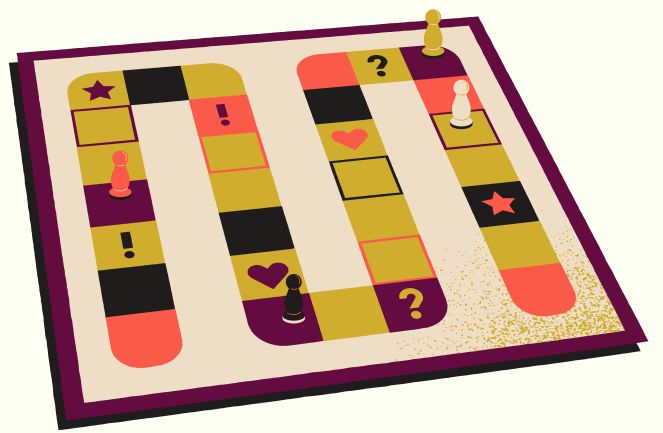


# Kahoot & Gamification

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## Gamification

Use of games or game-like elements as part of teaching



## "Boring" Classes

- Required courses
- Information-heavy course
- Courses viewed as challenging



**Engagement**  
**Fun**  
**Learning**



## Example

### Kahoot!

- Easy to use online quizzes
- Design your own or use premade
- Music, scoring, text & images
- Free or low-cost

## Tips

- Use at end of class to review
- Use at beginning of class to enhance interest in upcoming content
- Use to poll class for input
- Include humorous questions



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