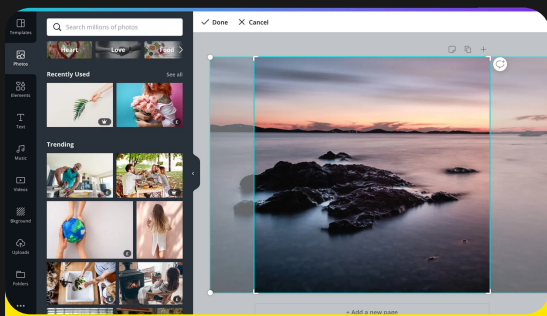


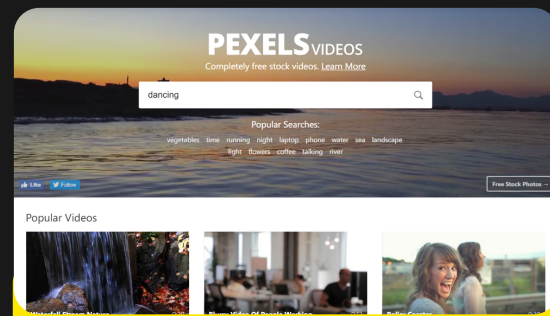
# FROM THE MASTER CLASS TO ACTIVE LEARNING

## A NEW PARADIGM IN THE TRAINING OF UNIVERSITY TEACHERS

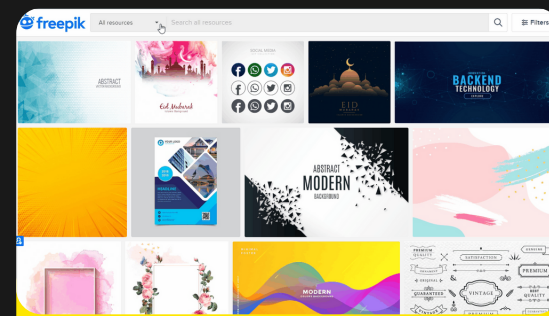
By Nerea López Bouzas (lopeznerea@uniovi.es)



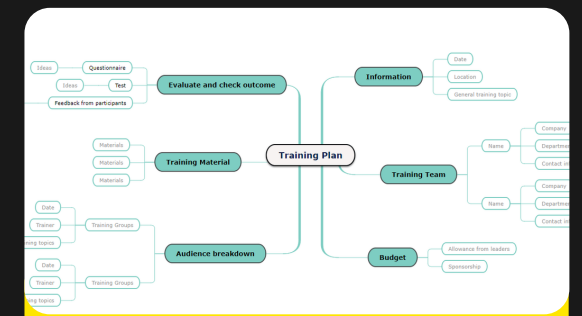
**Canva**  
Beautiful presentations



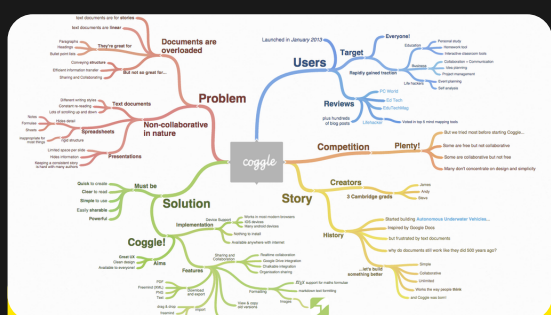
**Pexels**  
Photo bank



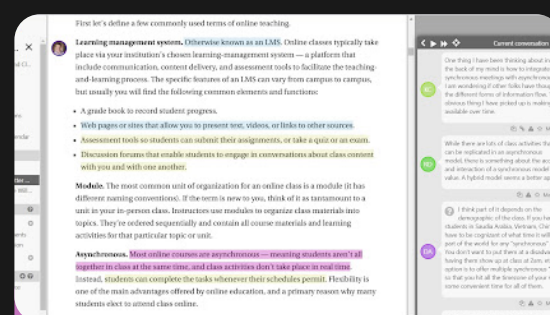
**FreePick**  
Photo bank



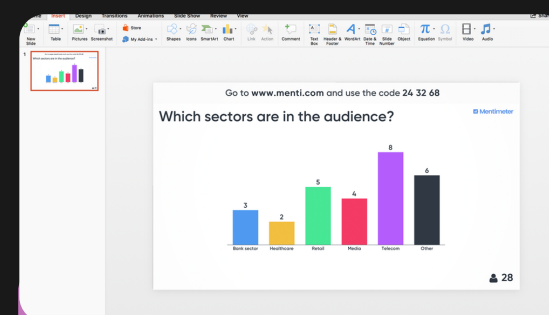
**Mindomo**  
Mind maps



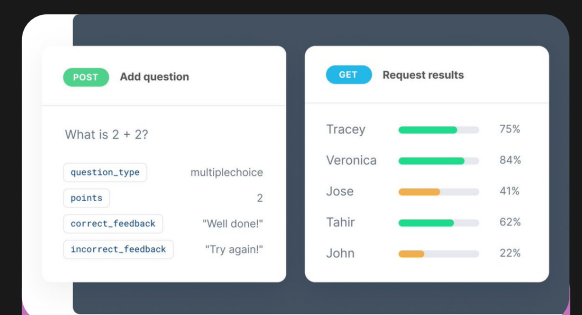
**Coggle**  
Mind maps



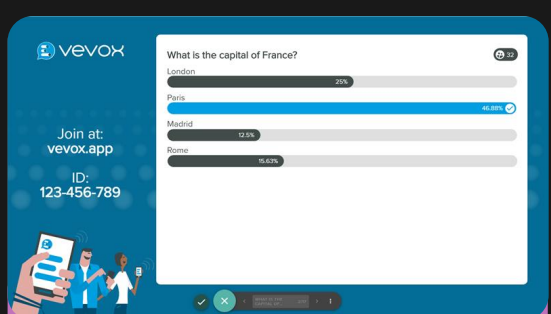
**Perusal**  
Interact with documents



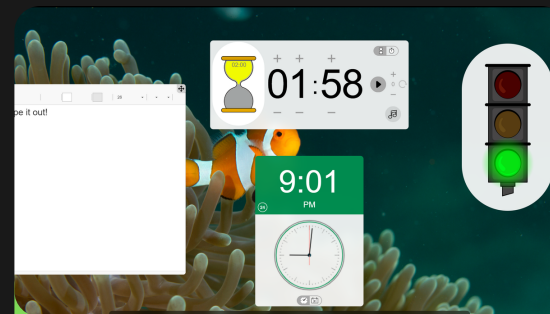
**Mentimeter**  
Questions and evaluations



**ClassMaker**  
Questions and evaluations



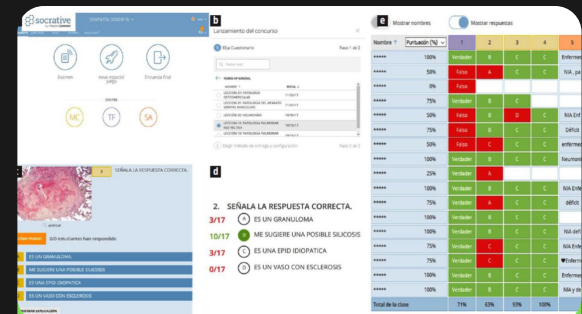
**Vevox**  
Questions and evaluations



**ClassroomScreen**  
Energize class



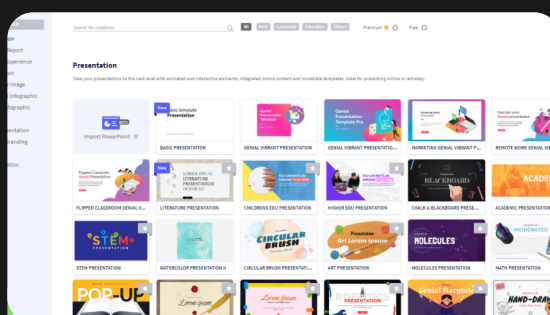
**Quizzizz**  
Funny evaluations



**Socrative**  
Funny evaluations



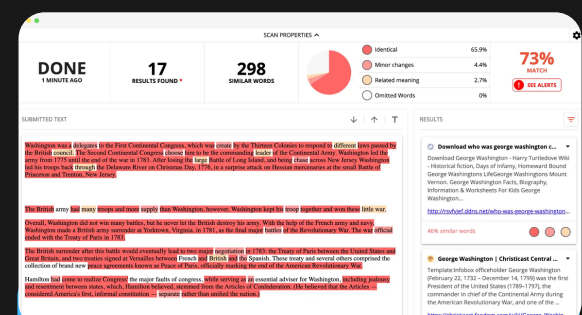
**Kahoot**  
Funny evaluations



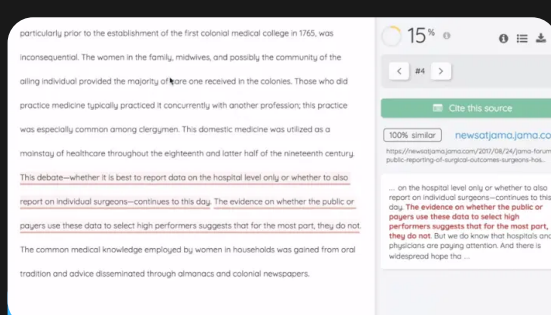
**Genially**  
Funny classes




**Paper Rater**  
Plagiarism detector



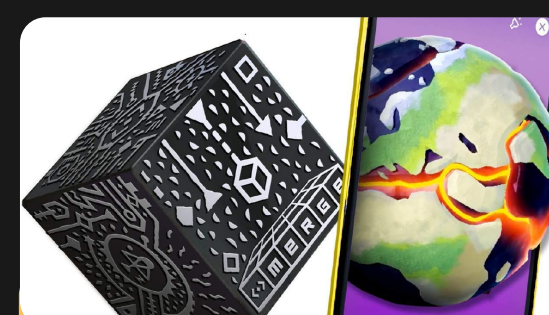
**Copyleaks**  
Plagiarism detector



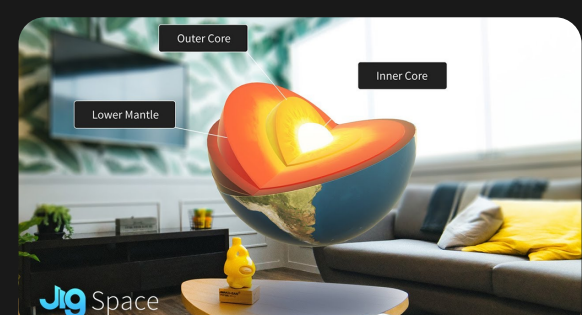
**Quetext**  
Plagiarism detector








**QR**  
Link access



**Mergue Cube**  
Augmented reality apps



**JigSpace**  
Augmented reality app

-  Creative presentations
-  Active participation
-  Gamification
-  Detecting plagiarism
-  Augmentative reality