

# 2024/2025

Enhancing Students' Engagement and Learning Experience Using Digital Technology (Kahoot And Padlet)

Sikiru Abiodun Ganiyu











Sikiru Abiodun
Ganiyu
Senior Lecturer in
Project Management
s.ganiyu@tees.ac.uk



"The gamified nature of Kahoot quizzes and the collaborative features of Padlet boards motivated students to actively participate in class activities."

Sikiru Ganiyu

# **Background**

The objectives of this work are to to present a critical reflection on the applications of Kahoot! and Padlet, to enhance students' engagement and learning experience. I will delve into how these digital platforms have been leveraged to cultivate a more engaging and enriching learning environment for students on the Strategic Project Management module at Teesside University International Business School, Middlesbrough.

As an SL in Project Management (PM), I lead on a Level 6 module (Strategic Project Management). Like many other postgraduate modules, the module consists of international students these students tend to be less interactive and participatory due to cultural differences in teaching and learning approaches.

## **Approach**

To address this challenge and get all the students to actively participate in class activities, I integrated the use of Kahoot and Padlet into the presentation. These two interactive and collaborative tools can make classroom activities more dynamic, interactive, and enjoyable thereby enhancing students' engagement and learning experience (Freeman & Farinelli, 2018). While Kahoot is excellent for creating quizzes, polls, and games to assess prior knowledge, Padlet on the other hand, allows students to collaborate on digital boards for brainstorming sessions and knowledge sharing. Since these students

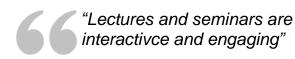
have challenges with speaking up in class, these tools provide ample opportunity to express their opinions without necessarily speaking up, get anonymous feedback from the students, engage in deeper conversations, and be provided with further explanations by the tutor, if necessary. As such, digital technology was adopted in this module to encourage active engagement, provide constructive formative feedback, and create a collaborative learning environment and positive learning experience. By integrating digital technology into the module, students were encouraged to share ideas digitally and anonymously, review their knowledge and understanding of the module, engage in peer assessment, and receive immediate feedback from the tutor.



Figure 1. Assessing students' prior knowledge of project planning in BIM4039-N.

### **Outcomes**

The integration of Kahoot and Padlet into the delivery of the module had significant impacts on the teaching and learning experience of the students as demonstrated below:





"Digital technology was adopted in this module to encourage active engagement, provide constructive formative feedback, and create a collaborative learning environment and positive learning experience"

Sikiru Ganiyu

**Increased student engagement**: The integration of Kahoot and Padlet provided interactive and collaborative learning experiences, which enhanced students' engagement with course material. The gamified nature of Kahoot quizzes and the collaborative features of Padlet boards motivated students to actively participate in class activities.

Improved Knowledge Retention: The use of quizzes and polls in Kahoot! encouraged active recall of information, leading to better knowledge retention and a deeper understanding of concepts. This is usually done at the beginning of every seminar to assess the level of knowledge retention from the previous lecture.

Real-Time Formative Assessment and Feedback: Both Kahoot! and Padlet offered me opportunities for formative assessment and feedback in different ways. Kahoot allowed me to conduct real-time guizzes to assess student understanding, while Padlet enabled immediate feedback and interaction among students. This real-time assessment and feedback loop helped me to identify areas where students may be struggling and provide timely support and clarification.

Enhanced Student Participation: The interactive nature of Kahoot! and Padlet encouraged more students to participate in class discussions and activities both encourage active learning by providing opportunities for students to actively

"This has been an excellent module which I have realy enjoyed"

participate, collaborate, and contribute to class discussions.



Figure 2. Pre-Assessment and Module Expectations Review using Padlet.

Facilitation of Peer Learning: Padlet's collaborative features enabled peer-to-peer learning and knowledge sharing among students. By sharing resources, ideas, and insights on Padlet boards, students were able to learn from each other's perspectives and experiences, fostering a sense of community and collaboration within the class.

#### Conclusion

The integration of Kahoot and Padlet into the module had positive impacts on student engagement, knowledge retention, assessment practices, students' participation, and peer collaborative learning, ultimately enhancing the teaching and learning experience for both instructors and students.

#### **Contact Information**

For more information on using AI in summative assessments, please contact Digital Transformation (DX) in SLAR.