Using **Kahoot!** to retrieve immediate feedback from Veterinary Sciences students: preliminary assessment on their perception towards technology game-based learning techniques

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INTRODUCTION & OBJECTIVE

Game-based learning has been shown to improve engagement and motivation of students.

Technology and student response systems can be integrated as a part of teaching to enhance the students' learning experience.

Objective: Retrieve immediate feedback from students about their learning experience and preliminary assess their perception towards technology game-based learning techniques.

Kahoot! is a web-based platform that allows users to easily create and play interactive, multiple-choice-style games.

It has been reported as an efficient game-based learning platform used in education through

Interaction with students is based on their mobile phone devices.

METHODS

### INTEGRATION OF *KAHOOT!* AS A SURVEY PLATFORM AT THE END OF A PRACTICAL SESSION

❑ *Kahoot*! was used to perform an interactive survey at the end of a practical session where students perform oral presentations of a group work focused on a case study related to the targeted subject.

❑ **Students**
  ❖ 157 students registered in the subject of Animal Breeding from the Degree in Veterinary Sciences (3rd year) and distributed across ten session groups and two academic years (2017/18; 2018/19).

❑ **Kahoot Survey**
  ❖ 6 survey items were presented through the *Kahoot!* survey platform.
  • 4 items related to the students´ perception towards the teaching approach of this practical session (practical case studies + group work + oral presentations).
  • 1 item related to the students' perception towards the use of game-based learning techniques and mobile technology to enhance active learning of the Animal Breeding subject.
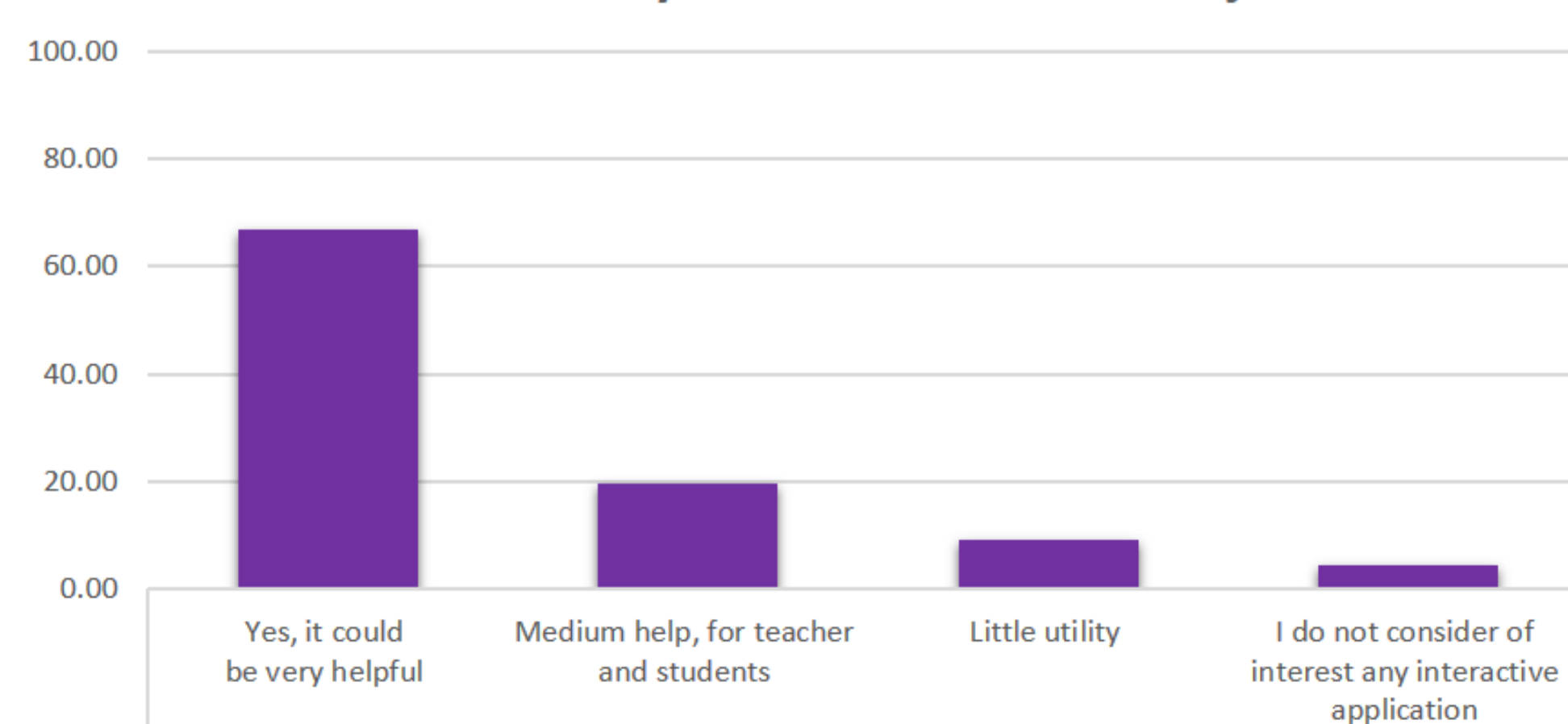
RESULTS

Q2-How interesting you find oral presentations? Present your work for your classmates and attend their presentations?
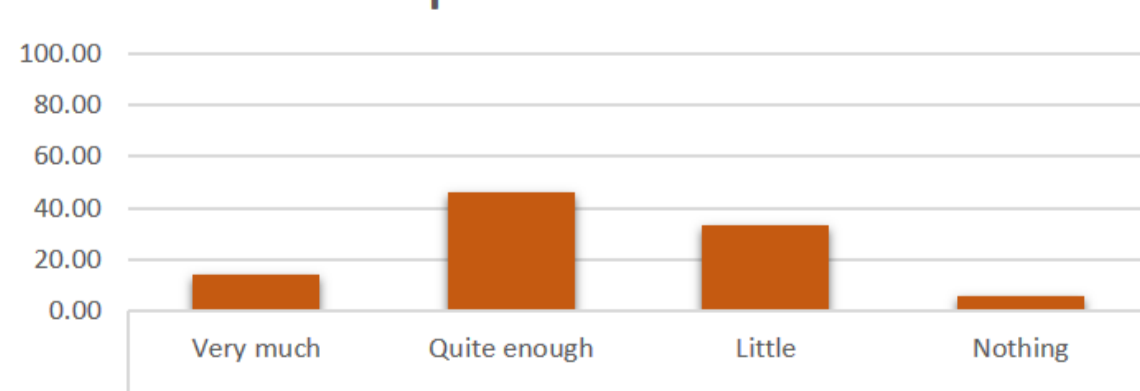
Q5-In your experience, group work...
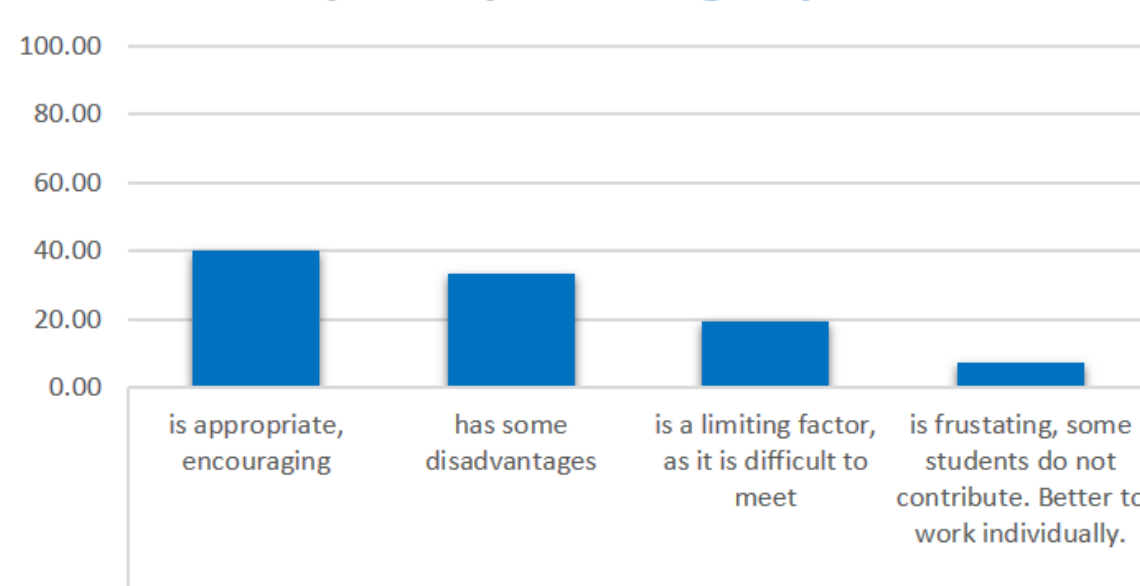
Q6- Do you think interactive tools such as *Kahoot!* could enhance your interest on the subject?

A significant proportion of the students (~ 67%) consider that the integration of technology-based interactive applications could positively influence their engagement, motivation and learning experience for this subject.

CONCLUSIONS

❖*Kahoot!* showed to be an efficient tool to obtain immediate **feedback** from students.

❖*Kahoot!* greatly captured and sustained the **student´s attention**.

❖These results suggest that *Kahoot! games* could be integrated in other practical and theoretical sessions to enhance **classroom dynamics** and students´ **engagement**, and to perform **formative assessments**.