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Innovative Approach towards Interactive Classroom Sessions using an ICT Tool – Kahoot

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ABSTRACT:Information and communication technologies (ICT) have become a necessity in all aspects of life. Education is a very socially oriented activity and quality education has traditionally been associated with strong teachers having high degrees of personal connect with learners. The use of ICT in education lends itself to more student-centered learning settings. In this paper we have implemented and demonstrated the effective use of Kahoot in conducting interactive classroom sessions and educational tests.

KEYWORDS: ICT, Kahoot

I. INTRODUCTION

Kahoot is a tool for using technology to administer and demonstrate quizzes, discussions, surveys and jumbles. It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their smartphone, tablet or computer.

As Kahoot may be played using any device, desktop or laptop with a web browser, it is popular in classes with "bring your own device" policies.

II. HOW DO I GET IT?

Go to getkahoot.com. Press on the large purple "GET MY FREE ACCOUNT" button. Fill in your role (teacher), your school or university, create a username, supply your email and select a password.

III. HOW TO USE KAHOOT?

You create the quiz, survey or discussion item. After you have created an account, you will see a screen with three icons for a quiz, discussion item or survey. Make your selection and build your game.

Questions have a 95-character limit and have up to four answer options. Select the correct answer by pressing the red "Incorrect" button. It will turn green and say "Correct". Choose a time limit between 5 and 120seconds. You may embed an image or a YouTube video. Continue to add and edit questions using the toolbar on the bottom of the screen. To complete the quiz, select "Next" and follow the instructions. You may add a cover image and you select whether you want to make your game public or private. You are now ready to launch your game.



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Your Kahoot games are saved in My Kahoots. You then select the game you want to launch and press the Play button. Students login to the game using their smart phone or computer. Kahoot displays a game pin to join the quiz (see example below). Students enter the game pin on their device and create a username that will display as the game progresses.

IV. LITERATURE REVIEW

Kahoot is designed for social learning, with learners gathered around a common screen. In a typical classroom environment, this will be a smartscreen, interactive whiteboard, or a computer monitor. Many Kahoots are also played using screen-sharing tools such as Skype, Appear.in and Google Hangouts.

When a Kahoot is launched, it will have its own unique PIN randomly generated by the system. Using any device with a web browser, players visit the website dedicated for quiz participation, kahoot.it, and input the unique PIN, and then enter a nickname before being directed to the waiting screen (the "lobby"). When all players' nicknames appear in the lobby, the kahoot leader (normally the teacher) clicks the Start button to begin the quiz.

During game play, the questions and up to 4 multiple choice answers are displayed on the main screen. Every answer corresponds to a distinctive color and shape. On the screen of the learners' devices, there are at most four rectangles with the color and the shape on each, and the learner needs to click or tap on the rectangle representing the correct answer. The game design is such that the players are required to frequently look up from their devices, enabling social interaction with the teacher and their peers.

For every question answered correctly, a number of points (with a maximum of 1000, depending on the time the student takes to answer the question) is awarded to each learner. At the end of every question, the learner sees his current score and his ranking in the class on his own screen. The learners with the 5 highest scores are displayed on the leader board on the main screen as well, to encourage healthy competition among players.

V. IMPLEMENTATION THROUGH CASE STUDY

In this paper, we have demonstrated how Kahoot can be used for revising certain design notations of UML diagrams. We have created My Kahoot to administer a Quiz based on UML notations. It is generally observed that students learn the notations and use it for the specific diagrams. In all, there are nine UML diagrams and each diagram has separate notations for representing information through diagrams. After learning all the nine diagrams, the students find it difficult to remember all the notations for structural, behavioral, and implementation diagrams. We found Kahoot as a useful tool to help students revise these notations.

We have used Kahoot to create a quiz. Quiz contains 15 questions based on UML notations. We have implemented this quiz with TYBCA students. The students have to answer by connecting to Kahoot.it. The teachers administer the quiz on the screen. The students can only respond to the questions that are displayed on the administer screen. At the end of the quiz a scoreboard is displayed on administer's screen representing the individual scores of the students and ranks are displayed on both administer's and rank holder's screen. Students get points for correctness and speed. The students provide the feedback regarding likes and dislikes of the game. The detailed report of each participant is downloaded and saved in an excel format on administer's drive.

Administer can share MyKahoot creations to Kahooters using either of the options **public or private**. The Kahooters insert the username by clicking on the share option. Only administer can use the shared creation but it cannot be edited by the Kahooters.

One can play the game a second time using a "ghost". The game plays the same as previously but now the students are playing against their first responses and hoping to improve their score.



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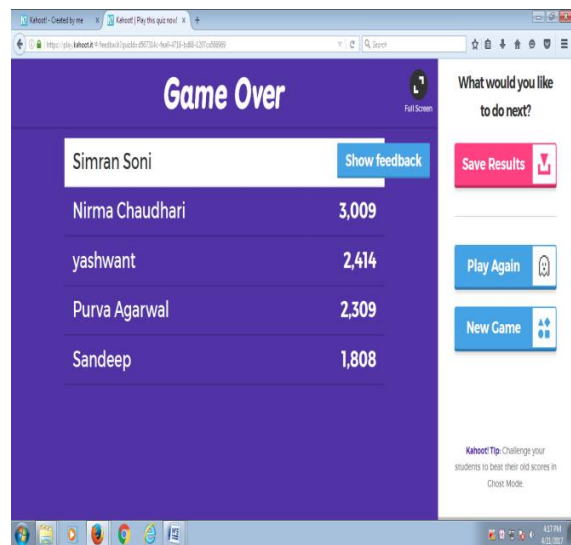
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Following are the screen shots of podium and scoreboard and detail excel sheet result for the quiz that we have administered.

Podium



ScoreBoard



Overall Result in Excel Sheet

Test your OOSE Knowledge			
1	Test your OOSE Knowledge		
2	Played on	21 Apr 2017	
3	Hosted by	Nishee123	
4	Played with	5 players	
5	Played	6 of 6 questions	
6			
7	Overall Performance		
8	Total correct answers (%)	53.33%	
9	Total incorrect answers (%)	46.67%	
10	Average score (points)	2638.80 points	
11			
12	Feedback		
13	How fun was it? (out of 5)	0.00 out of 5	
14	Did you learn something?	80.00% Yes	20.00% No
15	Do you recommend it?	60.00% Yes	40.00% No
	How do you feel?	60.00% Positive	20.00% No



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VI.USAGE

Kahoot can used to monitor each student's knowledge and to identify areas where the students would benefit from more one-to-one teaching,

It is also used as a fun, yet educational, break from traditional classroom activities.

A more advanced use of Kahoot could be to integrate Kahoot into lessons themselves; using it as a direct teaching method to increase retention of new facts and revise before exams.

The majority of Kahoot users are students and teachers in K-12 classrooms, with growing numbers of colleges and universities and post-graduate education. Businesses also use Kahoot for workplace training and staff inductions.

SUPPORTED DEVICES

Influenced by the "bring your own device" trend, Kahoot supports a wide range of web browsers and mobile devices through its web interface, including Android 4.0 or later and all modern web browsers. There is also a native application for Android available, and according to Kahoot, apps for other platforms are planned but not the top priority. There is also an application for iOS.

VI.CONCLUSION

The Kahoot games bring a lot of interaction to the classroom. You are in control of advancing the questions allowing you the opportunity to build discussion time between questions. If teacher has not covered certain topics, then questions related to those topics can be skipped. The majority of students enjoy the competitive nature of the game and comment that it helps them retain concepts.

Thus, we conclude that Kahoot helps to:

1. Create interactive learning sessions using options like quiz, jumble and discussion.
2. You can create a game to introduce a topic. The survey option can help to discover what the students already know and where you should focus your instruction.
3. We can survey the students about something you are discussing in your unit of study.

In this paper, we have implemented quiz creation option of Kahoot and used it as a study session for an upcoming exam.

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