

# Being digital

## Selecting the right online tools

### 1: Introduction

The web is a great source of free online tools and gadgets that can help you with a wide range of tasks. But how do you judge whether or not the software is good quality and meets your needs? If you make a poor choice you could waste time or worse introduce viruses or malware onto your PC or other device.

In this activity we are going to look at:

- some examples of useful online tools
- questions to ask when deciding which tool to use.

### Learning outcome

By the end of this activity you should be aware of some key questions to ask to help you select the right online tool with confidence.

### 2: Online tools and gadgets: examples

Online tools are available to help you with:

- communicating
- networking
- sharing
- manipulating information
- creating content
- publishing
- and more ...

They may be browser-based, or you might need to download them onto your PC. Click on the tabs to see some examples.

## **Animation**

[Xtranormal](#)

Create your own animations using a wide selection of characters.

## **File sharing**

[Dropbox](#)

Upload and share documents via your web browser.

## **Tasks**

[Remember the milk](#)

Create and manage task lists online.

## **3: Making your choice**

What do you think are the key questions to ask when deciding which tool to use?

Stop here to make a few brief notes with your own ideas, and then continue reading.

## **ACCEPTS**

Here are some of our ideas. We've created a mnemonic to help you remember them: **ACCEPTS**.

**Access**- how will you access it? Laptop, phone, iPad, etc.?

**Comparisons** - are there other similar tools which would do the job as well or better?

**Cost** - many tools start off free then require payment later, or offer a 'lite' version free with a fuller version that you need to pay for.

**Ease of use** - how long are you willing to spend learning how to use this tool? Will it be intuitive?

**Purpose** - how much functionality do you need?

**Trust** - does the site look trustworthy? Who put it there? Who is using it?

**Shelf-life** - is it important that it's still there in 3, 6, or 12 months? What would happen if it disappeared?

## **References**

### **Being digital activity**

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