Participating in an Online Tutorial

An online tutorial is quite different form a face-to-face tutorial, but by following the guidelines below, the tutorial can become quite interactive, effective and enjoyable.

During the Tutorial

Chair/discussion leader/facilitator(s) *All participants* ☐ State the role each participant has during ☐ Do not talk simultaneously, take turns the session (minutes secretary, ☐ Call each other by your names, so it is chair/discussion leader/facilitator, clear who is expected to respond participant) ☐ Make eye contact: if you are sharing your ☐ The chair/discussion leader/facilitator video, look at the camera and not the should have moderator rights session. It may feel weird but it helps ■ When ending the session, make sure that everyone feel as if they are a part of the everyone leaves the online environment session and less isolated (the moderator can remove participants) ■ When responding to a chat message, and that you leave the online environment mention the name of the sender and repeat the question in full **Etiquette for Students** ☐ *Introduce yourself* - don't assume that your participants recognize your voice. State your name the first few times you speak ☐ *Be patient* waiting for a response to your chat messages. ☐ If talking is available for participants, *raise your hand* to let the presenter know you want to say something. ☐ If you are not called on by the moderator/chair/tutor, *identify yourself* before you begin speaking. ☐ Wait a few seconds after the other person stops talking, there can be a delay of sound ☐ If you are using a telephone/no headphones for your audio, remember to *mute your* microphone when you are not speaking If your control key is used to toggle the microphone on and off, don't use it unless you want to talk ☐ Please keep in mind that the moderator(s) can *read all chats*, also 'private' chats between participants

☐ Beware that *non-verbal communication* is largely missing, so make sure your full face is

visible and that everyone can see your gestures