



## Game Based Learning: Use of Kahoot! in Higher Education

Akshay Swami<sup>1</sup>, Atish Patil<sup>2</sup>, Milind Hujare<sup>3</sup>

<sup>1,2</sup>Assistant Professor, Dattajirao Kadam Arts, Science and Commerce College, Ichalkaranji

<sup>3</sup>Principal, Padmabhushan Dr. Vasanttraodada Patil Mahavidyalaya, Tasgaon

### Abstract:

*Effective use of technology can motivate students, make our classes more dynamic and interesting and renew teacher enthusiasm as they learn new skills and techniques. At present there is a transformation from traditional learning to a flexible learning scenario. It has transformed our life in many ways including the teaching-learning pattern. With the growing push for creativity in the classroom as well as the application of effective technology in teaching and learning, it can be a daunting task for educators to find fitting competitive or game-based learning platforms. Foremost, educators need to consider elements such as motivation and whether the platform is likely to foster and reinforce learning. The present study examines the use of Kahoot! as a gamification tool to explore mixed learning strategies. This tool allows students to answer on-line questionnaires created by the teacher, through mobile and tablet devices, and availability of results in a few seconds as well as those of other participants. The results obtained on the assessment of the tool by students, in terms of the benefits in the learning process, have been very positive and the participants point out students greater involvement and participation and the promotion of learning as main advantages of this digital tool.*

**Keywords:** Technology, Teaching-learning pattern, Kahoot!, Gamification, Game-based learning platforms, Digital tool

### I. INTRODUCTION

Technological development and its continuous growth have transformed how activities are performed on a daily basis. In the context of education, specially learning, educators now have the opportunity to establish and integrate play-based learning activities via expertise in their teaching. The inclusion of play in learning has seen the appearance of a very exclusive idea of game-based learning. According to Zarzycka-Piskorz (2016), it is basically the use of game elements and game design techniques in non-game contexts. Game based learning or gamification rests on the experiential nature of a game that allows learners the chance to be fully involved in the learning cycle. Game-based learning also garners learners' full attention and promotes awareness retention due to its 'play nature'.

Platforms that are play-oriented and infused with knowledge essentials are frequently planned with defined outcomes associated to the coaching and learning aims of a particular session or sequence of programme. Although games are play-oriented, the designing values after such games are based parallel to relatively precise teaching and learning context aims. The ethics allow for more engagement and entertaining throughout the learning procedure. The attachment and entertaining factors of game-based learning have been found to boost learner inspiration and maintain retention.

Kahoot! is a game-based learning platform, free for teachers of awesome and classroom superheroes. This game based platform is all about Play, learn, have fun and celebrate together! Game-based learning tools such as Kahoot! increase pedagogical practices with new scientific solutions. Kahoot! is a digital game-based learner response scheme that allows teachers and learners in classroom settings to interrelate during competitive awareness games using existing infrastructure.

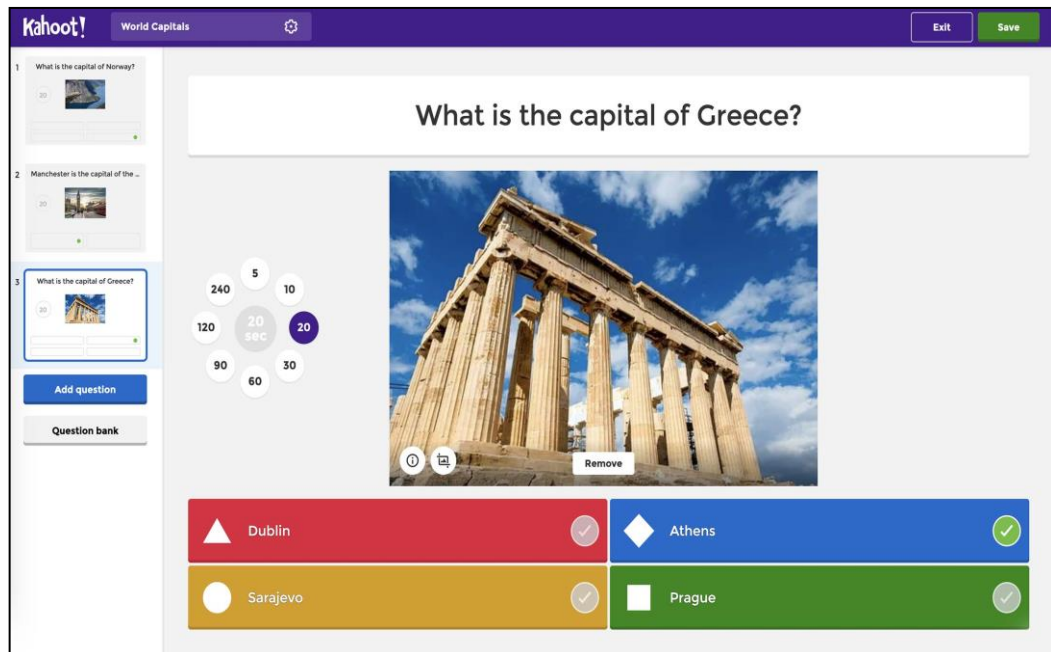
Nature of this teaching platform is to create a fun learning game in minutes. User can make a series of multiple choice questions with pictorial view. The format and number of questions are entirely depends on user which is unlimited. Kahoot is also giving options to user can add videos, animations, images and diagrams related about questions to magnify engagement.

Teachers, trainers, event managers, classroom and office workers can apply this Kahoot! system and makes it easy for audience or participants to create, share and play fun learning games. Its totally free of coast available in both formats i.e. website and android application. Also it available in paid format also with extra advanced options as pro version.

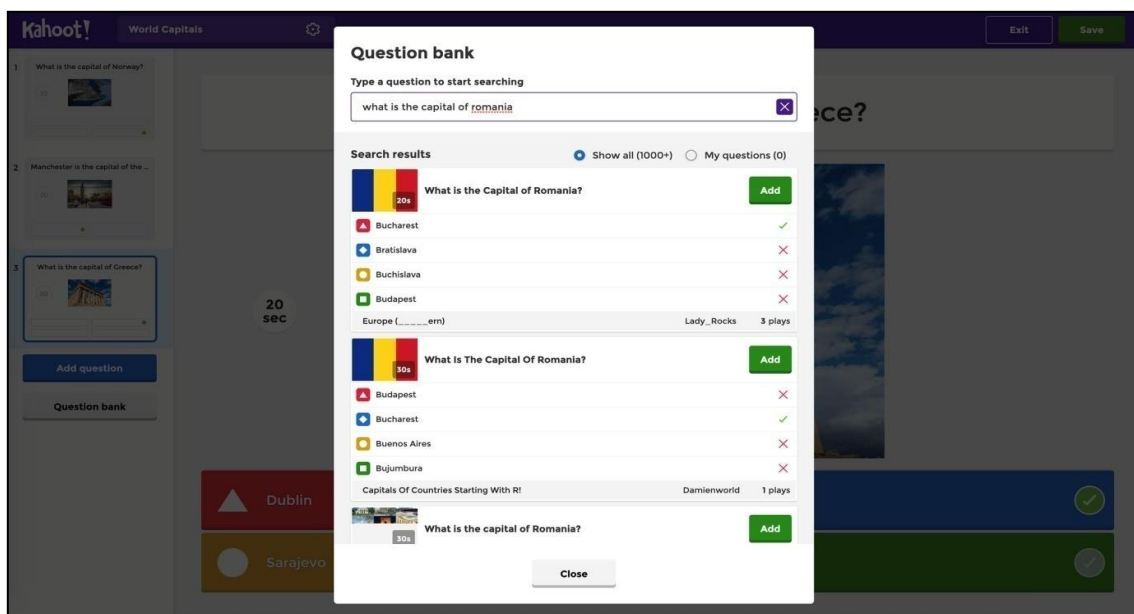
### II. KAHOOT! LEARNING SYSTEM PROVIDES FOLLOWING ASPECTS TO THE USERS-

- Image library, which is having millions of high quality images related to question bank.
- Folders for the Organization of personal and team kahoots into folders
- It provides detailed reports to view and share for assessment of learning impact

- This system is having user friendly operations to bring fun into training, presentations and events and collaborate with user with his colleagues
- Easy collaboration with other teachers or users, which is saving time and creating even more engaging games
- Its making learning enjoyable, inclusive and engaging in all contexts



*Fig. 1. Framework for manual question additions*



*Fgi2. Framework of inbuilt question bank*

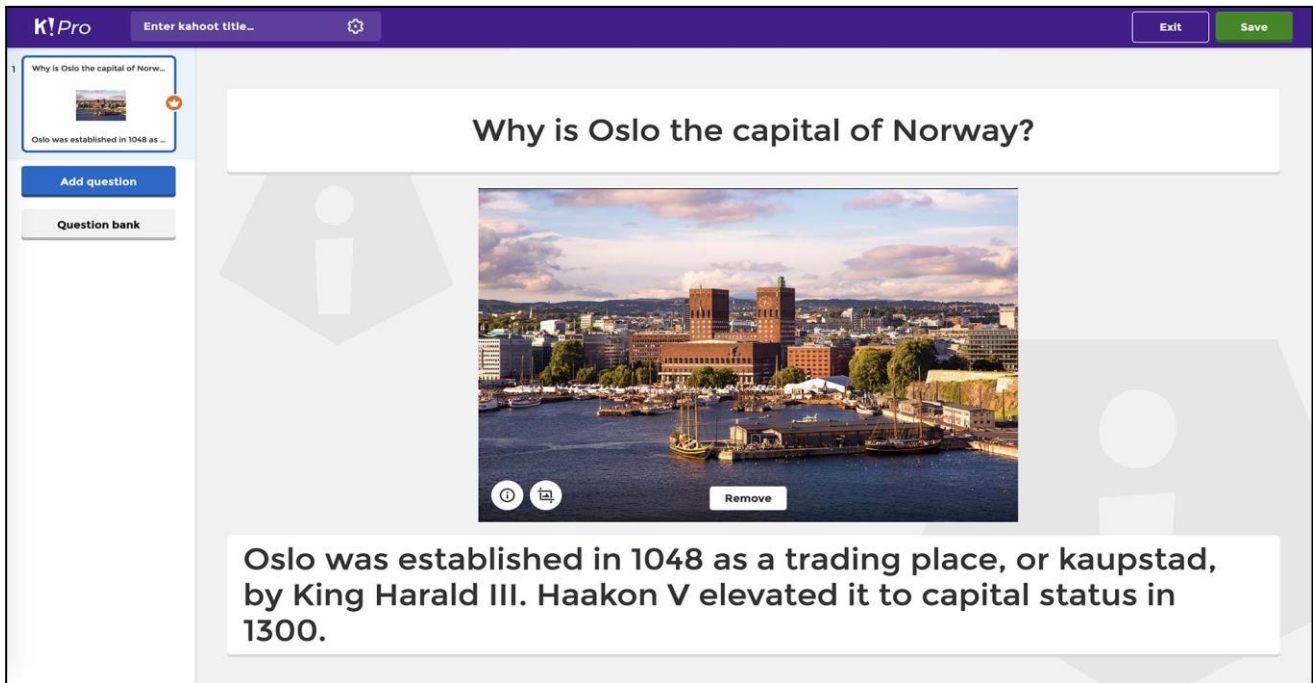


Fig 3. Framework for descriptive nature question

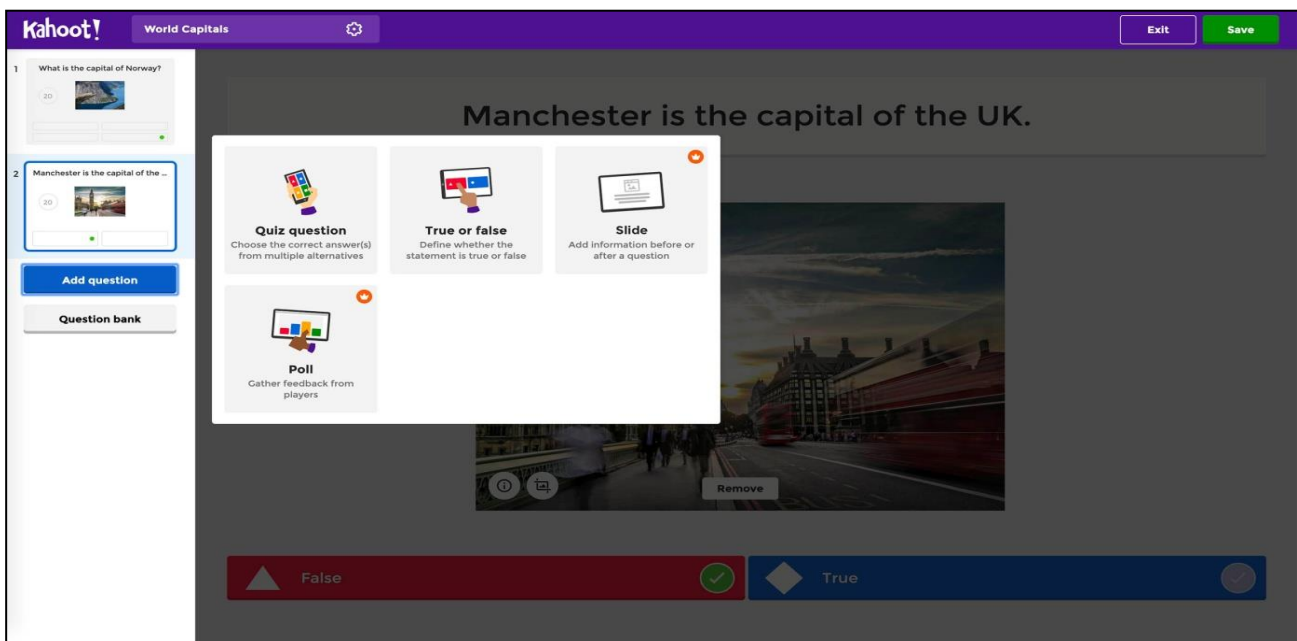


Fig. 4. Framework of question choice to user

### III. SPECIAL FEATURES IN KAHOOT

- ❖ **Collaboration-**  
Co-create, edit and share learning games together with other teachers in your school's or university's private team space.
- ❖ **Saving time-**  
Your team space serves as a shared kahoot bank that current and future teachers can access, saving precious time on finding relevant learning games.
- ❖ **Get organized-**  
Structure your school's or university's kahoots by subject, grade, department or other criteria using system provided folder feature in My Kahoots and user team space.
- ❖ **Advanced game creation tools-**  
Save time creating high quality kahoots and increase student engagement by using built-in, searchable image library with millions of images (only in Kahoot! Pro).
- ❖ **Step up formative assessment-**  
Track student progress, step up formative assessment and improve learning outcomes with detailed reports that can be shared between educators and admins.
- ❖ **Engage admins-**  
Invite school admins to user team to share kahoots and reports with them.
- ❖ **Customization with school logo-**  
Boost team spirit and student engagement by having your school's or university's logo or mascot in all kahoots.

#### Following are some of the features provided by Kahoot-

- Create and host learning games in class
- Search kahoots by subject and grade
- Add questions from system provided question bank
- Assign kahoots as homework challenges
- Self-serve support
- Organize kahoots in folders
- Co-create and edit kahoots with teachers
- Share kahoots in user institution team space
- View and share advanced reports
- Customize games with institutional logo or mascot
- Access editable game templates
- Image library with millions of images
- Add slides between questions for more context
- Add polls to gather player feedback
- Combine different question types and slides in one kahoot
- Public profile (upon request)
- Priority support
- Flexible payment options (For Paid Pro Version)
- Use a department or school-wide team space as a shared game bank
- Share ready-to-play kahoots class to class and save time
- Organize kahoots into folders by class, topic, subject, etc.

### IV. SUMMARY AND CONCLUSION:

The introduction of ICTs in the classroom, and more specifically the use of a simple gamification tool (Kahoot!), has proven to be positive for the students' academic performance in a respective course. Users of Kahoot! as exciting and were thus motivated to make the effort to answer every item or question during each Kahoot! Session. Due to such application in the classrooms students should look forward to the sessions; find it interestingly, make fun and enjoyable, responses should be quickly to and focusing on each item or question eagerly, being fond of the competitiveness in each Kahoot! session, in future they should prefer to learn via Kahoot!, recognising the value of using Kahoot! for teaching and learning purposes, and in higher education.

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