Kahoot!

1. What is Kahoot?

Kahoot! is a game-based learning platform designed to create, share and play learning games or quizzes. It allows different question types and modes of presentation, with templates and other ways to make an activity suitable for a group of students or an individual. As a well-established platform it has extensive resources to support users and has introduced new features to make learning more flexible and to allow for personalisation. It is possible to add videos, images and diagrams to questions to increase potential engagement. To join an activity the student requires a unique PIN provided by the teacher or host. Players answer on their own devices, while questions are displayed on a shared screen. As well as in a physical classroom, it is also possible to play live quizzes remotely, and activities can be assigned as homework

2. How can Kahoot make learning more personalized?

Besides the live quiz presentation tool, student can participate in quizzes individually. This is achieved through the 'Self-study' mode options. These allow students as applicable to initially assimilate new information in 'Flashcard' mode, to participate in the quiz at their own pace in 'Practice' mode, and to test themselves against AI players in 'Test yourself' mode. In this mode collecting 'emotes' may provide motivation to some students. 'Challenge' mode together with peers is a further option.

In the app version (Android/iOS) after a live game, players are encouraged to repeat questions that they got wrong. Repeats are spaced over the course of seven days (based on academic research into the 'spacing effect') to optimise retention, and questions not answered correctly are repeated until mastered. The 'host' or teacher is able to track the results of this 'smart practice' personalised learning through the reporting page.

Using the app students can make their own quizzes, as well as select a public quiz (with a preview function meaning it is possible to check what a quiz is like before committing), which include those contributed by organisations and individuals including those who are 'Kahoot! Academy verified educators'.

3. What to consider when implementing Kahoot?

Personalised learning features such smart practice are available within the Android and iOS app to any school that has a premium subscription. The app can read aloud questions and answer alternatives. This feature is available in 37 languages and may make this approach more accessible to some students. It is available in all types of account. Individuals can subscribe for free.

4. Where can I get started with Kahoot?

Kahoot.com provides comprehensive information about ways in which the platform can be used and options for subscription based or free access to the platform, as well as short videos to explain features and to outline the pedagogy involved. To join a quiz participants use the web address kahoot.it and enter the PIN which has been generated for that specific activity, giving a level of security.