Let's Kahoot! For Diverse Time and Place

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Abstract

Blended learning allows one to approach a complex problem with reason, it creates ample opportunities for learners and educators to communicate at different levels. Learners become motivated and hence productive. A form of blended learning that makes use of gamification is Kahoot! Educators and learners are easily able to comprehend this software as it is similar to that of computer games whereby the focus is on education. The study was carried out brings forth a few positive as well as negative implications of Kahoot! in a classroom. Kahoot! was carried out on a class of 22 first year diploma students and personal interviews were carried out. The major finds were that 100% of the students expressed interest in Kahoot! as a learning tool. The idea of using gamification to teach a theoritical subject was well received by the the students. They were self motivated to attain and maintain their scores. The scoreboard ensures that they keep track and work at improving their scores which differs from the conventional methods of assessments. Kahoot! adds vivacity, encourages student involment, and provides intelectual supporrt to higher education classrooms in which limited instructor or student training is required. On the downside, the students were extremely frustrated due to ineffectiveness of the gamification method due to technical glitches such as the speed of the Internet connection. The study made a significant contribution in promoting Education 4.0 and encouraging lecturers to be technologically advanced As per theory and research, blended learning is encapsulated as the combination of the positive effects of traditional teaching and teaching done through technology and both practices actually complete each other.

Introduction

The 1960's was an important era in which the introduction of the Internet changed the lives of humans (Leiner et al., 2009). According to Bersin & Associates, a replacement to that of e-learning is blended learning is in actuality and may be comprehended as a new concept in teaching and learning as well as in the training and development industry (Bersin & Associates, 2003). Blended learning aims to amplify the comprehension of a concept or

theory. It is considered as a total technique to learning that makes use of different learning approaches such as face to face learning which is incorporated with technological tools, blending of classroom based and work based learning as well.

Objectives

An observation was carried out on a group of first year diploma students on the effectiveness of Kahoot! as a learning tool. The objective of the study was to provide the learners with the oppurtunity to play games as well as learn in a fun environment. As a result, when learning is combined to that of a game, the learners are self motivated to attain and maintain their scores. The scoreboard ensures that they keep track and work at improving their scores which differs from the conventional methods of assessments. Kahoot! adds vivacity, encourages student involment, and provides intelectual supporrt to higher education classrooms in which limited instructor or student training is required.

Enhancement in Education

Enhancement of teaching and learning is propagated by the introduction of technology in the classroom. The challenges of 21st century education requires the educators and the learners to expand their knowledge and continiously upgrade themselves. Through blended learning, learning is not restricted to memorizing facts and only delivering them during exams. Blended learning generates sufficient opportunities for learners to approach a difficult problem with reason and it also allows educators to communicate at different levels. Learners become motivated and hence productive. They are able to lead discussions in an environment that fits their comfort level.

The 21st generation of learners are required to be cultured as well as adaptive to their surroundings and the use of technology enables the learners to do so. Blended learning which is supported by technology works towards the enhancement of the role played by the learners and educators Learners will study and use technology to communicate with the educators. Educators monitor and evaluate activities based using certain technological tools. It is vital for the educators to constantly update their technological knowledge so as to inform learners of potential technology and also ensure that learners are not restricted to classroom learning.

Technology will continue to change and advance. Technology which is considered modern and advanced currently may become obsolete in the near future. As such, as educators and learners, one must understand that change is inevitable and that technology will continue to play a part in our lives.

Kahoot

As a newly appointed lecturer, the researcher was introduced to the mode of blended learning which is in practice in the university. Amongst the diffrent techniques that the researcher was exposed to, the researcher was attracted to a blended learning method known as Kahoot!. Johan Brand, Jamie Brooker and Morten Versvik representing Mobitroll and the Norwegian Univerity of Technology and Science worked together to create a software known as Kahoot! (Kyoko, 2015). This is a free online software. Kahoot! was first intorduced in Norway around 2013. Upon its introduction, Kahoot! attracted around 50 million users from over 180 countries (Ahmad Nurzid Rosli, 2017). Kahoot! makes use of drag and drop options which in turn allows educators and learners to build questions easily.
Educators and learners are easily able to comprehend the software as it is similar to that of computer games whereby the focus is on education. Kahoot! allows one to be active socially

and it has elements of entertainment that enables one to learn in a non-threatening environment. It can be used as a form of formative assessment as learners can be guided to ensure that they achieve the required objectives. Questions are built and a time period is set for the learners to answer the questions. Learners can acess the game through their gadgets with an automated game pin and interaction takes place in an asynchronous environment.They are required to answer the questions by choosing geometrical shapes that represent the answers. The interesting aspect of this game is that it involves learners in 'real –time' learning whereby marks are awarded to the student who answers correctly in the shortest time period. A scoreboard displays the marks and the names of the top scorers and as such learners compete in a healthy environment to achieve the highest target. As such, Kahoot allows assessment to be done through gamification.

Methodology

An observation was carried out on a group of 22 first year diploma students on the effectiveness of Kahoot! as a learning tool. A qualitative approach was carried out. Students were interviewed on a one to one basis on their perception of Kahoot! and their answers which were tabulated manually was used to gauge the efficiency of 21st century learning through gamification. Students were asked on their perception of Kahoot! in comparison to that of conventional methods. 100% of the students preferred to learn using technology as they were able to gauge when their own learning. 95% of the students expressed disappoinment that the university was not equiped with a strong network coverage. 95% of students expressed interest in the subject matter that was taught although it was a theory paper. Based on this findings, the researcher deduces that learners should be taught in accordance to their capacity, learning style and learning attitude. The goal of blended learning should be linked to fulfilling the learner's expectations, which in turn will contribute in spreading and the advancement of blended learning amongst students.

Reasons to Apply Kahoot!

The current generation who are in higher learning institutes comprise of Generation Y and Z. Gadgets are a part of their education and they need access to technology that will enable them to learn and use their own devices during class. They are unable to function without technology and gadgets and it is essential to make sure that their learning environment befits their needs. in applying Kahoot! in the classroom, learners are provided with the oppurtunity to play games as well as learn in a fun environment. When learning is combined to that of a game, the learners are self motivated to attain and maintain their scores. The scoreboard ensures that they keep track and work at improving their scores which differs from the conventional methods of assessments. As an educator, Kahoot! gives one the freedom to prepare interesting quiz questions that allow students to answer within their means. The quiz can be answered by the students at their own learning space and does not require face to face meeting although conducting it in the classroom can ensure active participation of students. Data relating to the participation of the students in answering the questions can be obatained and stored by the educator. It can be transcribed to understand the level of participation from the students and also used as a measuring tool to evaluate and enhance one's teaching methods. Improvisations can be done accordingly based on data obatained. On a personal note, the use of Kahoot! in a lesson that needed theoritical analysis provided an opputunity for the students to grasp the content of the subject in a relaxed and fun

manner. The classroom was filled with laughter and the process of teaching and learning was eased.

Findings: Strengths and Weaknesses

In carrying out this activity in class, the students were highly motivated and responded well. They were excited to answer the questions and the whole learning environment was one that fun and exciting. As the students read and try to comprhend the question within the time, an element of suspence is created through the intriguing background music. Students tried to outdo each other and the element of fun was in identfying the highest scorer. The lesson was further enhanced with the promise of a prize for the highest scorer. The important component of the game was that, each learner had the oppurtunity to continue competing and achieveing the top spot at every level which served as a motivation to continue playing the game.

Kahoot! is intrumental in helping learners to identifying their mistakes and thus learning takes place. The correct answer is displyed after the students have answered within the stipulated time and through the percentage of scoring, the educator is able to analyse and evaluate their own teaching methods to see if it had met the requirements. Students on the other hand, can work towards rectfying their mistakes and prepare to answer the following questions. On the whole, Kahoot! in actuality helps in ensuring that the educators comprehend the students' levels after completing a lecture/learning session. Educators can also deduce the level of comprehension that students have achieved before moving on to other topics. Formative assessement is achievable through the use of Kahhot! Learners too will choose to be actively involved in the teaching and leraning sessions. It allows learners to communicate with each other at multiple levels.

On the downside, Kahoot! is only successful if the university is equiped with strong internet coverage. A poorly performing internet connection caused by broadband router configuration errors, wireless interference, or other technical issues can lead to ineffectiveness in carrying out game based learning (GBL). Students become frustrated while waiting for the questions to load. At times, they are unable to answer within the given time due to technical issues. This can lead to demotivation which in turn will lead the students away from GBL. In order for softwares such as Kahoot! to accessed, higher learning institutions need to ensure that they are technologically advanced.

There seems to be no proper framework to encourage learners to be involved in learning and as such learners with low self- motivation or discipline will slacken and eventually fall behind. Absence of a proper atmosphere in the blended learning system lessens the level of contact and decreases interpersonal contact between lecturers and learners. As per theory and research, blended learning is encapsulated as the combination of the positive effects of traditional teaching and teaching done through technology and both practices actually complete each other. Blended learning also requires some multidimensional teaching elements, and as such it is difficult to control the efficiency of learning variables, and a number of negative outcomes are resulted through this. Nevertheless, the negative elements of blended learning can be controlled when an educator attains an understanding of it (blended learning) by attempting on their own or by learning through the experience of their peers.

Blended learning might cause the learner to feel isolated although they may have a 'group'. This isolation may occur when the learner has little or absolute no contact with the lecturer or faculty members. They may experience difficulty in learning how to steer within the system when facing technological problems. There seems to be no proper framework to

encourage learners to be involved in learning and as such learners with low self- motivation or discipline will slacken and eventually fall behind. Absence of a proper atmosphere in the blended learning system lessens the level of contact and decreases interpersonal contact between lecturers and learners. When compared to face to face lecturers, one can deduce that the learning process becomes less efficient

Conclusion

On the whole**,** an educator faces a tough call in ensuring that the students are always attentaive during lessons. Kahoot! is an interactive platform that combines elements of fun as well as passing on information. Teaching and leraning becomes an easy process for both the educator and the learner. Learners can identify their level and educators can work towards imparting knowledge in a more suitable way. Ultimately, Kahoot! bridges the gap between the educator and the learner and hence allows plausible interaction. *Let's Kahoot!* and meet the requirements of Education 4.0 that places emphasis on diverse time and place. [] A study conducted by Dori &Belcher (2005) concluded that learners who used information technology visibly showed better understanding of the subject matter in comparison to those who didn't.

As such , this study was significant in promoting Education 4.0 and preparing students first year students to access their progress through blended learning instead of only being able to gauge their progress based on the evaluator's grading. Self-assessment will enable learners to develop a better understanding of the course and which in turn will increase the percentage of achievement. The study also provided vital information for the educators to constantly update their technological knowledge so as to inform learners of potential technology and also ensure that learners are not restricted to classroom learning.

Technology will continue to change and advance. Technology which is considered modern and advanced currently may become obsolete in the near future. As such, as educators and learners, one must understand that change is inevitable and that technology will continue to play a part in our lives.

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