Measuring the Learning Impact of Kahoot: An Experimental Approach

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Abstract

This study explores the influence of Kahoot, a gamified learning platform, on college student learning outcomes and academic performance. It investigates whether the integration of Kahoot into classroom instruction leads to improved knowledge acquisition, retention, and overall academic achievement. A rigorous experimental design was employed, involving a diverse sample of 60 students randomly assigned to either an experimental group exposed to Kahoot-enhanced instruction or a control group taught through traditional methods. Pre and post-assessments, academic performance metrics, and surveys were utilized to collect quantitative and qualitative data. The analysis revealed a significant positive impact of Kahoot on learning outcomes. The experimental group exhibited post-assessment scores approximately 20% higher than the control group ($p < 0.001$). Academic performance metrics, including exam scores and final course grades, consistently favoured the experimental group. This study provides compelling evidence that Kahoot enhances student learning outcomes and academic performance. Moreover, qualitative data indicated increased student engagement and motivation. These findings underscore the value of gamified learning platforms, like Kahoot, in modern education, emphasizing their potential to create engaging and dynamic learning environments. The study encourages educators to consider the judicious integration of such tools to optimize student learning experiences.

Keywords: Kahoot, gamified learning, student engagement, academic performance, educational technology