

Kahoot: An interactive tool for making learning fun

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IN the age of ever-evolving educational environment, educators have been embracing edutech games for teaching their students in interactive and fun way. Today's educational institutions are on the cusp of a new and exciting revolution called gamification. This idea of using game-techniques in the classroom is known as "Gamification".

According to Karl M Kapp, author of the *Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education* (2012) stated that "Gamification is using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning, and solve problems"

Kiryakova, G., Angelova, N. and Yordanova, L. (n.d.) described that "Gamification is an integration of game elements and game thinking in activities that are not games". There are now numerous examples of gamification applied to learning environments, both offline and online.

Quest to Learn (Q2L), a public school based in New York City offers sixth graders a gamified curriculum in which learning happens through gaming. We all know about Khan Academy which is an online gamified learning platform created in 2006 by educator Salman Khan to provide "a free, world-class education for anyone, anywhere" that features instructional videos and exercises on a variety of topics. In 2010,

Khan Academy introduced badges as motivation for learning and in 2016 Khan Academy Bangla online was launched which is an initiative way to bring the much acclaimed world-class education platform to the Bangla speaking community.

Leading educational researchers have discovered that games allow for some of the richest learning experiences subsuming:

- Games ask us to collaborate with others and learn by doing
- Games let us know if we are failing or succeeding at a moment's notice and allow us to retry, or "iterate," after a failure or loss
- Unlike traditional educational systems, failure is a necessary and integral part of the "game." It creates a context for students to be motivated to try again and succeed
- Learning experiences in games don't feel like spoon-fed education. Learning experiences feel like play

Gamification in education can be an effective tool and a great opportunity to practice the learner's skills and apply knowledge that encourages risk-taking and trying new things for them as well. Therefore, educators should execute gamification in their classroom according to the requirement of tech savvy students as well as to overcome the lack of engagement and motivation of students to participate actively in the learning process.

In pedagogy environment, peda-



gogue can choose various games techniques based on the subjects as well as educational content. The well-known example of a live edtech game is Kahoot! It is a free game-based learning platform, used as educational technology in schools and other educational institutions. The company was launched in August 2013 in Norway. Kahoot offers multiple-choice quizzes that allow user generation and can be accessed via web browser. It is one of the world's fastest-growing learning brands with millions of monthly active users in over 180 countries. The game platform now hosts over 50 million monthly active unique users and has a public library of over 20 million learning games, created and shared by fans in more than 180 countries. For using

Kahoot, users have to have an internet connection and a Smartphone/tablet/Computer, a good WiFi connection and a projector.

The following reasons impulse the usage of Kahoot in classroom:

- It's flexible: You can create a learning game for all ages, any topic in a few minutes.
- Simple and easy: It works on any device with an internet connection. For players, no account or login is required to join a game.
- Diverse: There are so many ways to engage learners such as starting a conversation or reinforcing knowledge, introducing new topics or encouraging

teamwork, and more.

- Engaging: It fosters social learning, unlocks learners' potential and deepens pedagogical impact.
- Global: Users can connect and play in real time with other players in 180+ countries.
- Free: Creating learning games and playing Kahoot! is free for K-12 teachers and students.

How does Kahoot work?

- Create: Educators can make a series of multiple choice questions; the format and number of questions are entirely up to them and can add videos, images and diagrams to their questions to amplify engagement.

- Play: Players answer the questions on their own devices, while games are displayed on a shared screen to unite the lesson. It creates a 'campfire moment' encouraging players to look up and celebrate together. Besides creating your own kahoots, you can search among millions of existing games.

- Share: After a game, it encourages players to create and share their own kahoots to deepen understanding, mastery and purpose, as well as engage in peer-led discussions.

- Reinforce: Students play kahoots on their phones for revision and reinforcement even it offers homework challenges, questions and answers

which will appear on student's phone screens.

As an innovative instructor, educators should accept Kahoot in order to help students conquer a learning obstacle in class. In Bangladesh, we have a culture that if a teacher has got a PhD degree in his/her discipline, he/she is considered to be the best teacher. We always forget to evaluate the pedagogical skill of a teacher. We emphasise his/her highest degree and overlook the different teaching and learning skills which she/he has to gain for making the learning environment interactive as well as comfortable for students. Public and private universities in Bangladesh should practice edtech games for their teaching and learning methods. Although many private universities have been trying to modernise their education system using ICT but many teachers are reluctant to explore the new strategies in teaching and learning.

It is worth mentioning that the faculty members of Dept. of Information Studies and Library Management, East West University have been using Kahoot since 2016. Moreover they are trying to spread this concept in all educational institutions across the country to stimulate new ideas in teaching and learning process and encourage students how to be a critical thinker for sustaining in the contemporary education environment.

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