



UNC  
COLLEGE OF  
ARTS & SCIENCES

Department of Romance Studies

# LEARNING CATALYTICS PROJECT (SPAN 203: INTERMEDIATE SPANISH I)

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# PROJECT DESCRIPTION

- CFE Large Course Redesign Grant
  - Implementation of exercises in Kahoot! and Socrative
  - Team Members
    - Project Director
    - Project Manager
    - Content Developers: 5 graduate students
    - Content Reviewers: 5 faculty members
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# KAHOOT!

- <https://create.kahoot.it>
- Creation of activities

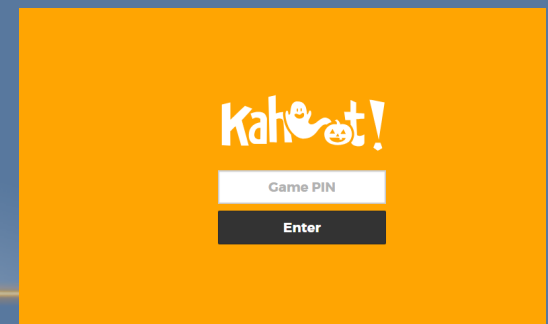
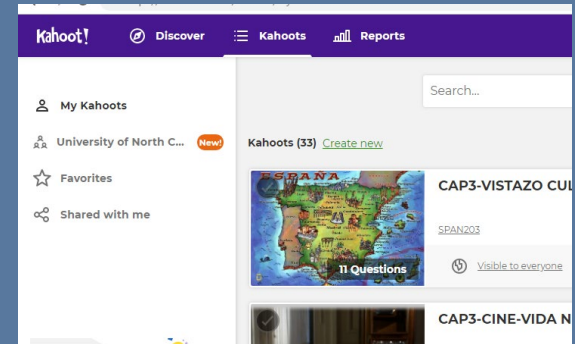
Content (Chapters 1-5)

- Icebreakers, Vocabulary, Grammar, Culture, Film, Literature

Types of activities: Quiz, Jumble, Discussion, Survey

- Identifier: CAP 1-Vocabulary –La familia-P.56
- Scripts available on our instructor resources Sakai site

- <https://Kahoot.it/>
- Students access with Game PIN



# PEDAGOGICAL EFFECTS OF KAHOOT

- Increased Motivation: Students respond well to activities that are game-like. Kahoot! is fun!
  - Low-stakes assessment: Helps students (and instructors) to monitor comprehension, mastery and application without the pressure of a grade. Reinforces that feedback is valuable even if it is not graded.
  - Also low-stakes in terms of potential anonymity.
  - May especially appeal to visual and kinesthetic learners. More visually engaging than other platforms.
  - Allows instructors to pause between questions and provide clarification before proceeding to the next question.
  - Gives instructors a quick “snap-shot” of where the class stands in terms of mastering content.
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# EVALUATION

- **Student survey: 149 students (out of 1,000) completed**
  1. How much experience did you have using Kahoot! prior to SPAN 203?
    - Experience: 85.9%      No experience: 14.1%
  2. How difficult or easy has it been for you to use the Kahoot! platform in this course?
    - Easy: 93.3%      Neither easy nor difficult: 6.7%      Difficult: 0%
  3. How helpful has the use of Kahoot! been for your learning?
    - Helpful: 91.3%      Neither helpful nor unhelpful: 8.1%
    - Unhelpful: 0.6%

# STUDENT COMMENTS

“It was fun and engaging.”

“This gave us a chance to practice with example questions, it was great.”

“I liked learning the Spanish language in the form of a game.”

“It really accelerates the learning process, especially for new vocabulary and grammar.”

“It stirs up the competitive nature within us which allows us to recall information better in a sense.”

“Kahoot!!! is nice because it is a fast way to go over a bit of vocab in order to warm up for the day.”

“I think it is very helpful for students to learn the material and recognize mistakes before attempting to speak using the newly learned material.”

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# INSTRUCTOR FEEDBACK

## (6 OUT OF 12 INSTRUCTORS RESPONDED)

- 100% said it was easy to use
- 100% said it was either helpful or very helpful in meeting course goals.
- Kahoot!!! was considered very effective in evaluating vocabulary and grammar proficiency. It was also effective in evaluating culture, film and literature comprehension.
- Most instructors use it as warmup and closure to a lesson.
- Instructor comments echoed those of students in terms of the engaging nature of Kahoot!!! and its competitive aspect being especially beneficial.
- Only 2 concerns were raised; one regarded activity design, and the other, the time limit for answering questions (10 seconds).