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Learning from Kahoot

Kahoot is a popular learning platform with a quiz-show format which is used for a quick review of student knowledge or to provide some variety in how material is presented. It is one of the most popular worldwide with over 70 million users per month. Many papers have been written on the effectiveness on using Kahoot in the classroom but few focused specifically on Physics. In addition most papers focus on formal classroom use of Kahoot, whereas this study took place in an interactive Science Centre (Unizulu Science Centre) and integrated Kahoot with simulations from PhET.

Unizulu Science Centre has served the rural communities surrounding the University of Zululand for almost 40 years. Obtaining feedback and research data from visitors is challenging as contact time is limited. In the past clickers were used to this end but this paper explores using Kahoot instead of clickers and utilising a pre- and post- test format to gather data on student learning. The author extended the clicker-based study performed for his Masters and PhD degrees (and presented at various stages at SAIP Conference) to one utilising Kahoot. Methodology and results will be presented and suggestions made for the effective use of this dynamic tool in out of school settings (like Science Centres) and also in the classroom or lecture theatre.

Apply for student award at which level:

None

Consent on use of personal information: Abstract Submission

Yes, I ACCEPT

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