

An Evaluation of Kahoot Application and Its Environment as a Learning Tool

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Abstract : Over the past 20 years, internet has seen continual advancement and with the advent of online technology, various types of web-based games have been developed. Games are frequently being used among different age groups from baby boomers to generation Z. Games are not only used for entertainment but also utilized as a learning approach transmitting education to a level that is more interesting and effective for students. One of the popular web-based education games is Kahoot with growing popularity and usage, which is being used in different fields of studies. However, little knowledge is available on university students' perception of Kahoot environment and application for learning subjects. Hence, the objective of the current study is to investigate students' perceptions of Kahoot application and environment as a learning tool. The study employed a survey approach by distributing Google Forms & created questionnaire, with high level of reliability index, to 62 students (11 males and 51 females). The findings show that students have positive attitudes towards Kahoot application and its environment for learning. Regarding Kahoot application, it was indicated that activities created using Kahoot are more interesting for students, Kahoot is useful for collaborative learning, and Kahoot enhances interest in learning lesson. In terms of Kahoot environment, it was found that using this application through mobile is easy for students, its design is simple and useful, Kahoot-created activities can easily be shared, and the application can easily be used on any platform. The findings of the study have implications for instructors, policymakers and curriculum developers.

Keywords : application, environment, Kahoot, learning tool

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