Kahoot! **Bibliography**

Getting Started Guide.

Available at https://kahoot.com/library/getting-started-guide/

Image source: Sourced Media Books

Tutorials and ideas for using *Kahoot!*

Burgert, L., & Acosta, E. (2016). Revitalizing instruction through active learning and assessment. [LibGuide]. Retrieved from http://libguides.lmu.edu/c.php?g=452736&p=3092457

Cross, J. (2014). *Introduction to Kahoot for your Classroom Assessments*. [YouTube video]. Retrieved from https://youtu.be/PYfoRRtLXys

Graham, K. (2015). TechMatters: Getting into Kahoot!(s): Exploring a game-based learning system to enhance student learning. *LOEX Quarterly*, *42*(3), Article 4. Retrieved from http://commons.emich.edu/loexquarterly/vol42/iss3/4

Iona, J. (2017) 'Kahoot'. *The School Librarian, 65*(2) Summer 2017, p.84. Retrieved from http://www.sla.org.uk/the-school-librarian.php

Jaganathan, M. (2014). KAHOOT: Electrify your class with a game-based classroom response system. [Presentation]. *Universiti Utara Malaysia*. Retrieved from http://repo.uum.edu.my/12962/

King, A. (2017). Using kahoot! *Australian Mathematics Teacher*, *73*(4), 35–36.

Scott, S. (n.d.). The whole kit and kaboodle on Kahoot! Retrieved May 14, 2018, from https://www.scdsoctagon.com/features/2018/05/01/the-whole-kit-and-kaboodle-on-kahoot-for-in-class-review-teachers-orchestrate-showdowns-with-online-game-friendly-competition-makes-students-forget-to-use-their-inside-voices/

Reviews

Bames, R. (2017). Kahoot! in the classroom: Student engagement technique. *Nurse Educator*, *42*(6), 280. https://doi.org/10.1097/NNE.0000000000000419

Byrne, R. (2014). Top 10 cool tools. *School Library Journal*, *60*(12), 35–35. Retrieved from https://www.slj.com/2014/12/technology/sljs-top-10-cool-tools-for-2014/

Byrne, R. (2017, September 14). Kahoot Launches a New Mobile App - Play Games in Classroom or at Home. Retrieved from http://www.freetech4teachers.com/2017/09/kahoot-launches-new-mobile-app-play.html

Cox, A. (2016). "Come on down!": Gaming in the flipped classroom. [Presentation]. *Library Technology Conference*. Retrieved from http://digitalcommons.macalester.edu/libtech_conf/2016/sessions/17

Icard, S. B. (2014). Educational technology best practices. *International Journal of Instructional Technology and Distance Learning*, *11*(3), 37–41. Retrieved from http://www.itdl.org/Journal/Mar_14/Mar14.pdf

Johns, K. (2015). Engaging and assessing students with technology: A review of Kahoot! *Delta Kappa Gamma Bulletin*, *81*(4), 89.

Research

Atilano, M. (2017). Game on: Teaching research methods to college students using Kahoot! [Poster] Retrieved from https://digitalcommons.unf.edu/library_facpub/56/

Bicen, H., & Kocakoyun, S. (2017). Determination of university students' most preferred mobile application for gamification. *World Journal on Educational Technology: Current Issues*, *9*(1), 18–23. https://doi.org/10.18844/wjet.v9i1.641

Bicen, H., & Kocakoyun, S. (2018). Perceptions of students for gamification approach: Kahoot as a case study. *International Journal of Emerging Technologies in Learning*, *13*(2), 72–93. https://doi.org/10.3991/ijet.v13i02.7467

Dellos, R. (2015). Kahoot! A digital game resource for learning. *International Journal of Instructional Technology and Distance Learning*, *12*(4), 49–52.

Ismail, M. A.-A., & Mohammad, J. A.-M. (2017). Kahoot: A promising tool for formative assessment in medical education. *Education in Medicine Journal*, *9*(2), 19–26. https://doi.org/10.21315/eimj2017.9.2.2

Kirsch, B., Marlow, D., Pingley, A., Leonhirth, D., & Lownes, S. (2016). Improving student engagement with technology tools. *Currents in Teaching & Learning*, *8*(2), 50–61.

Kung, J., & Thorlakson, J. (2017, October 15). Giving a Kahoot about assessment in the classroom. [Poster]. https://doi.org/10.7939/R3599ZF9P

Fotaris, P., Mastoras, T., Leinfellner, R., & Rosunally, Y. (2016). Climbing up the leaderboard: An empirical study of applying gamification techniques to a computer programming class. *Electronic Journal of E-Learning, 14*(2), 94–110.

Pede, J. (2017, May 10). *The effects of the online game Kahoot on science vocabulary acquisition*. [Thesis]. Rowan University. Retrieved from https://rdw.rowan.edu/etd/2405

Plump, C. M., & LaRosa, J. (2017). Using Kahoot! In the classroom to create engagement and active learning: a game-based technology solution for elearning novices. *Management Teaching Review*, *2*(2), 151–158. https://doi.org/10.1177/2379298116689783

Varannai, I., Sasvari, P., & Urbanovics, A. (2017). The use of gamification in higher education: An empirical study. *International Journal of Advanced Computer Science and Applications*, *8*(10), 1–6.

Walker, C. (2017). How to get students into the library: Revamping a university library's welcome campaign. *Legal Information Management*, *17*(4), 239–244. https://doi.org/10.1017/S1472669617000469

Wang, A. I., & Lieberoth, A. (2016). The effect of points and audio on concentration, engagement, enjoyment, learning, motivation, and classroom dynamics using Kahoot! In *European Conference on Games Based Learning* (p. 738). Academic Conferences International Limited.

Other related works

Kapp, K. M. (2012). *The gamification of learning and instruction: Game-based methods and strategies for training and education*. John Wiley & Sons.

Pitt, M. B., Borman-Shoap, E. C., & Eppich, W. J. (2015). Twelve tips for maximizing the effectiveness of game-based learning. *Medical Teacher*, *37*(11), 1013–1017. https://doi.org/10.3109/0142159X.2015.1020289

Willis, J. (2006). *Research-based strategies to ignite student learning: Insights from a neurologist and classroom teacher*. Alexandria, VA: Association for Supervision and Curriculum Development.