



Kahoot: A Formative Assessment Tool in Medical Technology Education

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ABSTRACT:

Formative assessment as a part of the learning process is mainly purpose to improve students' learning. "Kahoot" Game-Based Platform learning has become more common in the education. This study investigated the perception of students towards Kahoot as a formative assessment tool. A cross-sectional study was carried out on third year medical technology students in School of Allied Health Sciences, Walailak University. Kahoot survey platform consists of 8 items performed. A total of 60 subjects participated; majority was female (88.33%). The students highly perceived Kahoot as fun, effective and good platform for feedback as its median score was 4. The rest of items were satisfactorily perceived by the students as indicated by the score of 3 except for simplifying complex subjects that obtained unsatisfactory level. Males were significant median score than female for motivation ($p < 0.05$). Kahoot is a promising formative assessment tool that is feasible, practical and makes learning fun and enjoyable. It can be used to motivate students to learn. However, Kahoot could not simplify complex subjects.

Key word: Kahoot, Formative assessment, Medical Technolgy education

STUDY DESIGN:

A cross-sectional study was carried out on 60 recruited participants of third year medical technology students in School of Allied Health Sciences, Walailak University. Data collection was performed through a survey immediately after a formative assessment session which was performed through the Kahoot platform. A Kahoot survey platform consists of 8 items with good internal consistency (0.80 Cronbach's alpha). The participants rate using a 4-point scale, ranging from 1 (strongly disagree) to 4 (strongly agree) for each item. Mann-Whitney test was used to test the association between male and female students on each item as significant level at 95% confident interval.

RESULTS:

A total of 60 subjects, majority was female (53/60; 88.33%) and minority was male (7/60; 11.67%)

Kahoot survey platform item	Median (IQR)			Z	p-value*
	Total	Male	Female		
1) Kahoot helps me to focus on the subjects	3 (1)	3.0 (1)	3.0 (1)	-0.113	NS
2) Kahoot motivates me to learn more	3 (1)	3.5 (1)	3.0 (1)	-2.419	0.016
3) Learning with Kahoot is fun	4 (1)	4.0 (1)	4.0 (1)	-1.143	NS
4) Kahoot enhances my understanding on the subjects	3 (1)	3.0 (1)	3.0 (1)	-0.703	NS
5) Kahoot simplifies the complex subjects	2 (1)	2.0 (1)	2.0 (1)	-0.607	NS
6) Kahoot facilitates my learning on the subjects	3 (0)	3.0 (1)	3.0 (1)	-1.109	NS
7) Kahoot is an effective method to provide feedback	4 (2)	3.0 (1)	3.0 (2)	-0.937	NS
8) Kahoot is an effective method for reflective learning	3 (0)	3.0 (1)	3.0 (0)	-0.150	NS

IQR = Interquartile range, *Mann-Whitney test (male vs female), NS = p-vale > 0.05

SUMMARY

- 1) Kahoot is a promising formative assessment tool that is feasible, practical and makes learning fun and enjoyable.
- 2) Male was higher impressed on Kahoot as a factor for learning motivation than females.
- 3) Kahoot could not simplify complex subjects.

Reference: Kahoot website ([https:// getkahoot.com](https://getkahoot.com))

