Using Kahoot!+ Max®

AS A PLATFORM FOR UNFOLDING CASE STUDY PRESENTATION & FORMATIVE ASSESSMENT OF COMPETENCY

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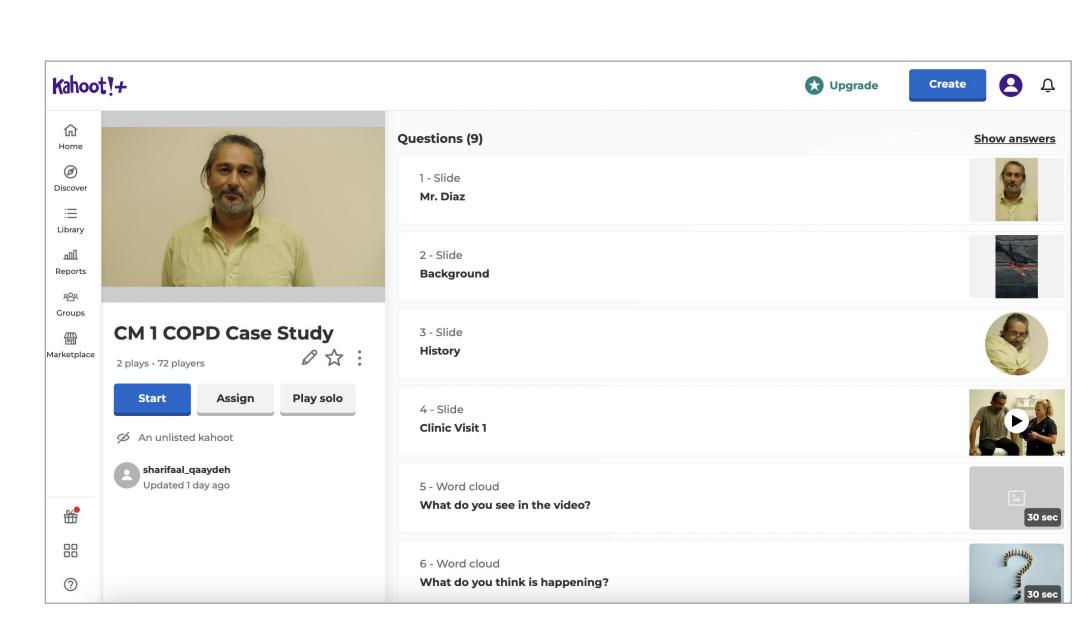
BACKGROUND

Measurement of competency in nursing education poses a challenge due to complex content and the need for formative and summative assessments. Formative assessments play an increasingly important role in experiential and interactive learning. Gamification has seen a rise in popularity for students who learn differently than prior generations and provides a strong platform for formative assessment

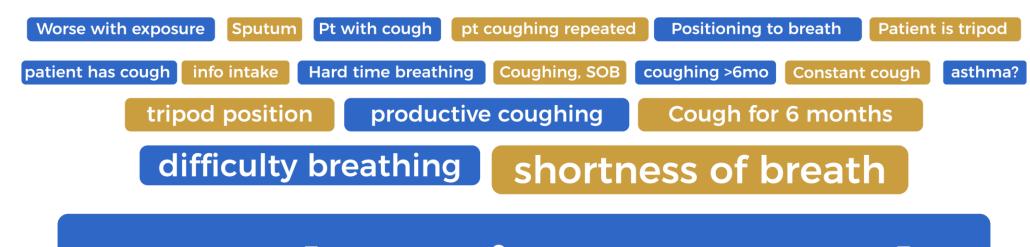


METHODS

- PowerPoint-style presentations with embedded video recordings are interspersed with Kahoot!+ Max® based assessments
- Assessments presented in pre/post presentation structure with a variety of question formats
- Faculty observe student baselines and progress while presenting
- Faculty generate questions to highlight salient points and the level of expectation increases with difficulty across courses



What do you see in the video?

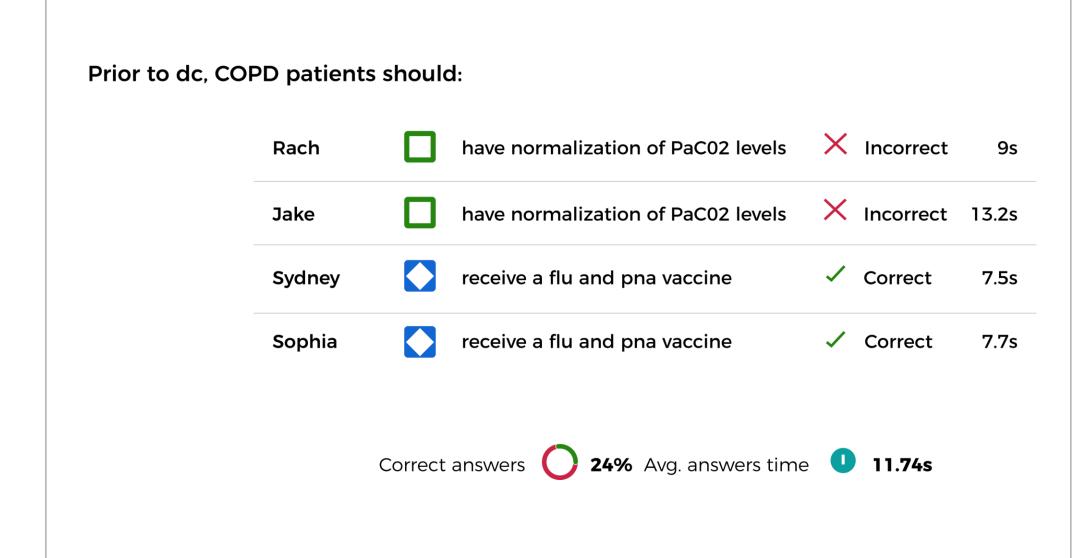


productive cough

Coughing Chronic bronchitis Cough Coughing a lot

respiratory distress A productive cough Coal mine Cough, chest pain Coughing for 6 month

pt was coughing sob SOB Trouble breathing



RESULTS

- Scores do not contribute to summative evaluation outcome
- Identity is protected
- Students perceive the format to be a safe, student-friendly space
- Participation is high
- The gaming format is highly engaging
- The Kahoot!+ Max® sessions increase student confidence and willingness to engage



CONCLUSIONS

The use of a simple gaming platform such as Kahoot!+
Max® offers faculty a wide range of options for formative
evaluation of didactic content. Students are able to
perceive their level of knowledge compared with peers,
and voice increased confidence in their understanding of
content

