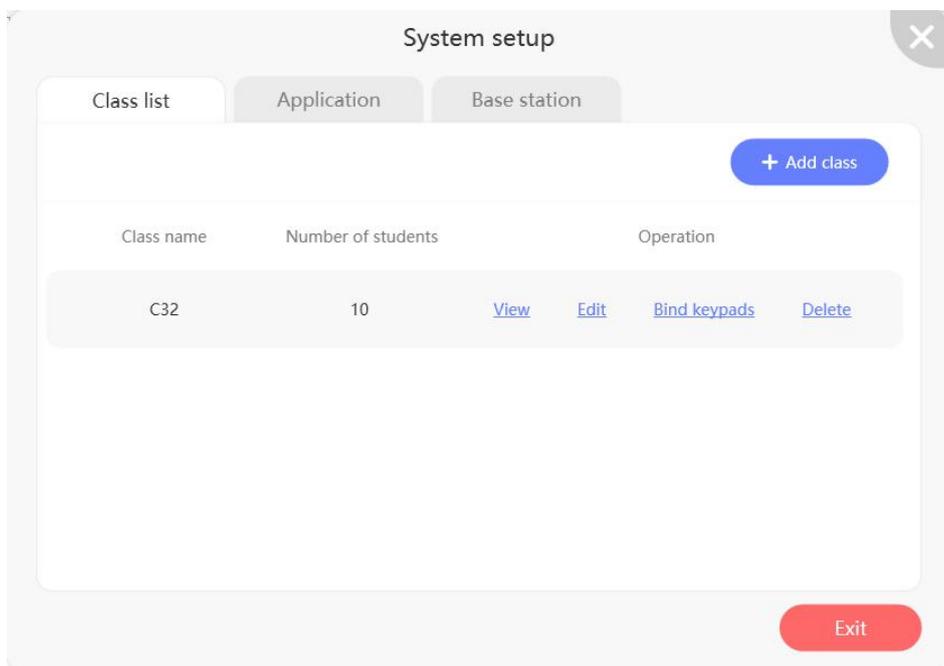
4.2.9 Other Settings

Click the settings icon to enter the settings page.



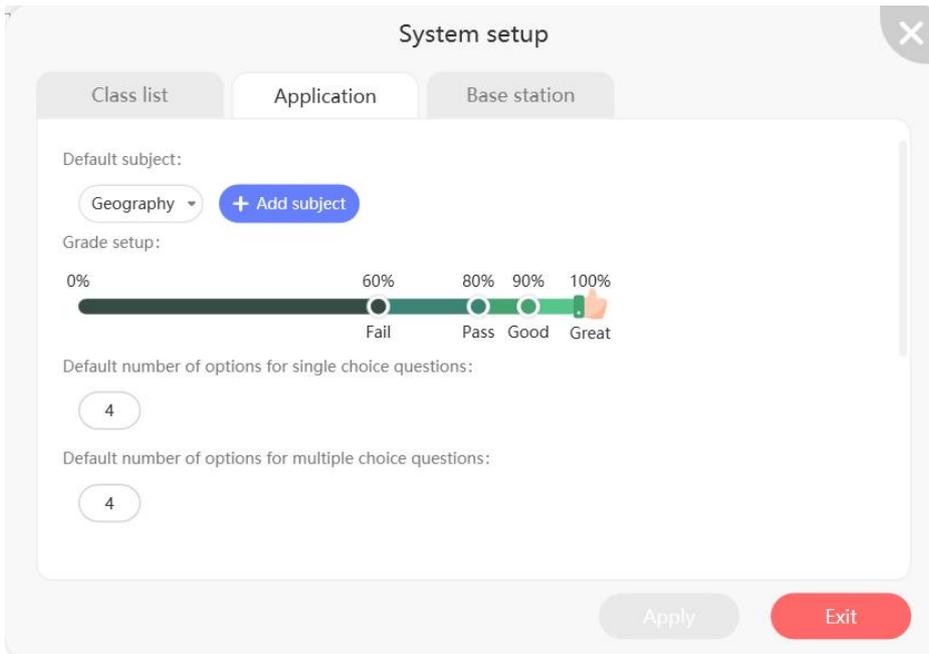
Class list

You can view, add, modify, delete, assign clickers and other operations in the class list.



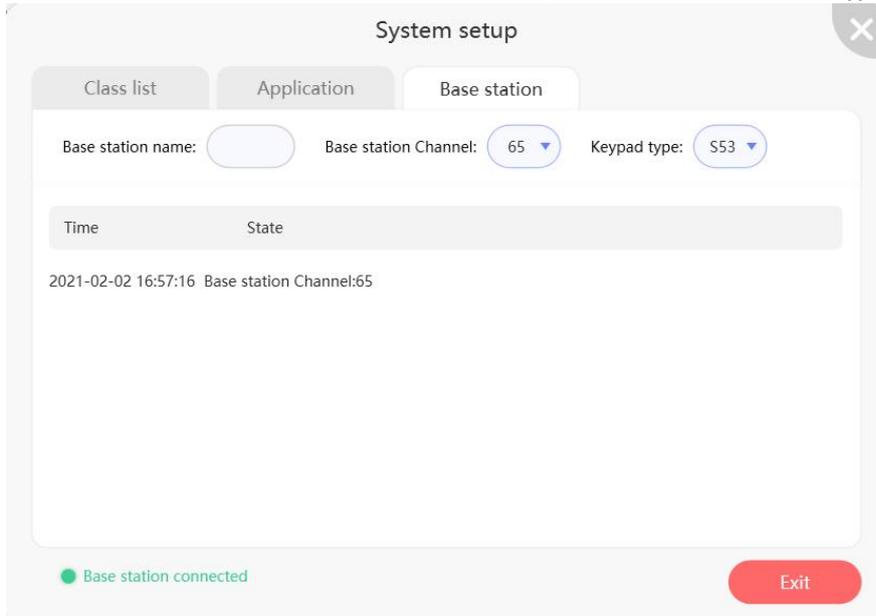
Application Settings

You can set subject, grade setup and others.



Base station settings

You can check the base station connection status, set channel and select keypad type.



4.3 Notice

1. Students with the same accuracy rate in test are ranked in random order.
2. In the same class, only one grouping method can be selected for the quiz game. If you change it in halfway, the ranking result will be disordered.
3. The current class cannot be deleted during class. The report will not be generated after the class ends if the current class is deleted.