# A theoretical look at the Kahoot! application and its possibilities

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### Abstract

**Thesis.** Modern technologies, especially educational applications may help students acquire knowledge in practice and use it creatively in practice.

**Aim.** The theoretical review of the capabilities and functions of this application allows familiarizing with its advantages and possible uses. The knowledge below about the Kahoot! application contains practical information for contemporary educators who would like to use it during their classes.

**Conclusion.** Choosing applications for schooling give opportunities to educators who can create a more interesting learning atmosphere in a more creative way, and moreover receive feedback after each test. For students, it may be easier to learn by using a smartphone. Selecting games created for the smartphones and thus the Kahoot! application measurably contributes to increasing positive results obtained by students during exams.

**Key words:** education, Kahoot!, applications, pedagogy, Internet, new technologies.

## Introduction

Nowadays, we are not surprised that most people own smartphones. Thus ,what is contained in them is a response to the needs of modern man. The variety of applications that allow us to check the departure time of our tram does not cause much sensation today. A smartphone can be used not only for practical purposes but for development and learning. The dissemination of the global network is slowly forcing changes in the system and teaching methods. The world of science that is changing with it, allows on the spreading of knowledge in a global way. This may be demonstrated by the increase in demand for distance learning services. Forecast results leave no illusions, it is reported that only in the United

States the e-learning market will increase by USD 312.5 billion. Creating opportunities for new learning methods increase the desire to explore and learn about the world. "In his article, Icard states that educational games cause players to increase their critical thinking skills" (Dellos, 2015, p.49). Further, he reports that the brain processes larger amounts of information from long- and short-term memory. Creating opportunities to receive content transmitted in class through the use of new technologies will encourage learners to more actively receive the message.

## The Society of IT Competence

Transferring most areas of our lives to the world of global network necessitates that its members adapt to the current trends. Information and Communication Technologies (ICT) competence is not only necessary to be able to move around, but also required by many. The use of new technologies is associated mostly with young people who are able to keep up with the ubiquitous computerisation of life. Research conducted by Dominik Batorski shows the use of the Internet in various age groups.
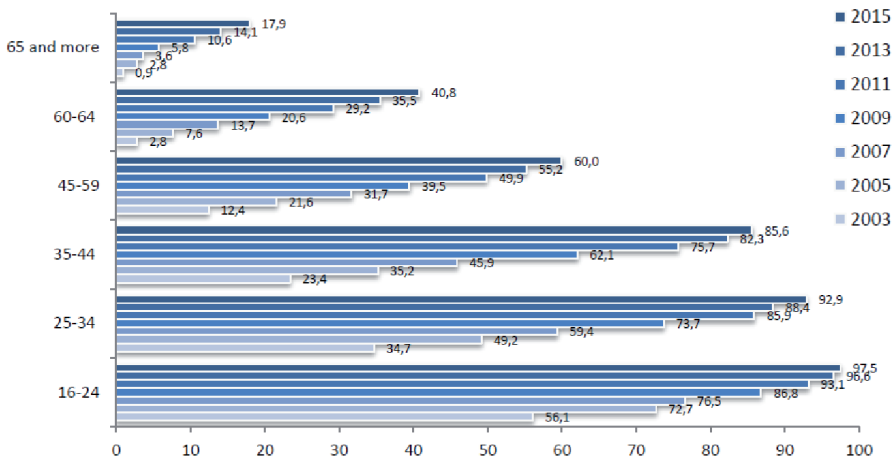


*Fig. 1.* Internet usage in selected age ranges.
Source: Batorski, 2015, p. 13.

The growing number of Internet users at the age of 16 is a result of the involvement of young people in the virtual world. Creating opportunities for them to spend their free time creatively and study positively will have a positive impact on their desire to explore the world. The research was done by Statistics Poland (Polish administrative office dealing with the creation and collection of statistics for various areas of public life). The research conducted every year since 2002 shows a similar tendency to use the Internet as the one proposed by D. Batorski.

Table 1.
*Using the Internet in the sample of Polish society.*

| Wyszczególnienie Specification | 2013 | 2014 | 2015 | 2016 | 2017 |
|---|---|---|---|---|---|
| | w % ogółu osób danej grupy *in % of total individuals in a grup* | | | | |
| 16-24 lata *16-24 years* | 95,6 | 95,4 | 97,1 | 97,7 | 99,0 |
| 25-34 | 88,0 | 90,3 | 91,3 | 92,3 | 94,5 |
| 35-44 | 76,2 | 77,9 | 79,6 | 84,1 | 87,5 |
| 45-54 | 51,8 | 56,8 | 61,2 | 62,9 | 67,7 |
| 55-64 | 32,4 | 38,4 | 41,5 | 45,4 | 47,5 |
| 65-74 lata *65-74 years* | 15,2 | 19,0 | 19,5 | 23,1 | 26,0 |

*Source:* Wegner, (ed.), 2017, p. 125.

## KAHOOT! HOT OR NOT?

Kahoot! as an application was founded by Morten Versvik, Johan Brand and Jamie Brooker in a joint project with the Norwegian University of Science and Technology (NTNU). At present, this application is available for Android and iOS.
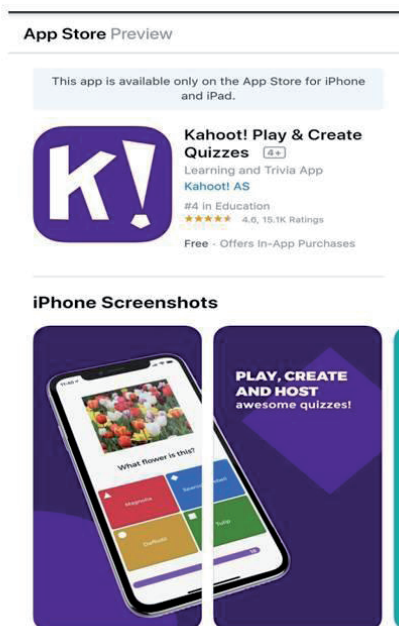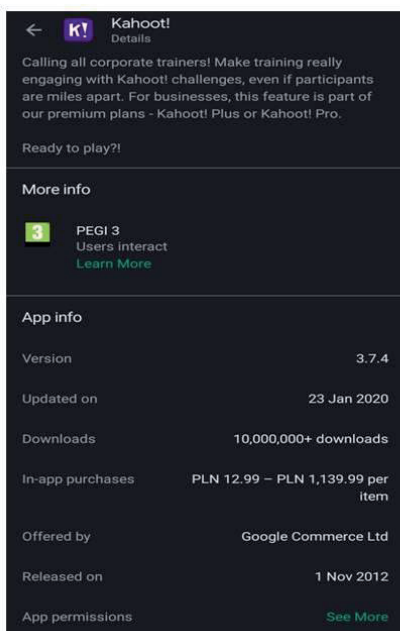


*Fig. 2.* Opportunity of using the application on different operating systems.
Sources:https://play.google.com/store/apps/details?id=no.mobitroll.kahoot.android&hl=pl
https://apps.apple.com/us/app/kahoot-play-create-quizzes/id1131203560.

As we can see above, this application has been downloaded from the Google Play over 10,000,000 times and ranks eighth in the "Top apps" category (data from January 29, 2020).Whereas, in the App Store it ranks fourth in the 'education' category (data from January 29, 2020).

Reading comments on the Facebook page of Kahoot!, we can see the positive reactions of users of this application. Some of the commentators are teachers who confirm that their students are delighted with the application and that this is a great variety to the lessons. On Facebook, there is also the public group "Kahoot! teacher community", created especially for teachers, where they share their experiences and ideas for using this application. On February 1, 2020, more than 14,500 members belong to this group.

Worth noticing that Kahoot! employees are active on Facebook and all their activities are documented and published on their page, thanks to which it is possible to find out about all their activities and updates introduced to the application on an ongoing basis.

## Cooperation With Kahoot!

Creators of Kahoot! also cooperate with such knowledge leaders as Britannica or organizations such as National Geographic, and create quizzes whose content relates to the information they share. The quizzes are sponsored, that indicates the high position of the Kahoot! platform on the educational services market.

The platform also allows you to become a certified Kahoot! teacher with Kahoot! Certified, which is a free program that allows diversity of lessons. Passing subsequent courses, obtaining certificates and awards allows you to unlock more options that give you additional opportunities to use the application. For example, the bronze award allows you to Launch and host a Kahoot game in your class, silver to Access and analyse Kahoot! reports and data, gold to
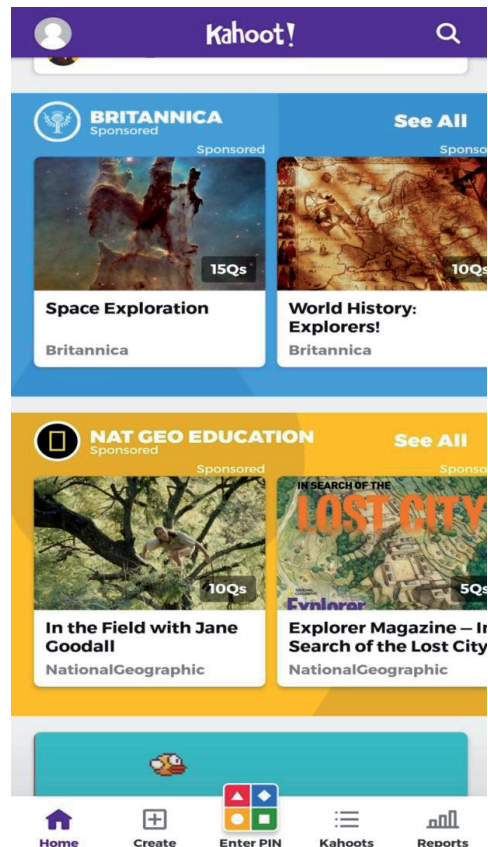


*Fig. 3.* Sponsored quizzes.
Source: Screenshot of the official Kahoot! Application.

Get 25% off when upgrading to Kahoot! Premium (kahoot.com). It is also possible to complete advanced certification courses.

## Kahoot! In Practise

   Kahoot! application is a tool with various uses. Its operation can be used in business - in collective corporate learning, training for employees of a company. Recently, this application has been conquering schools and is being used
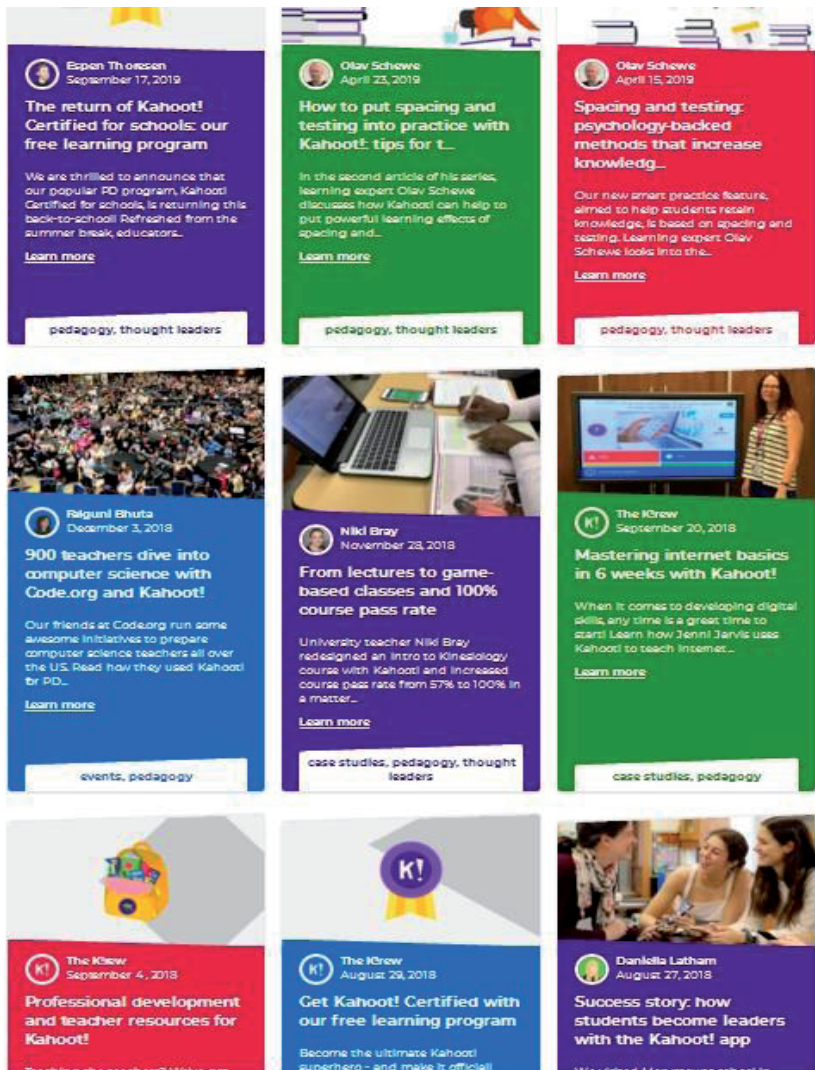


*Fig. 4.* Entries on the Kahoot! site.
Source: https://kahoot.com/blog/tag/pedagogy/.

by teachers to lead or transfer lesson content more actively. The official Kahoot! website maintains its blog in which authentic teachers using the application write about their experiences and advantages of using it in class. By navigating to the topic of hashtags, it is possible to isolate entries on a specific topic.Kahoot! does not provide official statistics of entries on its website, but there are plenty of them. Below is an example search for entries tagged with: #pedagogy.

Niki Bray is an Instructor and Instructional Designer in the School of Health Studies at the University of Memphis. Moreover, in the institute, she provides pedagogical and technical support. She is also one of the authors of entries on Kahoot! blog and we decided to focus on her.
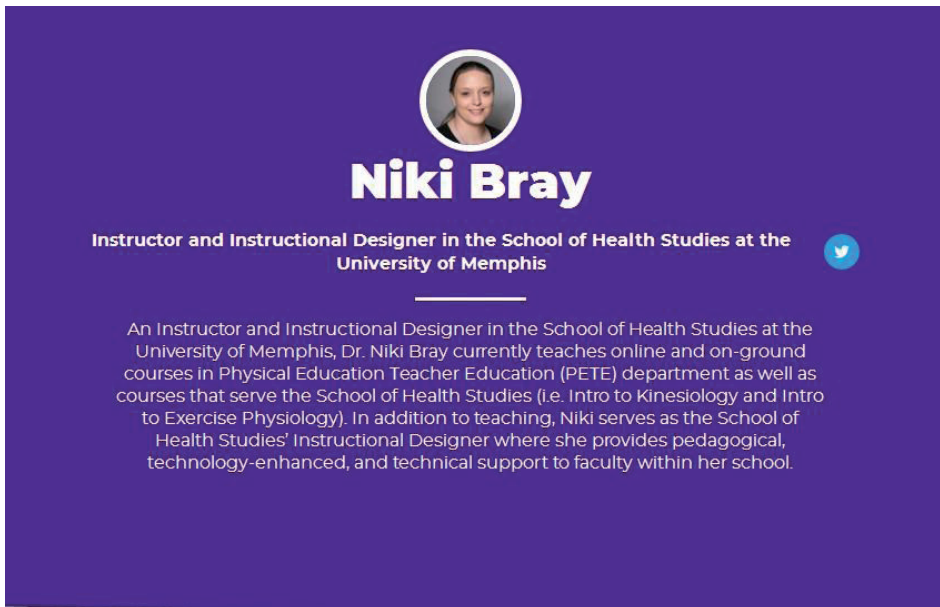


*Fig. 5.* Niki Bray's profile.
Source: https://kahoot.com/blog/author/nikibray/.

Her interests include kinesiology and introduction to exercise physiology. She discovered a practical use of the Kahoot! after being asked to teach an introduction to kinesiology. This subject had very low pass rates, many students could not earn their teaching license in the Physical Education Teacher Education. N. Bray decided to switch from the traditional course of this subject to a class format that would include games using this content. For the needs of the course, she has made 500 questions that could help to study for exams. During the quiz, N. Bray received feedback on which questions the students could not handle and which stopped giving them difficulty. The results of this experiment using the application were beyond the author's belief.

1. The failure rate in passing the course fell from 43% to almost zero.
2. None of the students left her classes.
3. The author admits that opinions about the course were inspiring for her.

*Fig. 6.*
Source: https://kahoot.com/blog/2018/11/28/lectures-game-based-classes-100-course-pass-rate/

Each student could retake the quiz three times. Their number of attempts is 509, it means 1.8 attempts per student. The grades they later received are certainly the result of the use of this innovative learning method. The average grade on the midterm exam was 84.86 (B) and the average on the final exam was 78.14 (C+, kahoot.com).

## Conclusion

In the era of the internet and new technologies, it is impossible not to notice their high impact on society. Kahoot! application as an educational tool fulfills its function and adapts to the industrialisation process dictated to us by rapidly developing electronic progress. Considering the results of research and experiments carried out, using this application to increase students' competence and knowledge seems to be a great idea. It does not only fulfill its functions but is also innovative, which encourages more than the standard ways of learning. Active use of it by qualified educators and teachers additionally increases its value in education using easily available electronic devices.

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