What is Kahoot!

- Kahoot is a web-based learning platform that makes assessment engaging and efficient.
- It is designed to work on any device with internet access and carries many of the benefits of gamification.
- Provides instantaneous, high quality data for teachers and feedback for students.
About the company:

- Founded by Johan Brand and Jamie Brooker and released to the public in August 2013.
- Following the resounding success of Kahoot, Brand and Brooker formed a parent company so they could look into developing other learning tools.
  - Called We Are Human, this parent company now has a few initiatives under its umbrella, with Kahoot remaining as the flagship.
We currently live in an age in which new technologies (both hardware and software) and being developed and created at a blazing pace. With the Apple App Store alone averaging 40,000 new app submissions per month\(^1\), there is no shortage of new programs to try. Often with popular new releases there are inconsistencies regarding release dates and features across different platforms. These inconsistencies are often compounded by schools difficulty in accessing up-to-date technology of the same operating systems\(^2\). Within individual schools you will often find Android, Apple, Windows and ChromeOS devices running side by side in the classroom. Thus if an app is available on Android, its educational impact will be a fraction of what it could be if it were universally accessible.


How Kahoot overcomes these challenges

- **One of Kahoot’s single greatest features is that it is web based.** Every single device capable of calling up a web page can access Kahoot. Rapidly growing initiatives such as BYOD (Bring Your Own Device) are generally impartial when it comes to the operating system on student devices. Thus cross-platform applications like Kahoot have wider access and a consistent user experience when compared to OS specific apps.

- **Kahoot also features a very simple and user friendly experience for both educators and students.** Students as young as grade 2 are able to effectively participate in Kahoot quizzes, as accessing the app does not require significant computer experience or knowledge.

Why target assessment?

- It is no secret that as a profession, teachers have struggled with what it truly means to provide clear, consistent and accurate assessment. There are constantly new initiatives and systems in place that are meant to aid teachers in knowing exactly “where their students are at.” While these initiatives and systems are helpful, they often fail to answer one blaring question, “HOW?”

- Since the introduction of computers to schools it has been predicted that technology will make it possible to provide more regular, high quality formative and summative assessments\(^4\). Kahoot accomplishes this as it breathes life back into assessment. It is quick, efficient and provides excellent data. It gives a teacher the ability to regularly assess for learning, without taking copious amounts of time giving and grading quizzes.

Why target assessment?

- Quite simply, Kahoot is an application designed by those with a love of education that want to make it easier for teachers to assess learning. This is all with the goal in mind of improving education practices throughout the world.\(^5\)
Why invest in Kahoot?

- You are investing in a quality, award winning platform that is loved by teachers around the world.
- The founders are strongly committed to keeping the core features of Kahoot free; there are plans to introduce a paid version that features specially designed quizzes and other unannounced features.
- Kahoot is a growing technology with great potential for paid subscription.
Benefits of using Kahoot

- Kahoot provides you with the ability to make your own quizzes or pick from millions made by other ‘Kahooters’
  - Quizzes are most productive when based on quality multiple choice or true/false questions
- Quick and painless for teachers
  - Create or select a quiz of choices. Student’s enter the code on their device, and the quiz can begin. In less than 2 minutes.
- Easy integrated in classrooms as it uses technology that is already in schools and mobile technology that students carry with them daily.
Pedagogical Benefits:

- **Gamification**
  - Kahoot enables teachers to turn quizzes and exit passes into a game-like situation that reduces nerves and has students excited.
  - Properly designed gamification is known to increase the accuracy of assessment, reduce student anxiety and increase motivation.

- **Enhanced Engagement**
  - Simply by using a mobile device students are increasingly interested in learning and are often increasingly motivated to participate in classroom activities.
  - “There appears to be a strong positive relationship between using information technology for educational purposes and involvement in effective educational practices.”
  - Student engagement is immeasurably beneficial to educators and is a significant predictor of academic achievement.

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Pedagogical Benefits Cont:

- **Ease of Use**
  - Kahoot is incredibly simple to use for students. It is as easy as navigating to Kahoot.it and inputting a 6 digit code supplied by the teacher.
  - For educators it is equally simple to use and create quizzes. There is virtually no ‘technology knowledge barrier’ for today’s classroom teacher to successfully use Kahoot in their classroom.

- **Room for Growth**
  - Kahoot is constantly growing and adding new features. Most recently added was Ghost Mode, which allows classes to compete against themselves to see if they have gained further understanding of a topic.
Educators Weigh In:

- “I think Kahoot is an excellent way for teachers to gather quick formative assessment data. It can help guide your instruction and give students a fun way to see where they are at.” – Natalie Grade 6 Teacher

- “Kahoot is engaging for my students. It allows different types of students to learn the curriculum and practice their test taking skills. Kahoot also improves students’ speed of recall. My students are consistently excited to learn using Kahoot.” – Matthew Grade 5 Teacher

- “In my role as a grade 3 teacher I use Kahoot regularly in my classroom. One of the greatest uses for Kahoot that I have found is integrating it into my Math Facts routine. Creating a list of math facts that students should learn by rote, and making it into a fun game has been highly successful. I can confidently say that Kahoot is an indispensable part of my math program.” – Brett Grade 3 Teacher
How it works:

- After creating an account, a user logs in and selects the type of Kahoot they would like.

- A Kahoot you previously created
- Kahoots created by other Kahooters (Public Kahoots)
- New Kahoot of your making

Create new Kahoot!

Quiz  Discussion  Survey
How it works:

You then selected the individual quiz and click “start Kahoot”

Kahoot then gives you a code for students to enter on their device

Players then add the code on their device and are added to the game

The possible answers then appear on the screen of the students device
How it works:

The projector displays the question and possible answers.

Where is this place? Mount Fuji

21

Japan

England

Switzerland

Norway
Kahoot provides the teacher with an Excel or Google Spreadsheet of all the results. If breaks it down per student and with a glance makes it possible to see which students’ are struggling with the concepts.
Quality of Data

It also gives a breakdown per question and proves additional data such as the time in which each student answered. Thus allowing a teacher to spot trends and abnormalities in students’ performance.

<table>
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<th>ANSWER 1</th>
<th>ANSWER 2</th>
<th>ANSWER 3</th>
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As a classroom assessment tool...Kahoot stands well above the rest.

In the world of computing and cell phones, Apple has a clear edge in its ability to be user friendly, uncomplicated, reliable and progressive. These same virtues can be applied to Kahoot as well.

As someone looking into becoming an educational entrepreneur, Kahoot embodies everything I would hope to accomplish in a business venture. It is created by people that are passionate about education and learning. It helps solve the real word difficulties of assessment and ease some of the challenges associated with it. The whole goal of Kahoot is to better learning for students all around the world. For these reasons I feel it is not only a benchmark in terms of product quality, but also for its vision and founder’s motivation.
Conclusion:

- Notable benefits of Kahoot include:
  - Is very user friendly for teachers and students.
  - Saves teachers time.
  - Students find it fun and easy to engage with.
  - It feels like a game to learners.
  - It is web-based and can be used on any platform.
  - It is free.
  - It provides quick, accurate, quality data for both formative and summative assessment. No waiting!
  - It is simple, uncomplicated.
  - It is a proven product already, not just wishful thinking.
  - Teachers are currently using it extensively, and will continue to do so.

IN THE WORLD OF DIGITAL ASSESSMENT, KAHOOT STANDS ABOVE THE REST!