

LIFT 1007

Final Module Assignment: Learning Technology Review -- Kahoot

Part I Description

Kahoot is an interactive, game-based learning platform for creating quizzes, discussions, and surveys. It is widely used in classrooms to facilitate learning in a fun and engaging way, suitable for various subjects and age groups.

Supported by Saskatchewan Polytechnic?

- the institution may not directly pay for Kahoot, but there is a free version that educators can use. A paid subscription may include more/full features.

Main Features

- Create interactive quizzes, polls, slides, and challenges.
- Live or self-paced game modes.
- Student progress tracking.

Benefits to Learners

- Engages students in learning through a game-based platform.
- Promotes active participation and reinforces knowledge.
- Supports a variety of learning styles.

Limitations

- The free version has limited features compared to the premium versions.
- Dependent on stable internet connectivity.
- It may not be suitable for all types of content or profound learning objectives.

Incorporation into Classroom Activities

- Purposeful Application: Kahoot can review course material, assess knowledge retention, or introduce new topics interactively.

Example of using Kahoot within the classroom

- A Kahoot quiz could be created in a blockchain course to test students' understanding of cryptocurrency basics, facilitating active learning and immediate feedback.

Part II Analysis

Universal Design for Learning

- Kahoot is generally accessible, with a simple interface that is easy to navigate. However, detailed accessibility features, such as compatibility with screen readers, may vary.
- Supports diverse methods of engagement, offering visual, auditory, and participatory elements.

Is the software safe for students?

- Kahoot requires users (instructors) to create an account; students just need to input the PIN or scan the QR code to access the content. There is no data collection concern.
- Students do not need an account to participate.
- No red flag in the Terms of Use regarding students' use.

Ethical

Copyright and Use

- Kahoot's terms of use include statements on how content created by users can be used by the company, as well as guidelines on how users can use the product, ensuring ethical use of the platform.
- The Free Plans' license permits use for non-commercial purposes only. Users must have a paid service plan for services and resources for professional or commercial purposes.
- Users are not allowed to use Kahoot for advertising, marketing, or sales unless expressly authorized by the Kahoot platform.

Equitable

- Kahoot is accessible on multiple operating systems and works on laptops, tablets, and phones, ensuring equitable access.
- The platform is free, but premium versions offer more features. This could affect equitable access to all features for all students.
- Kahoot provides extensive support documentation, including help files and FAQs.
- It is easy to use and navigate, making it accessible for instructors and students with varying levels of tech-savvy.