

## #16

**Name: Polls / Voting**

**Goal:** Polls foster interactivity and enable effective feedback. Possibilities range from mood pictures, queries to voting.

**Short Description**

*(Digital) polls during conferences are interactive tools used to gather real-time feedback from participants. They engage the audience, provide immediate insights into opinions or understanding, and allow organizers to adjust the content or discussions accordingly. The advantages include increased participation, anonymous input, data-driven insights, and the ability to quickly gauge consensus or make decisions, leading to a more dynamic and responsive event. Polls can also be conducted before a workshop or event, i.e. to collect expectations in a structured manner and to set priorities. Polls can also be used for voting when a decision needs to be taken.*

**Step-by-Step Guidance (Voting)**

1. Stickers
  - a. Write down every option on a flipchart
  - b. Give every participant three sticker to allocate to their preferred options
  - c. *Variation:* use different colours of stickers
2. Raising hands
  - a. Ask participants to raise their hands for the option they prefer
  - b. Use online tools so participants can vote anonymously
3. Online Tools (Survey Monkey or Mentimeter)



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or REA. Neither the European Union nor the granting authority can be held responsible for them.

