

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?

Worse with exposure Sputum Pt with cough pt coughing repeated Positioning to breath Patient is tripod
patient has cough info intake Hard time breathing Coughing, SOB coughing >6mo Constant cough asthma?
tripod position productive coughing Cough for 6 months
difficulty breathing shortness of breath

productive cough

Coughing Chronic bronchitis Cough Coughing a lot
respiratory distress A productive cough Coal mine Cough, chest pain Coughing for 6 month
difficulty speaking has had a cough 6mo lots of coughing patient is coughing Persistent cough possible copd
pt was coughing sob SOB Trouble breathing

Prior to dx, COPD patients should:

Rach	<input type="checkbox"/>	have normalization of PaCO2 levels	Incorrect	9s
Jake	<input type="checkbox"/>	have normalization of PaCO2 levels	Incorrect	13.2s
Sydney	<input checked="" type="checkbox"/>	receive a flu and pna vaccine	Correct	7.5s
Sophia	<input checked="" type="checkbox"/>	receive a flu and pna vaccine	Correct	7.7s

Correct answers 24% Avg. answers time 11.74s

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