App Name	Link	Type	Description	Ideas for Use	Commentary
Blogger	blogger.com	blogging	Platform for student and faculty blogs; owned by Google so it plays well with other Google products like Google Docs and Google+.	*faculty can blog on topics of interest to class. *students can be asked to blog on class topics (as individuals or in groups) and can comment on the blogs of others.	Pretty basic blogging site with a decent set of tools that is most useful for classes where other google tools are being used because it integrates well.
Hootsuite	hootsuite.com	social media management	Site that allows you to manage multiple social media accounts from Twitter to Vimeo.	*if you are using multiple platforms in class (like twitter and google plus) it allows you to manage them all from one spot *allows you to set release dates and times for content so that you can plan material ahead of time.	Great app if you are using a number of tools in the classroom. If you are only using twitter, you should choose tweetdeck as this is more complicated.
iDecision Games	idecisiongames.com	educational exercises	Run simulations and other exercises online, such as group decision making tasks and negotiations.	*can choose cases, exercises and simulations from a variety of sources (such as Harvard and Columbia) *assign student roles, have them engage in the exercise, report their outcomes and get real-time results in graphical form. *option to create your own exercises/simulations if you wish.	This is a great site for faculty who use simulations and negotiations as part of class. It runs everything through the site (from payment to results) and the students love it.

Kahoot	getkahoot.com	education	Educational platform that allows you to create and play educational games; originally created for K-12, it is being adopted by many college faculty.	*can use existing games to complement course material and add an interactive element to class. *can create your own games for class or have students create their own and challenge others in class to play and rate the games. *now has a team mode to allow teams to create content.	Easy to use and fun interface. Combines gamification and teamwork in one tool. If you think your students are too advance to benefit from playing an existing Kahoot game, you can have them create their own.
Medium	medium.com	blogging	Blogging app that allows students to publish rich content with both text and visuals.	*can have students blog regularly on course content, create a few blogs that connect concepts or work as a team to tackle a big project.	A beautiful blogging platform that works really well for those fields where visuals are as important as writing. Easy for new users to learn.
Piktochart	piktochart.com	infographic design	Resource for creating infographics online.	*can use it to create infographics that summarizes class concepts. *can have students make infographics to showcase class material (works in groups or individually).	Students seem to enjoy learning it and report using it in other classes. Learning curve a little steeper than with other tools.
Pinterest	pinterest.com	social media	Platform that allows uses to share content, particularly images and videos.	*faculty can create collections for students to interact with and comment on. *can have students curate collections of ideas related to class concepts and share and have students give feedback to one another.	Great app for courses that have lot of visual content or where categorizing material is important

Poll Everywhere	polleverywhere.com	polling	Site that allows audience response to questions.	*you can create polls with all kinds of questions - open-ended, multiple choice, voting, etc. to gauge student understanding or to increase class engagement	Easy to create polls and the feedback is immediate. Can use it for grading purposes if students are registered so can grade and count participation.
Quizlet	quizlet.com	education	Online study tools such as flashcards and quizzes.	*can create content for students or have them create their own to review material.	Students tend to like this tool and will often use even without your prompting. You can choose study sets that match your content or create you own quizzes.
Socrative	socrative.com	polling	App that allows for audience response - used as polls or as competitions.	*allows you to create a number of activities to engage students from simple polls to setting up fun competitions between students or teams.	Fun and engaging app for students. Great if you are using some form of gamification in your class as it has a built in competitive element ("space races").
Storify	storify.com	social media/storytelling	Site that allows faculty/students to create stories and timelines using popular social media apps like Twitter and Instagram.	*can use it to create your own storyline, for example, organizing all of the tweets with a particular hashtag. *can have teams collaborate to create stories. *can use to have students explore and create content in particular topic areas in class.	Nice tool if you want to organize material in a topic area for students to access. Particularly easy to integrate with Twitter by using hashtags to categorize.
TedEd	ed.ted.com	education	Tool that allows you to structure lessons around TED Talks.	*can choose favorite TED talks and upload with questions for students to watch and think about (and even discuss) before or after class.	Super easy tool that now allows you to embed videos both from TED talks and YouTube.

Tweetdeck	tweetdeck.twitter.com	twitter management	Site that helps you manage Twitter feeds.	*allows you to plan tweets in advance - can curate content and then set release dates/times.	Easy to use and integrates seamlessly with twitter.
Twitter	twitter.com	social media/microblogging	Social networking and microblogging site that has users tweet messages of 140 characters or less.	*faculty can tweet out to students - information, extra material, questions to consider before class. *students can be required to tweet about topics relate to course materials, connect with others students, summarize class each day. *D2L has a widget that allows you to embed your twitter feed - shows up on your homepage.	Twitter is really easy to use and can be used in a creative variety of ways. Highly suggest that you create unique hashtags for your classes to make your tweets (and those of your students) easy to find.
Vimeo	vimeo.com	video sharing	Video sharing platform.	*can create videos of your own to engage students. *can have students create videos on class concepts/topics and upload for viewing and commenting by classmates.	One of the biggest advantages of Vimeo over YouTube is that it won't disable content if you have copyrighted material (usually background music in student videos). Also allows you to password protect material which means users don't have to have an account to view a video, just the password. No ads.
WordPress	wordpress.com	blogging	Blogging and website publishing platform that has a number of themes and templates available.	*can have students blog regularly on course content, create a few blogs that connect concepts or work as a team to tackle a big project.	Easy to use and more options than blogger. Good if you just want something fast and simple for students (or self).

| YouTube | youtube.com | video sharing | Video sharing platform. | *can create channel for class and use existing videos or faculty can create videos for use in class (great for uploading your audio slides). *can have students create videos for class and upload. | Students typically love videos (both watching and creating) so adding this to your course will be well-received. It is pretty easy to use. Drawback in that you have to have a user account to view a videos classified as "private". |