Technology Integration in an Introductory Sport Management Course: Bring Your Own Device System

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Turning mobile devices from distractions to pedagogical tools can help integrate technology into the classroom and engage students in learning (Imazeki, 2014; Hutton, 2018). This presentation will explore learning strategies using the bring-your-own-device system. Learn more about mobile device technology integration for activities including Kahoot!, PollEverywhere, Surveys, GoogleDocs, and more.