



Title: Kahoot! for gamification and classroom community

Author: Sarah Guess, DVM, MS, DACVIM (SAIM)

Institution: Washington State University

Abstract:

Kahoot! is a free, web-based platform for real-time quizzes. It is user-friendly and provides an opportunity for students to anonymously compete for a spot on the podium in a low-stakes, friendly, and fun environment. I have used the Kahoot! platform at the start of each class to review the material from the previous day. Students can log in from any device, make up a username of their choice (I have seen everything from the entire cast of Lord of the Rings to my own name appear on the screen). They have a pre-determined amount of time to answer each question, which I have written out in advance. The questions are multiple choice and the students get points for speed and accuracy. A leader board appears between each question, so students have the chance to see how they are doing and try to unseat the top spot. At the end, podium places are given for first, second, and third place. I have found that I have received an overwhelming amount of positive feedback with this platform. Non-valid reasons to pursue gamification, or interactive learning events (ILEs), include the games being cool/fun, the misperception that everyone is doing it, or it will make learning easier and is highly popular, and that it is easy (Kapp, Blair, and Mesch, 2014). In my support and rationale for using the Kahoot! platform, while I find Kahoot! to be fun and easy, I have tried to steer away from these common conceptions and focus on the foundational questions I have that demonstrate a need for a game or ILE in this context. My main goals would include depth of engagement for both myself and my student colleagues, increased student motivation, promotion of positive classroom community, and improved tracking of understanding and retention of the material. These reasons are all theoretical. I hope to continue to use gamification and ILEs in the future and explore possible connections between gamification and other constructs, such as motivation, classroom community, and engagement, in a more robust way. My goal for this short presentation is to continue the conversation around gamification and provide awareness of Kahoot! as a free tool for educators.