

## Kahoot vs Blooket

### Slide 1 – Title

For this peer review I chose two studies that examine gamified quiz tools in education. One using Kahoot, the other using Blooket. I will review each paper in turn and then compare them.

### Slide 2 – Paper 1: Kahoot!

The Kahoot study by Rayan and Watted (2024) looked at elementary school science classes.

The purpose was to test whether using Kahoot improved students' knowledge, motivation, and grades compared to normal textbook teaching.

It used an experimental design with control and experimental groups.

Data came from knowledge tests, a motivation questionnaire, and report card grades, all analysed with statistical methods.

The results showed higher test scores and stronger motivation for the Kahoot group.

### Slide 3 – Paper 1: Review

The aim was to test if Kahoot improves learning and motivation.

The methodology fits the aim, because an experiment is the right way to test cause and effect.

The data collection was appropriate, mixing test results with motivation scores.

The analysis was rigorous, using t-tests and ANCOVA to check significance.

The paper supports its claims with strong statistical evidence, although it only looked at short term outcomes in one subject area.

To enhance this study, I would suggest a longer term follow up, adding interviews to understand why it works, and testing it in other subjects and age groups.

### Slide 4 – Paper 2: Blooket

The Blooket study by Sartika and colleagues (2023) focused on junior high school English learners.

Its aim was to explore students' perceptions of whether Blooket helped with vocabulary mastery.

The method was descriptive, a questionnaire was given to 40 students.

The data were mostly Likert scale responses analysed with SPSS and Excel, then interpreted qualitatively.

Students reported that Blooket made learning vocabulary more fun, competitive, and easier than traditional methods.

### Slide 5 – Paper 2: Review

This methodology fits the aim of capturing perceptions, but it does not test actual learning outcomes.

The data collection and analysis were appropriate for the research question, but weaker than the Kahoot paper.

The claims are supported by what students said, but there is no objective evidence that vocabulary mastery improved.

To enhance this work, I would add pre and post tests of vocabulary, use a control group and include teacher observations or interviews for richer data.

### Slide 6 – Comparison

When we compare the two papers, the Kahoot study is quantitative and outcome-focused, giving strong evidence that learning improved.

The Blooket study is more about perception, capturing student voices but with weaker evidence.

Together they show how different research methods produce different kinds of knowledge: Kahoot answers 'does it work', while Blooket answers 'what do students think about it'.

### Slide 7 – Conclusion

In conclusion, both papers contribute to our understanding of gamified learning tools.

The Kahoot study provides robust evidence that these tools can raise achievement, while the Blooket study shows that students enjoy them and feel more motivated.

Reviewing them side by side highlights the value of combining methods: measuring outcomes and also understanding student perceptions.

That combination would give a fuller picture of the impact of quiz tools in education.

### References

Rayan, B. and Watted, A. (2024) 'Enhancing education in elementary schools through gamified learning: Exploring the impact of Kahoot! on the learning process', *Education Sciences*, 14(3), p. 277. Available at: <https://www.mdpi.com/2227-7102/14/3/277> (Accessed: 1 September 2025).

Sartika, K.D., Heriyawati, D.F. and Elfianto, S. (2023) 'The use of Blooket: A study of students' perception enhancing English vocabulary mastery', *ENGLISH FRANCA: Academic Journal of English Language and Education*, 7(2), pp. 357–368. Available at: [https://www.researchgate.net/publication/377994846\\_The\\_use\\_of\\_Blooket\\_A\\_Study\\_of\\_Student's\\_Perception\\_Enhancing\\_English\\_Vocabulary\\_Mastery](https://www.researchgate.net/publication/377994846_The_use_of_Blooket_A_Study_of_Student's_Perception_Enhancing_English_Vocabulary_Mastery) (Accessed: 1 September 2025).