

## *eLearning Forum Asia 2016*

# Enhancing Student Engagement Using Game-based Platform as a Personal Response System (PRS)

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# Intended Outcomes

**By the end of this Presentation, you should be able to:**

- ✓ Identify the potential application of PRS to enhance teaching and learning
- ✓ Explore technique of using a game-based platform like Kahoot! as a PRS to engage students



# Outline

- ✓ **What is Blended Learning?**
- ✓ **What is Personal Response System (PRS)?**
- ✓ **What is Game-based Learning (GBL)?**
- ✓ **Experience sharing - Kahoot!?**
- ✓ **Showcase of students using Kahoot!**

# What is blended learning?

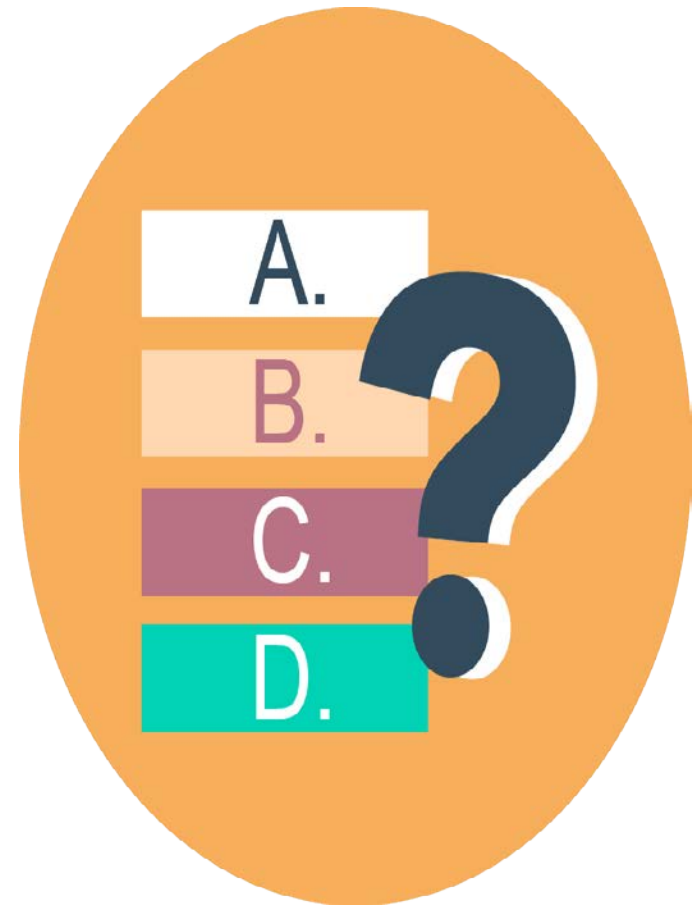
“the thoughtful fusion of face-to-face and online learning experiences...such that the strengths of each are blended into a unique learning experience...Blended learning is a fundamental redesign that transforms the structure of, and approach to, teaching and learning” (Garrison & Vaughan, 2008, p.5)



# What's your experience of using blended learning?

## Answer options:

- A. Never*
- B. Sometimes*
- C. Often*



# What method(s) do you use to assess your students' understanding in class?

Brainstorming

Concept Map

Minute Paper

Reflection

Multiple Choice Survey

Quick Case Study

Think-Pair-Share

Decision Making

Others ...



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2016

# DIGITAL DEVICE OWNERSHIP

PERCENTAGE OF THE ADULT POPULATION\* THAT OWNS EACH KIND OF DEVICE



MOBILE PHONE  
(ALL TYPES)



we  
are  
social

96%

SMART  
PHONE



Google

79%

LAPTOP OR  
DESKTOP COMPUTER



we  
are  
social

58%

TABLET  
DEVICE



37%

TV STREAMING  
DEVICE



Google

15%

HANDHELD  
GAMING CONSOLE



we  
are  
social

[N/A]

E-READER  
DEVICE



Google

1%

WEARABLE  
TECH DEVICE



4%

we  
are  
social

• Source: Google Consumer Barometer 2015. Figures based on responses to a questionnaire. \* Please see notes at the end of the report for definitions. @wearesocialsg • 185



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# Personal Response System (PRS)



# What is PRS?

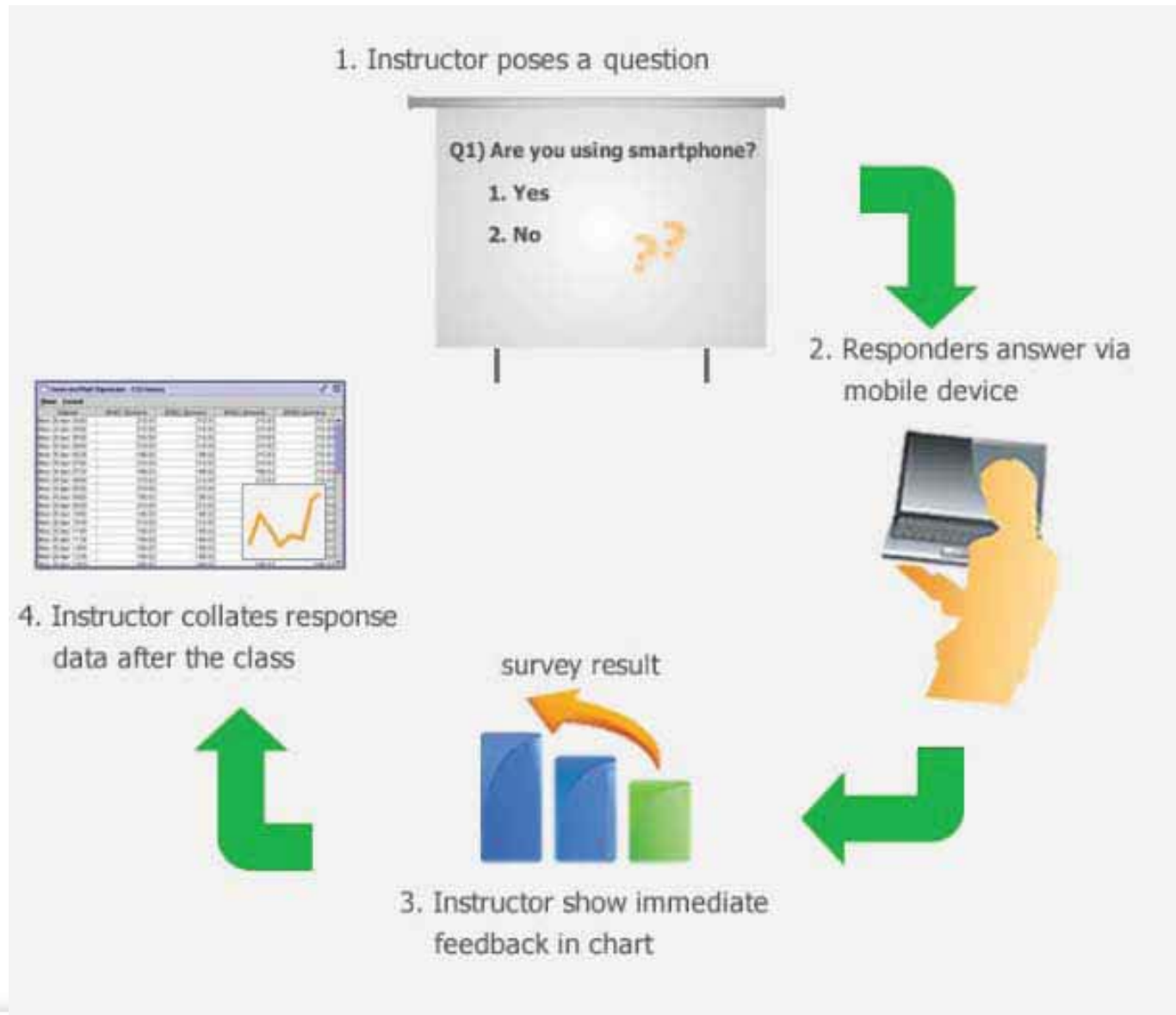
- Use as an instructional technology tool in education;
- Facilitator designs his/her topic related questions by using an software application for students to answer;
- Students use their mobile devices to give correct responses to questions like multiple choice, yes/no or text response etc;
- Student answers are recorded and analyzed, and display on the facilitator's computer screen as an easy-to-read statistics like histogram, bar/pie charts etc.

# Why use PRS in teaching ?

- ✌️ ‘Smart’ devices (like smartphone, laptop, tablet etc.) are commonly used among students to access internet these days;
- ✌️ Clickers allow students to provide answers to questions in real time mode as ‘Smart’ devices can be converted into PRS with the appropriate use of different e-learning tools - FUN😊;
- ✌️ Receive immediate feedback and reinforcement for what is being learned – formative assessment.



# How does *PRS* work ?



# Examples of Popular PRS

Google Forms

Blackboard

Socrative

Moodle

Twitter

iQlickers@  
HKBU

Survey Monkey

Qualtrics

Kahoot!

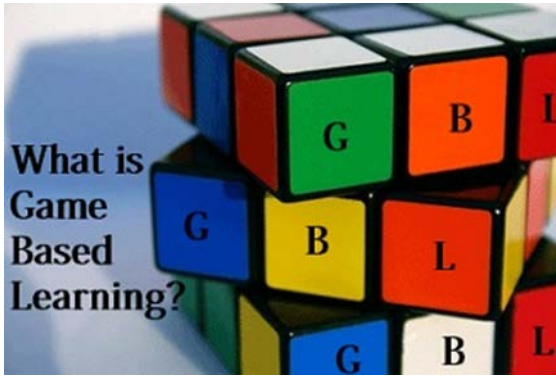
Mentimeter

Others...



# Experience Sharing “Kahoot!” (Game-based Teaching)

# What is Game-based (GBL) Learning?



- GBL is a type of **game play** that has defined **learning outcomes** on subject teaching;
- GBL is designed to balance subject matter with gameplay and the ability of the player to **retain** and **apply** said subject matter to the real world.

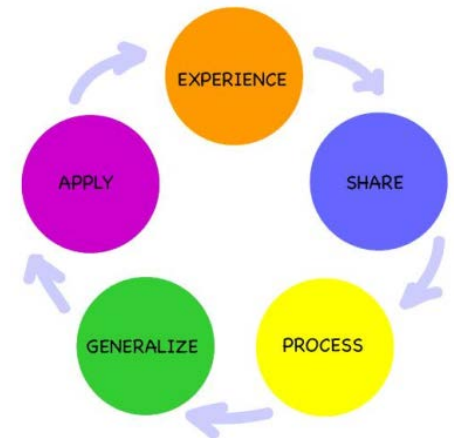
# Why Game-based Learning?

- most students love games;
- an effective way to motivate and engage students;
- teach with games, students will understand and involve;

(A Chinese proverb says: "Tell me, and I'll forget. Show me, and I may remember. **Involve** me, and **I'll understand.**")

- as a form of formative assessment on students' learning;
- students giving personalized feedback on topic - experiential learning occurs.

Experiential Learning



# What is Kahoot! ?

- Free game-based learning platform → classroom response system → consists of multiple choice questions - as a quiz, discussion or survey - in any topic, language → making learning FUN for any subject, on any device, for all ages!



# Teaching Experience

- A class of 26 PhD students for a mandatory common core program with credit-bearing on “Teaching University Students”;
- A topic on “Criterion-Referenced Assessment” – conceptual teaching;
- Use ‘Kahoot!’ as a game to consolidate students’ learning for refreshment;
- Facilitator can assess students’ immediate feedback for any class teaching adjustment.



## Quiz (Group)

Using Personal Response System (Kahoot)

kahoot.it

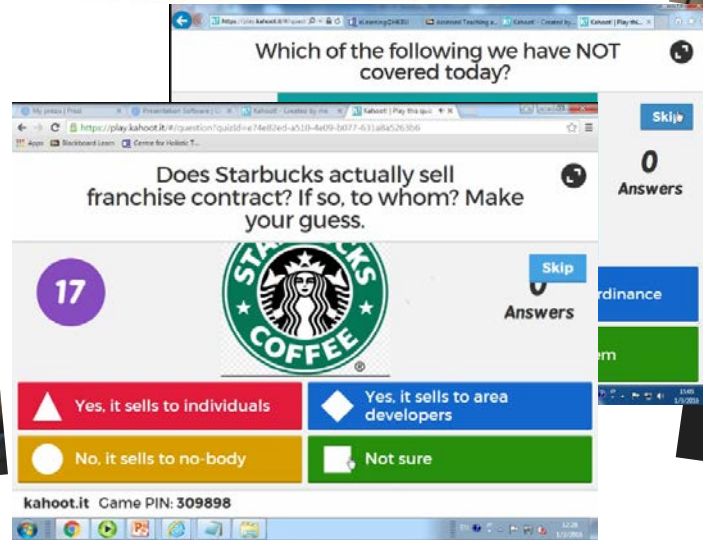
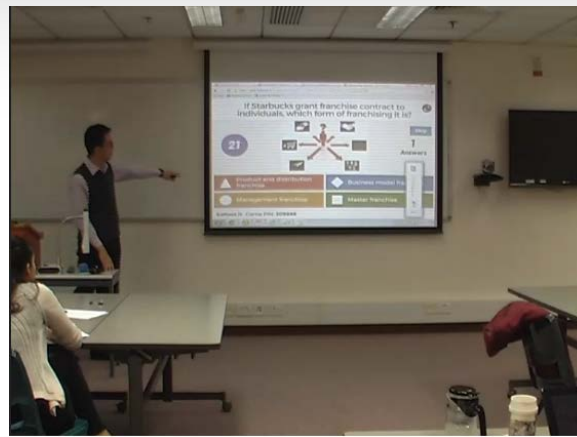


## Answers

- What is the focus of Outcomes Based Teaching and Learning (OBTL)? **Focuses on what the learners will be able to do.**
- Which of the following verb is classified as VAGUE action verb? **Understand**
- Which learning theory focuses on how to store and retrieve information? **Cognitivism**
- Which learning theory emphasises positive/negative reinforcement/punishment? (hint: reward) **Behaviourism**

## Answers (Cont'd)

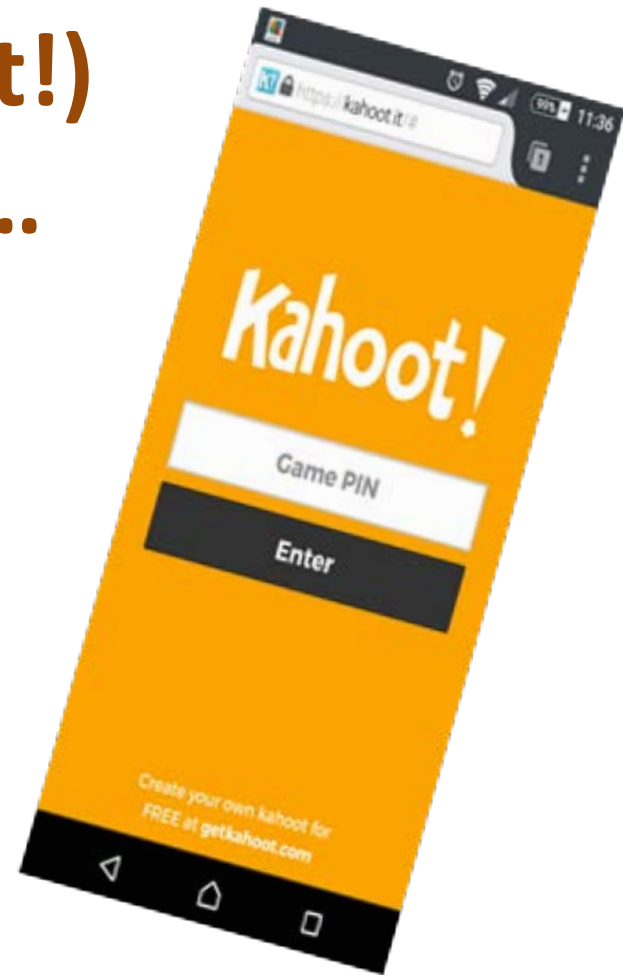
- Info of AMs in a course should be given to students within the first ?? week(s) of classes. **TWO**
- Student work should be marked & returned to students within ?? weeks after submission deadline. **THREE**
- Which of the following mode of assessment is adopted at HKBU? **Criterion Referenced Assessment (CRA)**
- Which of the following description of Criterion Referenced Assessment is CORRECT? **Each student's grade is independent of any other student's.**
- What is the Grade Point for B-? **2.67**
- We can use an Analytic Rubric when ... **you want to see relative strengths and weaknesses**



Students in return learned and applied ‘Kahoot!’ in their own group presentation at the end of the MCCP course – unexpected positive learning outcome!

# Showcase

Students apply PRS (Kahoot!)  
in their own peer teaching...





# How Kahoot! Can Help Teachers to Engage Students?

## 😊 Ask thoughtful & meaningful questions

- to motivate participation through game-based learning and giving rewards in a social setting



## 😊 Student, take control of their own learning

- through research and creation you inquire with meaningful questions, turning participants into active learner



## 😊 Easy-to-use, inclusive & highly engaging

- backed by academic research in blended learning. Using technology in your classroom will never be the same again!!



# Summary Features of using Kahoot!

	Kahoot!
<b>Types of Question</b>	MC and T or F only
<b>No. of Choices</b>	Up to 4
<b>Capacity (No. of participants)</b>	> 1000
<b>Character Limit</b>	95 for Questions 60 for Answers
<b>Ranking &amp; Scoring</b>	Yes
<b>Questions appeared at...</b>	Teacher Screen Only
<b>Time Extension</b>	No
<b>Display of Question per page</b>	One question at a time
<b>Kick out participants</b>	Yes
<b>Participants' answer displayed on teacher's screen</b>	Only show the number of participants answered

# Summary



Personal Response Systems like Qualtrics and Kahoots etc are good instructional tools



Clickers and student engagement



Timely, easy-to-read & analyzed responses from students



Easy identify respondents of giving answers as kind of formative assessment

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# Selected References

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# Thanks for your attention

## Q&A