

Mentimeter



Thematic area: Feedback collection, audience engagement, quizzes and assessment



Game engine: Any



Link: <https://www.mentimeter.com/>



Why & when to use this resource

Mentimeter is an interactive presentation and audience engagement platform that allows users **to create quizzes, polls, surveys, word clouds, and interactive activities**. It is particularly useful for **evaluating educational game concepts, collecting feedback, assessing learning outcomes, and facilitating participation**.

In educational game projects related to democracy and EU values, Mentimeter can be used to gather opinions, test knowledge, assess player understanding, and encourage reflection before or after gameplay.

Using Mentimeter supports active participation and helps measure the effectiveness of educational activities and game-based learning experiences.



Strengths

- ◆ Easy-to-use interface.
- ◆ Interactive quizzes and polls.
- ◆ Real-time audience participation.
- ◆ Supports anonymous responses.
- ◆ Useful for assessment and feedback collection.
- ◆ Visual presentation of results.
- ◆ Encourages engagement and discussion.



Limitations

- ◆ Advanced features require a premium account.
- ◆ Internet connection required.
- ◆ Free version has limited question types and participant capacity.
- ◆ Less suitable for creating actual game content.
- ◆ Requires participants to have a connected device.



Tutorial sheet



How to use this tool

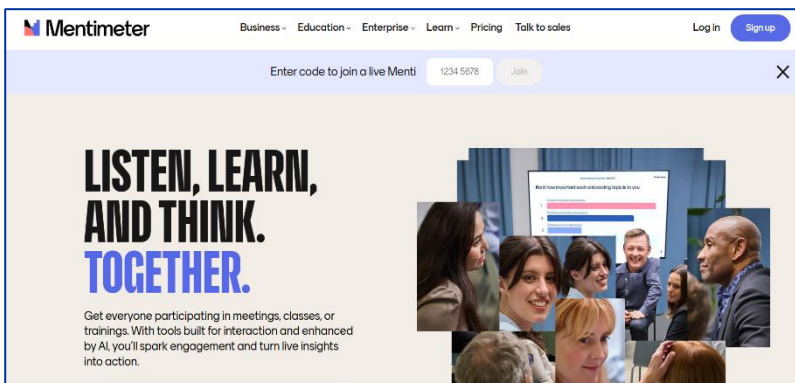
Mentimeter can be used to create interactive activities that collect opinions, assess learning, and gather feedback from participants involved in educational game projects.



Step-by-step guide

★ STEP 1: Create an account

Register on Mentimeter.



Create a free account

We recommend using your work or school email to keep things separate

[Sign up with Google](#)

or using email

Work email

john@company.com

[Continue with email](#)

By signing up you accept our [terms of use](#) and [policies](#).

Already have an account? [Log in](#)

[Sign up with SSO](#)

★ STEP 2: Create a new presentation

From the Mentimeter dashboard, click **New Menti** (or **Create Presentation**) to start a new interactive presentation.

Give your presentation a meaningful title, for example: “**Digital Game – Player Feedback Survey**”

This survey will collect participants' opinions after completing the educational game and help evaluate both the learning experience and the game's effectiveness.

Welcome!

[New Menti](#) [Import presentation](#)

[New survey](#)

What would you like to create?

[Interactive presentation](#) [Feedback survey](#) [Quiz contest](#)



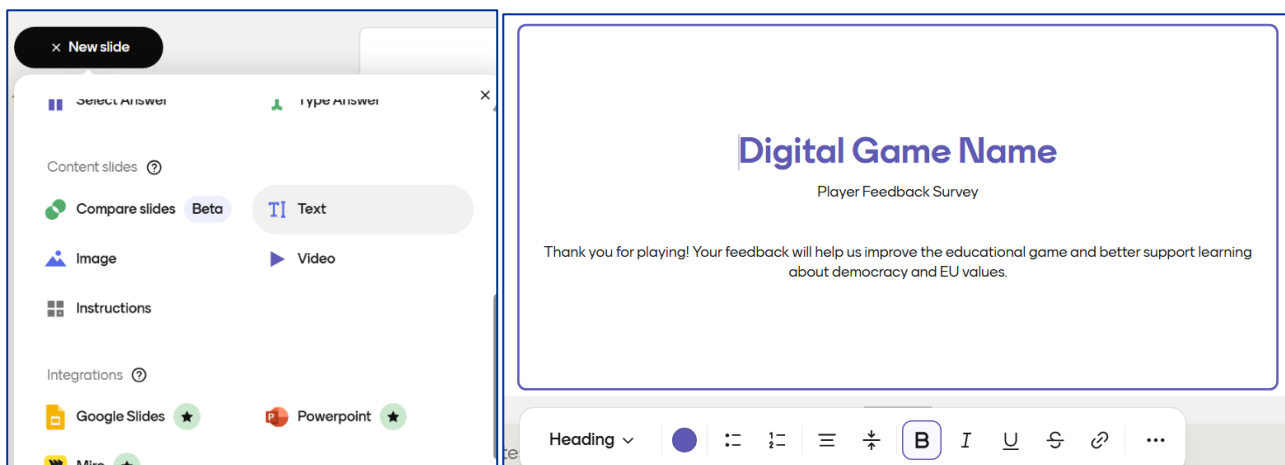
★ STEP 3: Create the welcome slide

Select **Content Slide** → **Heading**.

Insert:

- **Title:** Digital Game Name
- **Subtitle:** Player Feedback Survey
- **Description:** Thank you for playing! Your feedback will help us improve the educational game and better support learning about democracy and EU values.

This slide welcomes participants and explains the purpose of the survey.



★ STEP 4: Add a Question

This question measures overall satisfaction with the game. Repeat the process for each new question.

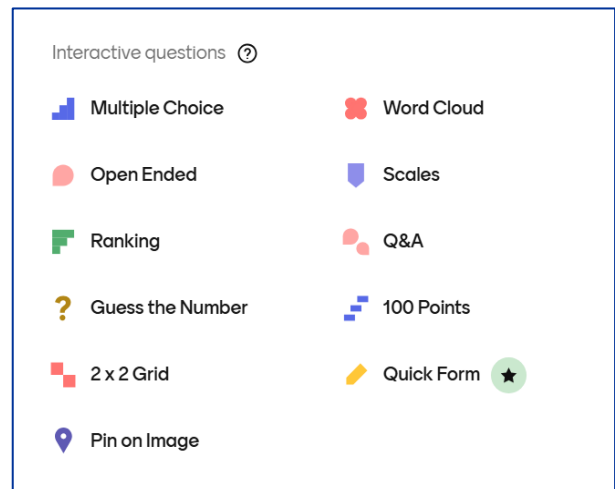
Your feedback survey can include different types of questions depending on the information you wish to collect. For example:

- **Rating Scale:** How much did you enjoy playing the game? (1–5)
- **Multiple Choice:** Which topic did you understand better after playing?
- **Word Cloud:** Describe your experience in one word.
- **Open-Ended Question:** What would you improve in this game?
- **Ranking:** Rank the following game features from most to least useful (story, challenges, graphics, learning content).
- **Yes/No Question:** Would you recommend this game to other young people?



These question types help educators collect both quantitative and qualitative feedback, evaluate learning outcomes, and identify opportunities to improve future versions of the educational game.

Example: Click **Add Slide** and choose **Scales**.



Create the following question: **How much did you enjoy playing Digital Democracy Quest?**

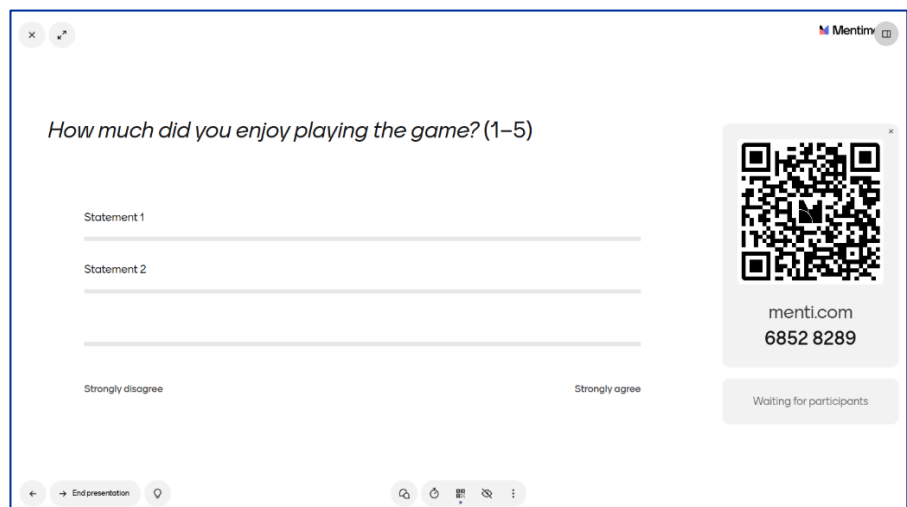
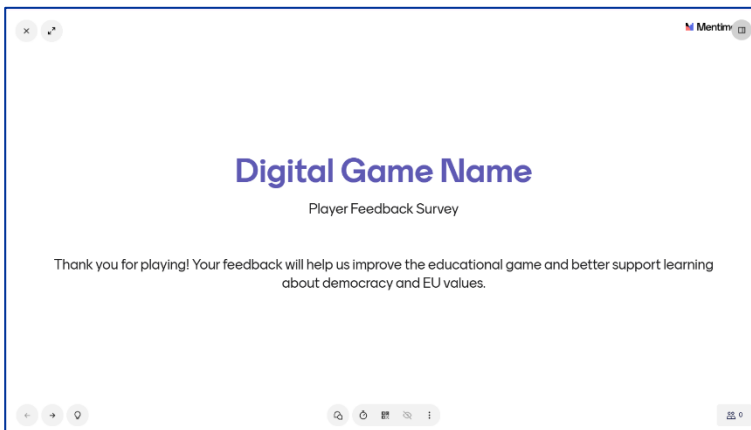
Scale: ★ 1 = Not at all ★ 5 = Very much

★ STEP 5: Share the survey and analyse the results

Click **Start Presentation**. Mentimeter automatically generates: QR Code, a participation code and a joining link.

Participants can answer using their smartphones, tablets or computers in real time. Responses are displayed live and can be discussed immediately after the activity, making Mentimeter particularly useful during workshops, training sessions and classroom activities.

After participants complete the survey, open the **Results** section to review the collected responses.



Additional learning sources & tutorials

- Mentimeter Interactive Presentation Platform: <https://www.mentimeter.com>
- Getting Started with Mentimeter: <https://help.mentimeter.com>
- Mentimeter Interactive Learning Activities:
<https://www.mentimeter.com/features>



**Co-funded by
the European Union**

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 the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Project code: KA220-YOU-000286883