



Become a Kahoot! Certified educator!

Get certified!



K!Premium



Home



Discover



Kahoots



Reports

Create



Get Healthy and Smart through Gaming

Play

Challenge



A private kahoot

Interactive presentation on exergames and game-based learning

Questions (43)

[Hide answers](#)

1 - Slide

Agenda of the presentation

Motivation and Background
Game Design
Get well through gaming
Get smart through gaming

No description

2 - Quiz

What is the motivation for using game technology in various domains?



30 sec



Positive research on use of games



Attract the multi-media generation



0 favorites 1 play 72 players



AlfingeWang

Created 1 day ago



Adapt to the multi-task-technology generation



Only way to motivate the coming generation



3 - Quiz

What elements makes learning fun according to Tom W. Malone?



Challenge



Curiosity



Collaboration

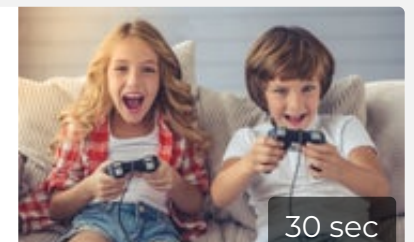


Fantasy



4 - Quiz

What are the elements of the gameflow theory according to Sweetser og Wyeth?





Concentration and Challenge



Skills and Control



Clear goals and Feedback



Immersion and Social interaction



5 - Word cloud

Any takeaways from Motivation and Background?



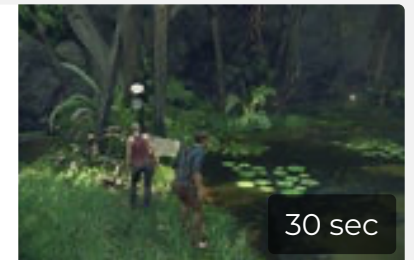
Players type their answers as free-form text up to 20 characters. Their answers will be visualized as a word cloud on the big screen, like in this example.

6 - Slide

Game Design

No description

7 - Quiz

How are new skills taught in modern well-designed video games?

User manual



Instruction video in the beginning of the game



Functional presentation of all the game element in the beginning



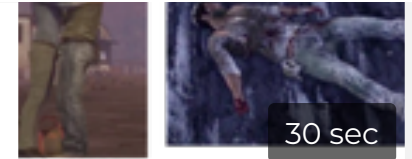
Subtle and gradual introduction of game elements



8 - Quiz



Which game elements result in the best effect on reinforcement of learning in games?



Audio-visual feedback if choices are good or bad



Rewards



High score lists



Specific goals



9 - Quiz

What are typical overall goals in games?



Points



Explore a story



Timing



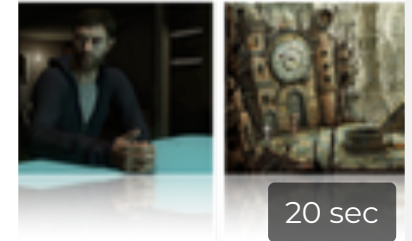


Just having fun



10 - Quiz

Statement: Uncertain outcomes is important for games to produce engagement.



True



False



11 - Quiz

What is important regarding to produce a well-defined progression in games?



Provide rewards related to progression



Provide trophies



Highlight points/score

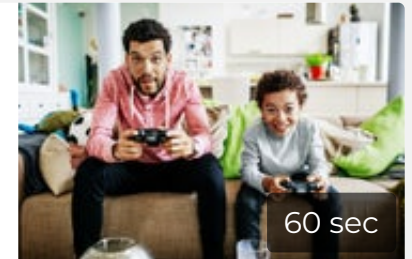




Highlight statistics



12 - Word cloud

Any takeaways from Spill Design?

Players type their answers as free-form text up to 20 characters. Their answers will be visualized as a word cloud on the big screen, like in this example.

13 - Slide

Get Healthy through Gaming!

No description

14 - Quiz

The *Dual flow* concept within exergames describes:

Immersion and physical resistance



User-friendliness and appropriate physical resistance



Balance game experience and effect of physical training



How easy the game is to control and high physical effect



15 - Slide

Study of 2191 Pokémon Go players summer 2016

No description

16 - Quiz



16 - Quiz

How does playing Pokémon Go affect the players' physical activity level?



Less physical active



Same physical activity level



Slightly higher physical activity level

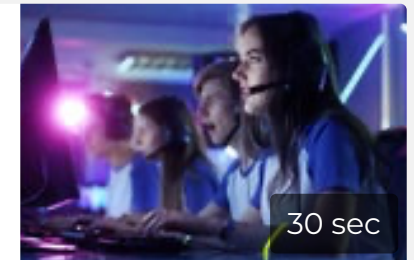


Significant higher physical activity level



17 - Puzzle

Rank groups according to positive physical activity change from Pokémon Go (from high to low)



Gamer



Casual Gamer



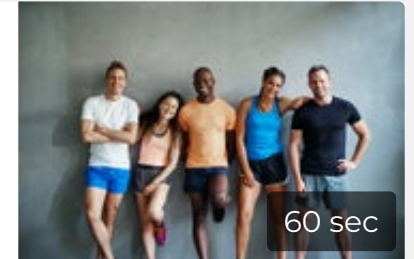
Non-player



PUT THIS ONE LAST!

18 - Puzzle

Rank groups according to positive physical activity change from Pokémon Go (from high to low)



Initially **Low** physical activity level



Initially **Medium** physical activity level



Initially **High** physical activity level



PUT THIS ONE LAST!

19 - Puzzle

Rank groups according to positive physical activity change from Pokémon Go (from high to low)



Unemployed



Higher Education Student



K12 Student



Employed

20 - Puzzle

Rank important reasons for increased physical activity from Pokémon Go (from very to less important)



Pokémon-hunting



Detours



Walk/Run/Bike when doing Errands



Other

21 - Quiz



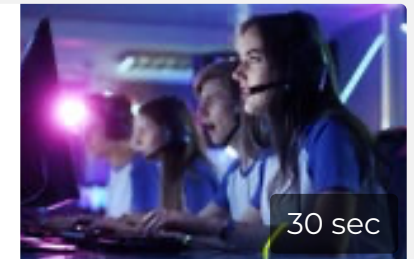
How did Pokémon Go affect the players' social interaction?



- ☐ **Less** socially active ✗
- ☐ **Same** level of social interaction ✗
- ☐ **A bit more** socially active ✗
- ☒ **Significantly more** socially active ✓

22 - Puzzle

Rank groups according positive social change from Pokémon Go (from high to low)



- ☐ Casual Gamer
- ☐ Non-player
- ☐ Gamer



PUT THIS ONE LAST!

23 - Puzzle

Rank groups according to positive social change from Pokémon Go (from high to low)



Unemployed



K12 student



Employed



Higher Education Student

24 - Word cloud

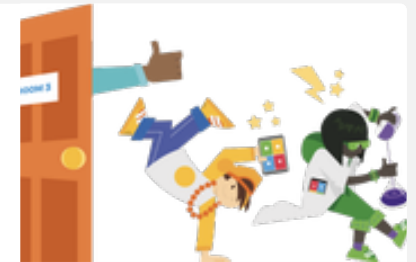
Any takeaways from get Healthy from Gaming?





Players type their answers as free-form text up to 20 characters. Their answers will be visualized as a word cloud on the big screen, like in this example.

25 - Slide
Get Smart from Gaming!



No description

26 - Quiz
What are the main advantages using social classroom games in lectures?



Improved focus on what being taught



Significant better grades





Increased motivation for topic



Improved classroom dynamics



27 - Quiz

What game design elements have been important for Kahoot!'s success?

Advanced graphics



Social gameplay/competition



Music/Audio



Scoreboards



28 - Slide

Experiment: Paper-quiz vs Clicker vs Kahoot!

No description

29 - Puzzle

Rank type of quiz according to *motivation* (from high to low):



Kahoot!



Clicker



Paper



PUT THIS ONE LAST!

30 - Quiz

What quiz tool(s) resulted in significantly highest engagement?



Paper





Clicker



Kahoot!



Kahoot! and Clicker



31 - Puzzle

Rank quiz-method according to *increased pulse* (from high to low):



Kahoot!



Paper



Clicker

**PUT THIS ONE LAST!**

32 - Puzzle

Rank quiz-method from least to highest concentration:



Rank quiz tool from least to highest *concentration*:



Paper



Clicker



Kahoot!



PUT THIS ONE LAST!

33 - Slide

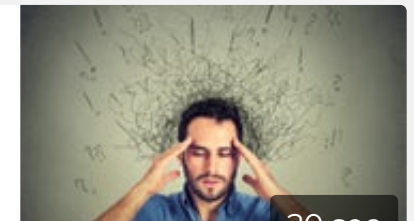
Experiment on effect from points and audio








No description

34 - Quiz

Which version(s) gave least *concentration*?








20 sec

	Full Kahoot!	✗
	Poeng , no audio	✗
	Audio , no points	✗
	No audio, no points	✓

35 - Quiz

Which version(s) gave *least increased pulse*?

20 sec

	Full Kahoot!	✗
	Points , no audio	✗
	Audio , no points	✓
	No audio, no points	✓

36 - Quiz

Which version(s) gave *least enjoyment*?**Full** Kahoot!**Points**, no audio**Audio**, no points**No audio, No points**

37 - Quiz

Statement: "There was a significant difference in how *much they learned* from the various variants"

True



False



38 - Puzzle

Rank according to effort to do well (from high to low):



Points, no audio



Full Kahoot!



Audio, no points



No audio, no points

39 - Quiz

Where did we observe students *dancing and celebrating* in their seats?



Full Kahoot!



Points, no audio





Audio, no points



No audio, no points



40 - Quiz

Where did we find the *most quiet and focused* students?



Full Kahoot!



Points, no audio



Audio, no points

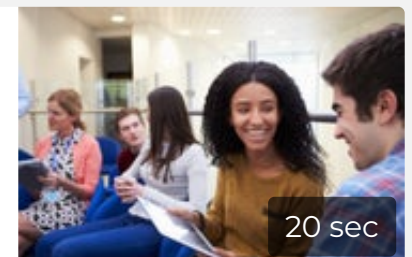






No audio, no points



41 - Quiz

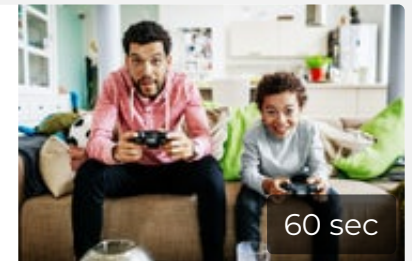
Where did we observe the *most active discussions* between questions?



	Full Kahoot!	✓
	Points , no audio	✗
	Audio , no points	✓
	No audio , no points	✗

42 - Word cloud

Any takeaways from get Smart from Gaming?



Players type their answers as free-form text up to 20 characters. Their answers will be visualized as a word cloud on the big screen, like in this example.

43 - Quiz

What is *most important* regarding using technology in the classroom?



Integration of tools and teaching goals



Choose the most engaging tools



Choose the most appropriate tools



Variation

