

Re-engineering challenging and abstract topics using a student response system (SRS).

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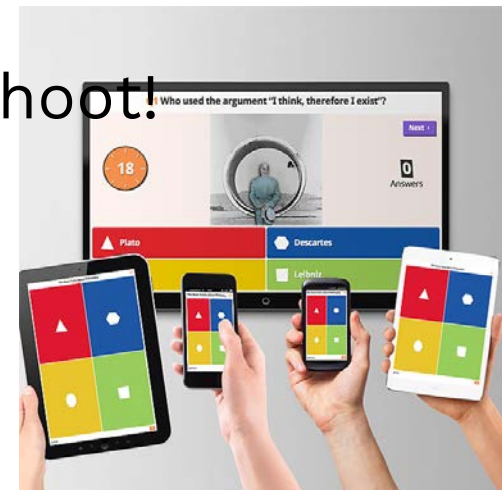
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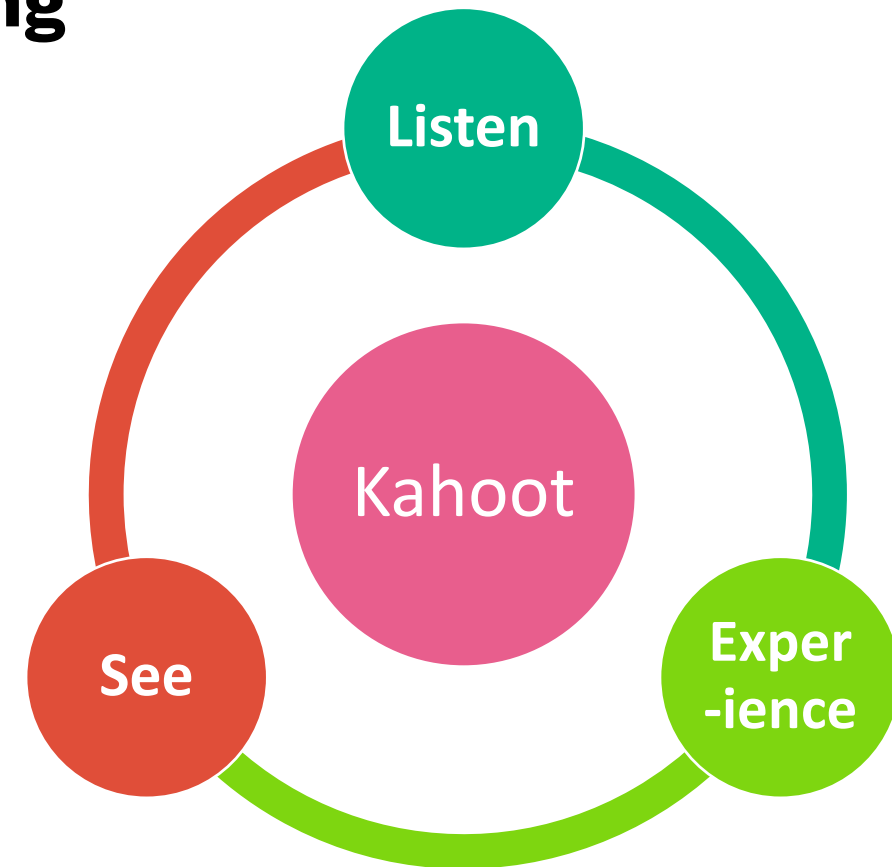
Session outline

- **Aim:**
 - To share with colleagues the benefits and challenges of using Kahoot! during research methods' tutorials.
- **Learning outcomes:**
 - To identify the benefits and challenges of using Kahoot!
 - To familiarise themselves with this tool



Introduction

- **Technology expectations are changing**
- **Kahoot! is a game-based learning platform**
- **Kahoot! = SRS**
 - To reinforce students' knowledge
 - To increase their learning efficacy
 - To improve classroom atmosphere



Research methods' tutorials

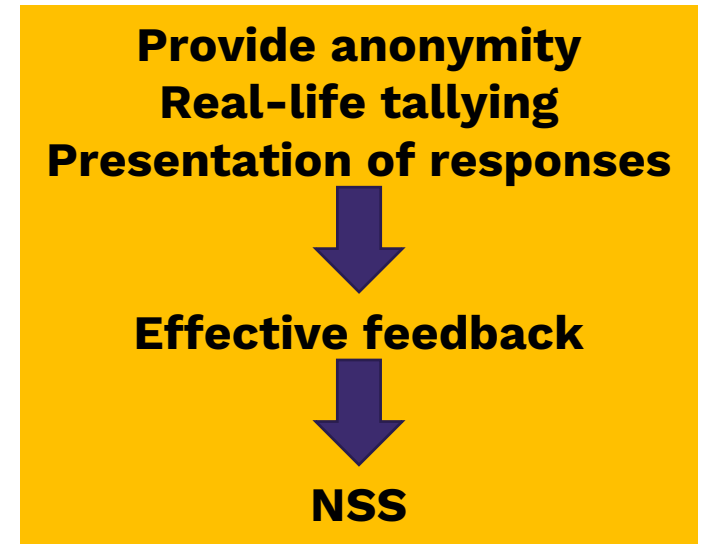


Research methods' tutorials

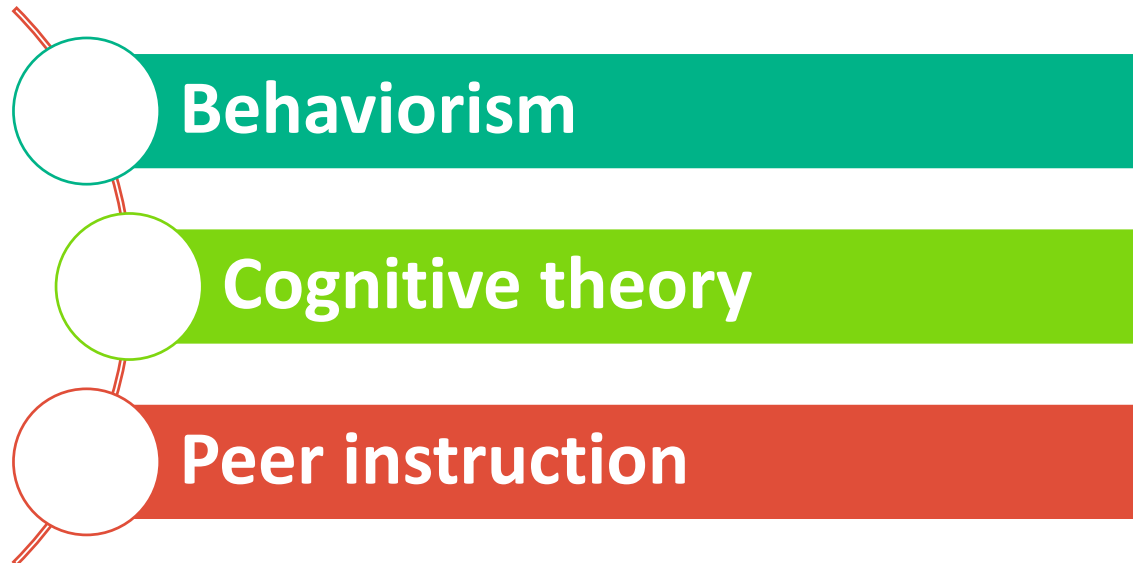


Context: Existing research

- **Benefits of SRS include:**
 - Increased student motivation and engagement
 - Easier clarification of misunderstandings
 - Promotion of active learning
 - Increased student performance
 - Better conceptual understanding
 - Self-assessment of one's knowledge
 - Increased reinforcement of key concepts
 - Improved class engagement
 - Fun atmosphere



Theoretical foundations



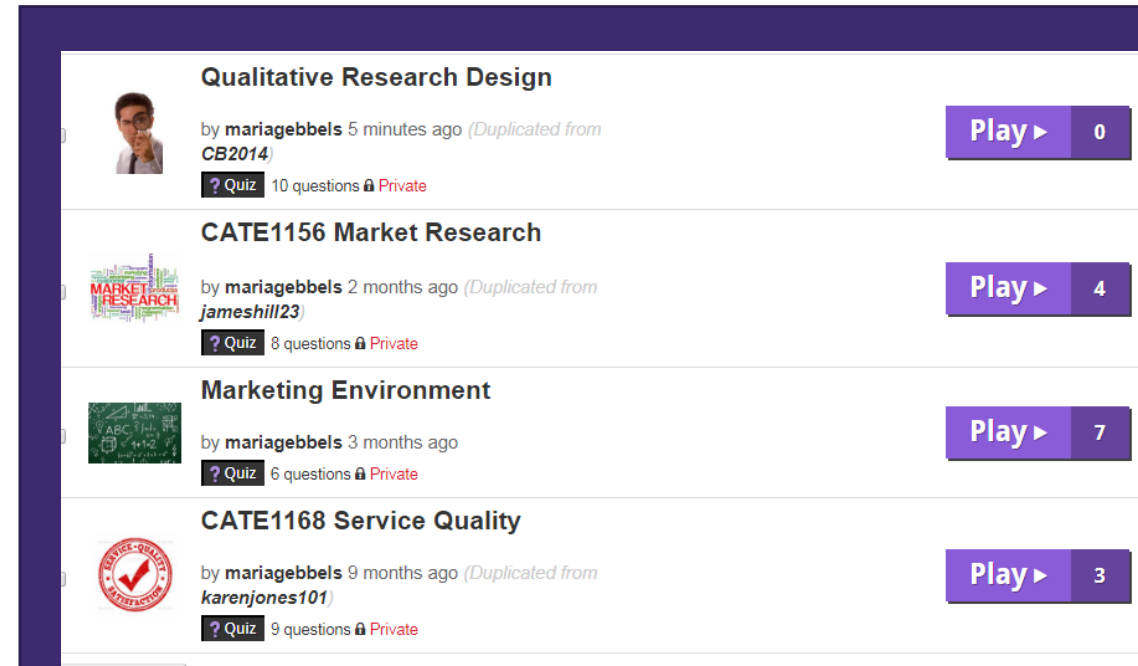
Consolidation of student learning

Reinforcement of knowledge

Feedback loop

Implementation of Kahoot

- **Key objectives**
 - **10-question quiz at the start of a tutorial**
 - **Clear instructions given beforehand**
 - **A practice quiz**
-
- **kahoot.com**
 - **Free to sign in**
 - **Create your own or re-use the existing quizzes**



A screenshot of the Kahoot! interface showing a list of quizzes. Each entry includes a profile picture, quiz title, creator, time ago, number of questions, privacy status, and a 'Play' button with a count.

Quiz Title	Creator	Time Ago	Questions	Privacy	Play Count
Qualitative Research Design	mariagebbels	5 minutes ago (Duplicated from CB2014)	10	Private	0
CATE1156 Market Research	mariagebbels	2 months ago (Duplicated from jameshill23)	8	Private	4
Marketing Environment	mariagebbels	3 months ago	6	Private	7
CATE1168 Service Quality	mariagebbels	9 months ago (Duplicated from karenjones101)	9	Private	3

Student feedback

1. Kahoot quizzes made the tutorial more engaging.

[More Details](#)

5

Responses

4.8 4.80 Average Rating

2. Kahoot quizzes have improved my understanding of the research methods' material.

[More Details](#)

5

Responses

4.4 4.40 Average Rating

3. After completing a Kahoot quiz I felt more confident about my knowledge of the subject.

[More Details](#)

5

Responses

3.8 3.80 Average Rating

Student feedback

4. I enjoyed Kahoot quizzes during research methods' tutorials because

I was more engaged as it had some fun in it than the usual traditional teaching structure.

It's funny, engaging and good exercise for our knowledge.

It represents a fun and interactive method of learning and understanding the information that is provided.

It was a fun and engaging way to learn a subject which was difficult to get my head around in the early stages.

It made me understand the subject better and made me more confident on my knowledge.

Student feedback

6. Please leave any other comments or feedback here regarding the use of Kahoot quizzes during research methods' tutorials.

This method was one of the best ideas used during the research methods' tutorials, not just because it made us "compete" by putting our knowledge, our understanding and learning skills into the actual class, but more important because it made us to be more engaged with this course.

I enjoyed the use of Kahoot because you get to realise that you're not the only person amongst the class that does not understand a particular area therefore you're not afraid to ask questions as other colleagues may have the same problem. It would be great to use Kahoot in class again.

Lessons learnt

- 1. Ensure SPONTANEITY.**
- 2. Do not OVERUSE it.**
- 3. Make use of INCORRECT responses.**
- 4. Leave time afterwards for QUESTIONS and FEEDBACK.**
- 5. No more than 10 QUESTIONS.**
- 6. Have a PLAN B.**
- 7. Not fully ANONYMOUS.**

I remember correctly, it didn't give you a lot of time to answer the questions

Tips and hints



- **Do not allow technology to let you down.**
- **Trial it every time you are allocated a different/new room.**
- **Have a back up (laptop).**
- **Be confident.**
- **Make use of existing quizzes.**
- **Get to know what's on offer**

Create a new kahoot



Quiz

Introduce, review and reward



Jumble

Brand NEW game



Discussion

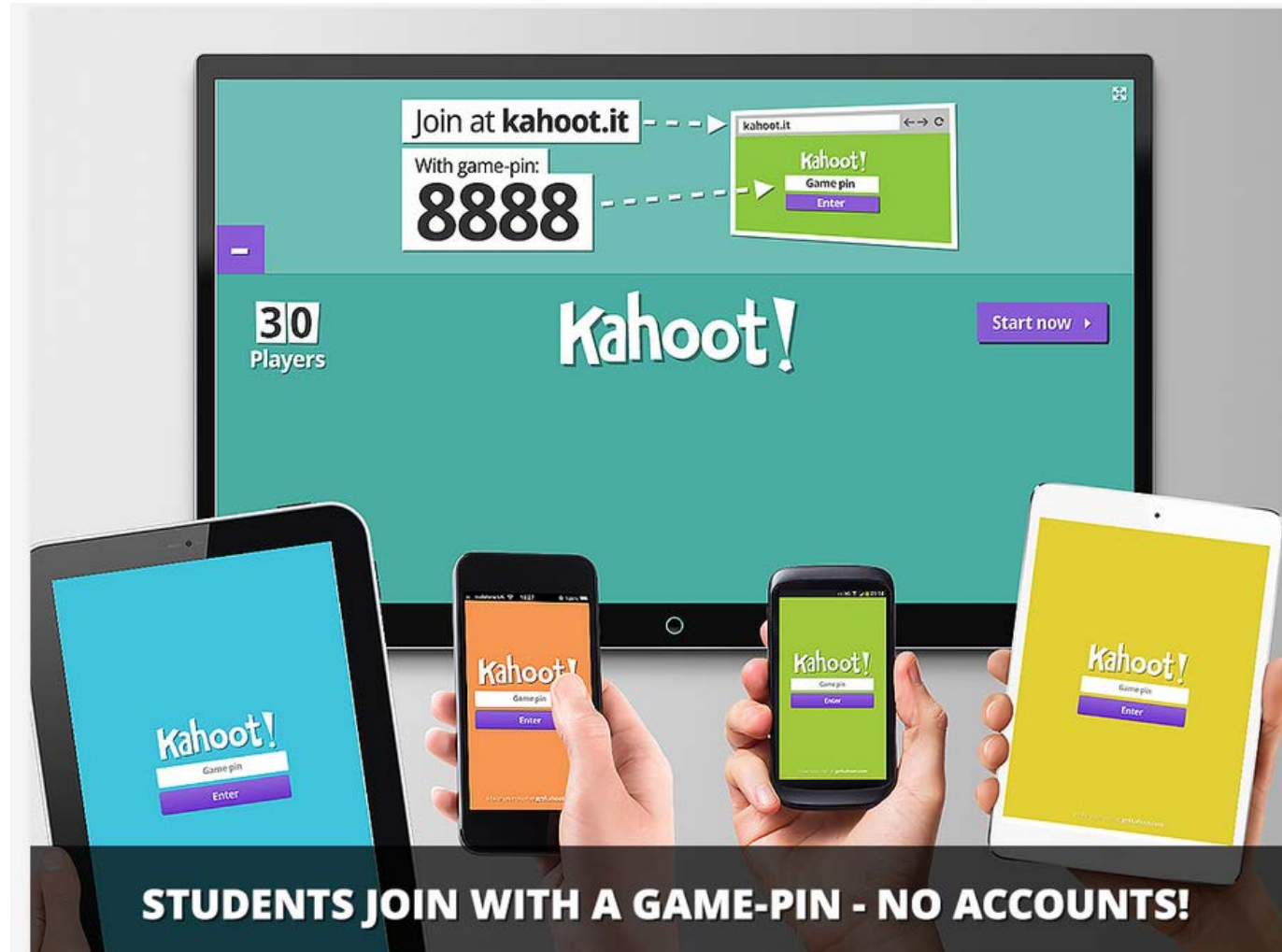
Initiate and facilitate debate



Survey

Gather opinion and insight

Let's Kahoot!



Join at **kahoot.it**

With game-pin:
8888

30
Players

Kahoot!

Start now ▶

Kahoot!
Game pin
Enter

Kahoot!
Game pin
Enter

Kahoot!
Game pin
Enter

Kahoot!
Game pin
Enter

STUDENTS JOIN WITH A GAME-PIN - NO ACCOUNTS!

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Thank you for your attention!

Any questions?

CHANGE STARTS HERE

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