

Make every answer a starting point

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A shared activity with a useful next step

QuestLab turns a topic or lesson materials into group practice. Learners answer individually, review explanations and discuss their reasoning with a host. A shared gap-focused round revisits concepts that need another look. The experience connects the question, the conversation and the next learning activity.

What educators and learners can do

Use classroom notes, supported documents or images up to 10 MB to give generated questions a relevant starting point. Review extracted text before generation. Bring 2-20 participants, including the host, into one room; learners join by nickname and room code or QR route without an account. Phones, tablets and computers can take part.

Feedback distinguishes accurate and mistaken selections and provides explanations. Hosts choose standard or extra time at setup and can exclude an unsuitable question; speed adds no points. Learners can share their feedback and reasoning, giving the host a starting point for discussion and follow-up.

Research explains the design

Learning-progression research draws attention to partial understanding. Retrieval and feedback studies support active response and reconsideration. Peer-learning research supports discussion with instructor guidance. Formative-assessment theory connects evidence with the next teaching decision. These ideas inform the cycle: **answer, review, discuss, revisit**.

Evidence and the next study

QuestLab is research-informed; formal product validation has not yet been completed. Its 0-5 scores describe question performance for low-stakes practice, rather than validated progression stages. The proposed first study compares the full cycle with realistic teacher-led worksheet review, using an independent day-14 assessment and individual explanations to examine learning and the pathway behind it. A setting, research lead, approvals and preregistered protocol are needed before launch. No ESSA rating is claimed.

Try it with a concept you already teach

Bring a familiar lesson, run a quest and ask each learner to explain one choice. Use what emerges to shape the next activity. For implementation or evaluation enquiries: **hello@questlab.app**.

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