

Artificial Intelligence Applications in Kahoot!

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Abstract : This study looks at how the game-based learning platform Kahoot! has changed education, with a particular emphasis on how it incorporates artificial intelligence (AI). From humanly made questions to AI-driven features that improve the learning process, Kahoot! has changed since its 2013 introduction. The software successfully engages educators and students by delivering adaptive learning paths, regulating content, and offering individualized tests. This study also highlights the AI features of Kahoot! by contrasting it with comparable platforms like Quizizz, Socrative, Gimkit, and Nearpod. User satisfaction with Kahoot!'s "PDF to Story" and "Story Text Enhancer" functions ranges from moderate to high, according to a review of user input; yet, there are still issues with consistent accuracy and usability. The results demonstrate how AI can improve learning's effectiveness, adaptability, and interactivity while offering useful insights for educators and developers seeking to optimize educational tools.

Keywords : PDF to story feature, story text enhancer, AI-driven learning, interactive content creation

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