acadigia
Puts the digital in academia

Powerpoint tutorial

Evaluation of Kahoot
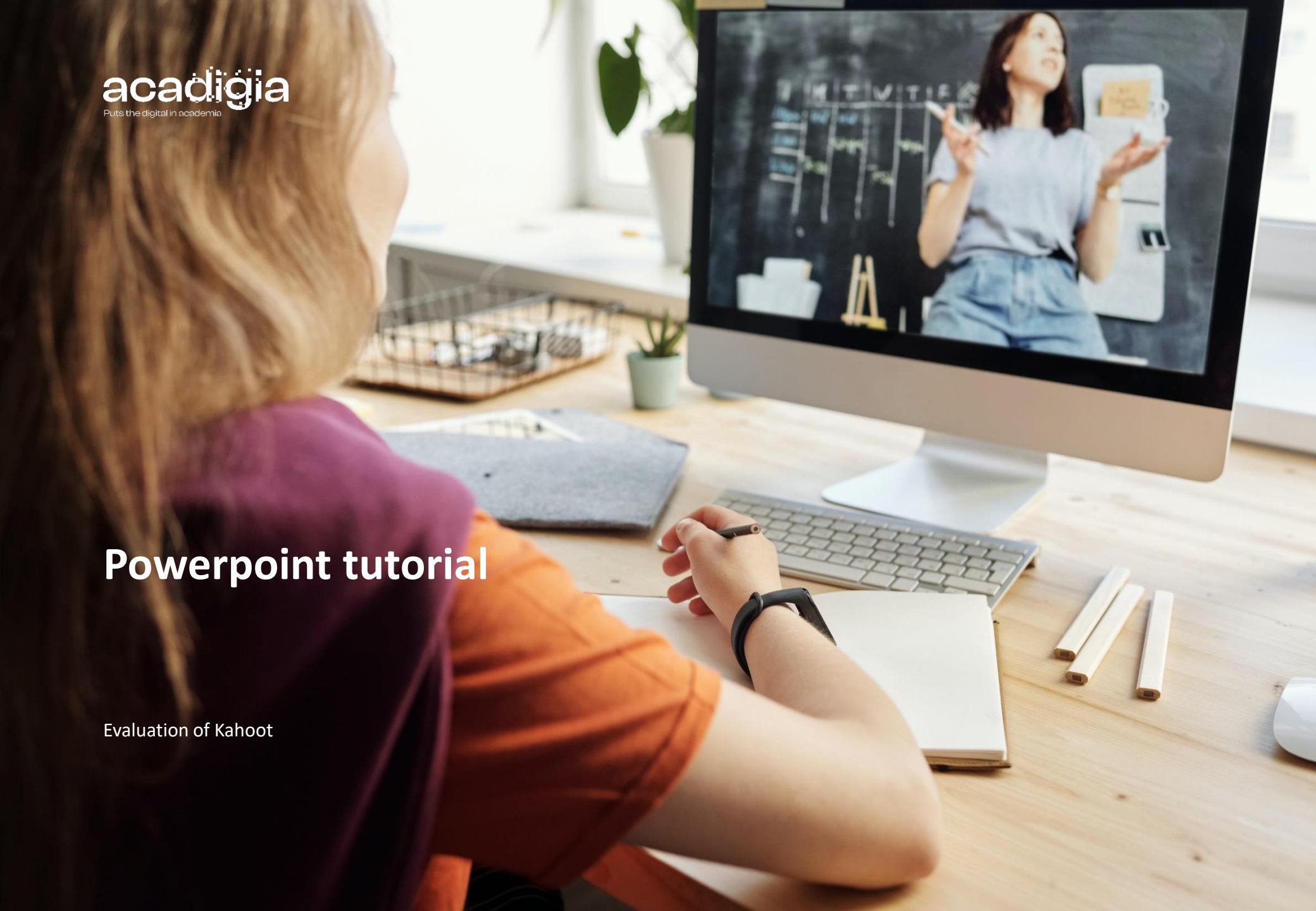
Consortium

Instituto Politécnico do Porto
ipp@ipp.pt

Universidad Politecnica de Madrid
secretaria.vinternacional@upm.es

Università Politecnica delle Marche
info@univpm.it

National Technical University of Athens
webmaster@ntua.gr

INOVA+
inova@inova.business

Universitatea Politehnica Timisoara
rector@upt.ro

Trinity College Dublin
academic.registry@tcd.ie

What is Kahoot! ?

- Kahoot is a free learning tool, although it has some paid plans.

- It is based on recreational activities, such as quizzes, true or false questions.

- It is possible to create and organize games in real time and share them with remote players.

- The answers are made through the user's device, it is only necessary to know the pin (number) of the game.

How to test Kahoot! ?

- 1. To test the tool, an account was created on the platform using the Sign up option on Kahoot.

- 2. Opted for the free plan.

- 3. Once the account is created, it is then possible to create an activity.

- 4. Then the activity organizer shares the access to the game (game pin) with the users.

- 5. The questions are displayed on the organizer's screen, with the corresponding answer options.

- 6. The players select the answers they consider correct through their devices with web access.

- 7. After finishing the activity, Kahoot presents, to the organizer, a set of data resulting from the activity.

1. Functionalities supporting Blended Learning

a. Supporting Professional Engagement

b. The tool is very intuitive and simple.

c. However, it is favorable that there is an explanation, on the part of the organizer, to clarify the participants about the rules of the game.

acadigia

2. Supporting Digital Resources

a. There are several explanatory videos, developed by Kahoot, such as:

b. Creating a Kahoot (watch video).

c. Use of Kahoot through team mode (watch video).

d. Use of Kahoot application (watch video).

3. Supporting Teaching & Learning

a. Kahoot enhances the use of gamification in the classroom by facilitating the use of game elements such as immediate feedback, clear rules, fun, inclusion of error, pleasure and motivation.

b. Kahoot can also be used as a diagnostic, formative or summative assessment tool, depending on the objectives to be achieved.

c. Kahoot as a digital game resource, offers teachers the opportunity to create quizzes, surveys and discussions that engage students in learning with a competitive game format.

4. Supporting Assessment

Students prefer to use kahoot as an assessment method over the traditional assessment tests. The use of this tool helps to enhance the motivation and learning outcome of students.

5. Supporting the Empowerment of Learners

a. Kahoot enhances a dynamic and interactive learning in the classroom, by encouraging student participation and memorization of concepts.

b. Promotes new teaching/learning strategies.

c. The perception of students when using Kahoot is very positive since this tool helps learning, increases concentration, engagement, fun and student motivation.

6. Facilitating Learners' Digital Competence

To use the Kahoot tool, students only need to have technological skills from the user's point of view.

acadigia
Puts the digital in academia

Summary of functionalities:

1. Create quizzes

2. Share

3. Assessments, record results

4. Activity report

Summary of functionalities

1. Create quizzes

2. Share

3. Assessments, record results

4. Activity report

acadigia
Puts the digital in academia