NAME:

Kahoot!

LOGO:

HOW TO READ THIS DOCUMENT:

On the right side of this page, you will see a list of topics covering this software from multiple angles. These aspects are common to all the apps we have studied and described in detail in the following pages.

You will need a basic knowledge of the software to understand some of the points made in this document.
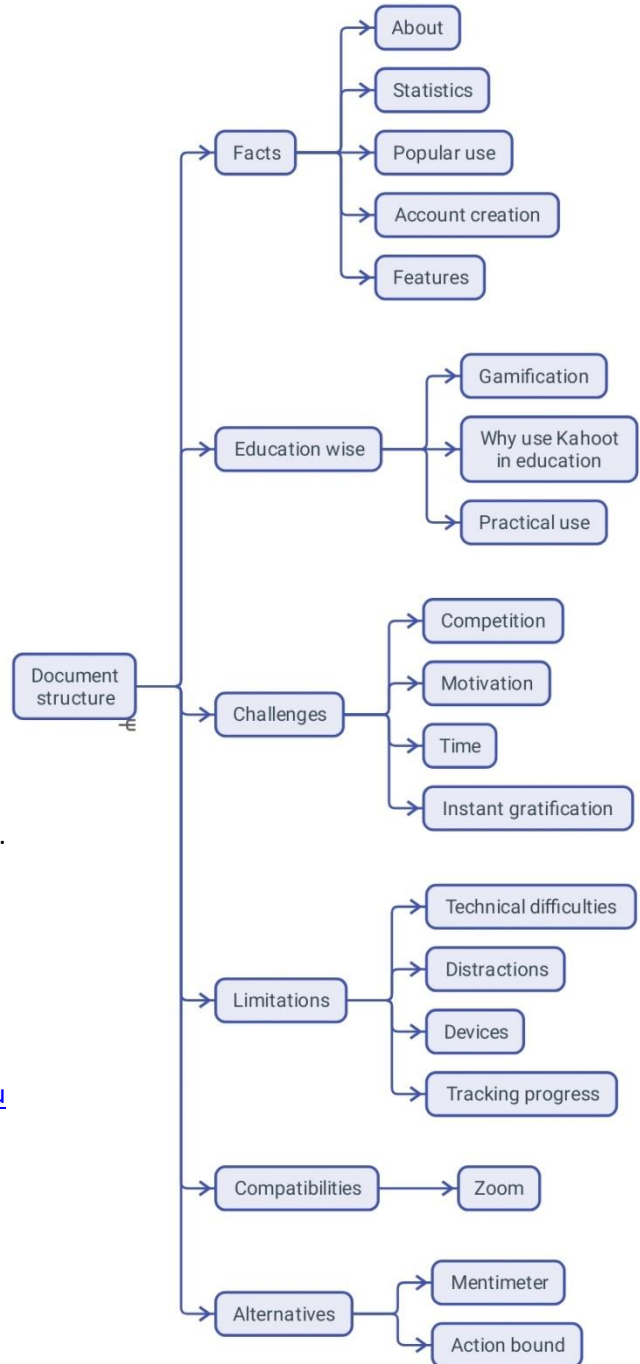
We have analysed five more online software whose reports are available on our website: www.trendss.eu

USEFUL LINKS:

WEBSITE:
https://kahoot.com/
PLAY STORE:
https://play.google.com/store/apps/details?id=no.mobitroll.kahoot.android
WIKIPEDIA:
https://en.wikipedia.org/wiki/Kahoot!

FACTS

ABOUT

Kahoot is an online game-based learning platform. It allows teachers, organizations and parents to set up fun web-based learning for others.

STATISTICS

Some interesting stats about this app:

- Reached 1 billion players in 2017
- Valued at $300 million in 2018

POPULAR USE

Kahoot is used in education however the concept behind it comes from outside education and has more to do with motivation than learning. This concept is called Gamification and has gained popularity in fields like marketing and computer science. Kahoot is now the benchmark for interactive quizzes and lessons. The idea behind creating this software was to transform the regular classroom into a game show, with the teacher being the host and the children contenders. The use of mobile devices like smartphones and tablets is not only allowed but encouraged, thus, welcoming technology in a meaningful way into the classroom.

ACCOUNT CREATION

An account is only needed if you want to create Kahoots. You can register and pick from 4 types of accounts: teacher, student, personal, and professional. Each of these accounts will need further details for a better experience. You will have to provide credentials and an email address that you will have to confirm. You don't need to create an account or log in to participate in games created by other users; you just need to access the Kahoot website from a web browser and enter a pin. It is even simpler if you have a mobile app. You open it and enter the pin. This pin is a unique 6-digit number that connects you to the game.

FEATURES

Kahoots are the games you create and play using this software for the participants in your training.

EDUCATION WISE

GAMIFICATION

Gamification is the strategic attempt to enhance systems, services, organizations, and activities to create similar experiences to those experienced when playing games to motivate and engage users.

It is achieved through techniques like:

- Offering rewards for doing given tasks
- Fostering competition between players
- Using meaningful challenges, narratives, etc.

In 2010, when the term Gamification first gained widespread use, it had a more specific connotation that referred to incorporating social and rewards-based aspects of games into the software. In marketing, Gamification is most used in customer loyalty programs like Brandification and customer engagement, for example, motivating users to perform different tasks when visiting a website.

Education and training are areas that have generated much interest in Gamification.

WHY USE KAHOOT IN EDUCATION

Learning through play enables participants to learn differently. Some would say this way of learning is the first one we experience and is better than the traditional and more structured way we find in most schools.

Most young people pick up the habit of playing video games and are already acquainted with most game dynamics, mechanics, and components. The beauty of these components is that you can recreate them without having to know how to code or grapple with complex computing instructions.

It's enough to understand that games shape the behaviour of the players.

PRACTICAL USE

KAHOOTS

CHALLENGES

1. **COMPETITION**
   In multiplayer games like Kahoot, players gather points, and you can win a top spot at the end (1st, 2nd or 3rd place). In some cases, competition may lead to lower self-esteem because 90% of your participants don't get recognized. Lack of recognition, which is a positive motivator, may lead to experiencing fear and anxiety—fear that they will disappoint you. In many cases, healthy competition would have a good impact on behaviour. Monitor its impact, get feedback and improve the experience.

2. **MOTIVATION**
   Kahoot can fill in the place of a motivator, though it will be an external one.
   Engagement will not last, so the idea is to build internal motivation in your students.
   Exposing participants driven by an internal motivation to an environment based on elements of external motivation, like points and rewards, may have an adverse impact.
   Participants may lose their internal motivation and rely on external incentives to do things. One of the responsibilities of the facilitators is to guide the participants and help them internalize motivation.

3. **TIME**
   The process of internalizing motivation, if it is not present already, takes a long time. It is easy to create Kahoots, but beware that this will not replace the internal motivation of participants to learn in the long run.

4. **INSTANT GRATIFICATION**
   When working with highly engaging content like games, the type of engagement you provide should offer something new or worthwhile and be strong enough to compete with other similar stimuli. Piercing the armour of numbness will be easier if you take the time to know your audience and find out their preferred content, what they are familiar with and what intrigues them.

LIMITATIONS

1. **TECHNICAL DIFFICULTIES**
   Some participants may have problems with their devices, resulting in lagging behind and not being able to enjoy the whole experience. As is true for all technology-based events, it is best to test ahead of time so that the participants have everything they need.

2. **DISTRACTION**
   Background music or other features of Kahoot might distract participants from the goal of completing the tasks. You have the option of turning it off for people to focus better.

3. **DEVICES**

You will need two devices to test if everything is alright with the Kahoots you create. One is the laptop, and the other is the smartphone or device you connect as a participant.

4. **TRACKING PROGRESS**

Tracking is an important step of the evaluation process.

COMPATIBILITIES	
NAME	**DESCRIPTION**
ZOOM	You can host quizzes and polls directly within a Zoom meeting by using the Kahoot version inside Zoom. There's no need for a second screen or device, and you may choose from the Kahoots you have previously created.

ALTERNATIVES	
NAME	**DESCRIPTION**
Mentimeter	The app also focuses on online collaboration for the education sector allowing students or public members to answer questions anonymously. It enables users to share knowledge and real-time feedback on mobile with presentations, polls or brainstorming sessions in classes, meetings, gatherings, conferences and other group activities.
Action Bound	Launched in 2012, Actionbound is a serious game that allows users to create digital treasure hunts, mobile adventures, and interactive guides and make them publicly or exclusively available to an audience. The Actionbound app is available for Android and iOS-based mobile devices.