



# The Effective Role of using Kahoot Application in Supporting University Education in Saudi Universities: Case Study on King Abdulaziz University Jeddah, Saudi Arabia

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## ABSTRACT

The **Kahoot** program now provides more than forty million pre-packaged games in all subjects and in various languages and levels. It is also available to all learners, which makes starting learning on it quickly, easy and appropriate, especially in the distance learning process when the time and conditions are not available to reach the educational institution. Since **Kahoot** is completely free, it simply requires you to create an account to start working on it. Students can use it through most electronic devices from anywhere and at any time after connecting to the Internet. This study aimed to identify the effectiveness of using **Kahoot** application in increasing motivation and achievement. The study was done on the faculty of communication and media- King Abdulaziz University. The most important results indicate that the use of the **Kahoot** application had a positive impact on increasing learning motivation and learning the offensive skills under discussion in a short time. The leaderboards for learners applying **Kahoot** had a positive impact on indirect learning among learners. Also, the results indicate that although teachers believe that Kahoot is qualified with several positive features, it still suffers from several disadvantages in which it can definitely improve. Finally it was found that the most important advantage of Kahoot application is immediate feedback. The teacher can gather information about how many students get the right answer at once and can compare that information with students' current level of knowledge about a topic. Kahoot also frees both the teachers and students from traditional assessment and evaluation models.

**Key words:** Kahoot Application, Motivation, Learning, Academic Achievement

## 1. INTRODUCTION

Kahoot is a free educational program that supports the Arabic language. It is based on a system of play and response in the classroom. It will activate and

motivate students and encourage them to move from the traditional atmosphere to one of enthusiasm, fun and competition. Kahoot introduces the concept of learning by playing in the classroom in an easy and very useful way through the use of technology. Students will participate and compete, and they will enjoy the lessons using any device they are familiar with or available in the school (mobile, iPad, laptop, tablet...) "Kahoot" provides an opportunity for all students, even those who are reluctant to participate and engage in class activities within the classroom. Kahoot is a set of multiple-choice questions that we design in advance through a system that covers any topic or subject, using any language and for different levels [1-3].

There are three types of kahoots which can be designed: test, discussion and questionnaires, and then give student's four possibilities to answer by clicking on the correct answer. Displaying the kahoot on a display screen in front of the students, and the students respond immediately using their electronic devices. It is an individual work, but it has a kind of enthusiasm and interaction, as each student answers quickly within a specified period and collects points. Their names and the points taken appear on the screen, so that the spirit of competition is cultivated in them to reach the top. As a result, even the shy student participates more effectively in these games as self-confidence is enhanced.

On other hand, Kahoot is a free educational program that supports the Arabic language, based on a system of play and response in the classroom that activates and excites learners and encourages them to a transition from the traditional atmosphere to the atmosphere of enthusiasm, fun and competition. Kahoot introduces the concept of learning by playing in the classroom in a very easy and useful way through the use of technology. Learners will participate and compete and enjoy the lessons using any device they are familiar with or available in the school (mobile, iPad, laptop, tablet...). Kahoot provides an opportunity for all learners, even those who are reluctant to participate and engage in class activities within the classroom [4].

Kahoot is a set of multiple-choice questions that we design in advance through a system that covers any topic or subject, using any language and for different levels. Three types of kahoots can be designed: test, discussion and questionnaires, and then give learner's four possibilities to answer by clicking on the correct answer. Where the kahoot is displayed on a screen in front of the learners, they respond immediately using their electronic devices. It is an individual work, but it has a kind of enthusiasm and interaction, as each learner answers quickly within a specified period and collects points, and their names and the points taken appear in front of them on the screen, so that the spirit of competition is cultivated in them to reach to the highest score. Even the shy learner participates more effectively in these games, as self-confidence is enhanced.

There is no doubt that the technological and informational revolution that the world is witnessing in recent periods has left its effects clear and evident on all aspects of life, and perhaps education is one of the most prominent of these aspects that have achieved the maximum possible benefit from this revolution, as educators, especially teachers, seek to apply various types of Digital technologies in the field of teaching contribute to transforming the process of teaching and learning into an interesting and attractive process for students that leaves a deep impact on their behavior and psyche and contributes to achieving their goals and the goals of the educational process. Many terms related to modern education methods that applied modern technological techniques have appeared, and among these terms are e-learning, direct education, distance education, education through the mobile phone, etc. All of these terms primarily reflect the applications of digital technology in the fields of teaching and learning. .

Traditional teaching methods are no longer of great use, especially with the expansion of female students' perceptions and their ability to acquire many types of knowledge through the technologies and applications of information and communication technology they possess in their hands. The acquisition of knowledge no longer represents a primary goal and the end of teachers' efforts to convey knowledge to their students. New goals emerged, most notably measuring the impact of learners and students. The learning that the student obtains, which occurs through the evaluation of the knowledge and competencies that are taught to the students.

The traditional evaluation is no longer the only tool through which the impact of learning on female students can be assessed. Electronic in its broad sense employing information technology in conducting any assessment related to a specific activity. Education in the vast majority of universities, in turn, is a major component in all institutions of countries in the world, including third world countries, where teachers create accounts on the Internet platforms that provide such programs, and then they download calendars for the activities that are taught in the classroom or the lecture hall for

the students who They, in turn, have the ability to access these applications through the computers available in the digital laboratories, or through their own tablets or smart phones.

The importance of the study came from two aspects: the theoretical side and the applied side. The aspect of Theoretical in that its findings may provide a theoretical literature that emphasizes the importance of e-learning. It has become an effective means in the educational process to increase student motivation and achievement, as well as presenting a model. An electronic application may increase students' motivation and achievement. So, this study aimed to identify the effectiveness of using Kahoot application in increasing motivation and achievement study among students of the Faculty of Communication and Information at King Abdulaziz University.

## 2. THE IMPORTANCE OF KAHOOT APPLICATION

It was confirmed in a study presented at the University of Science and Technology in *Norway* that the importance of the kahoot centered on being an effective tool for measuring students' knowledge about the topic of the lesson before explaining it is used as a pre-assessment tool that enables the teacher to know the students' level of awareness or their background on the topic of the lesson. It increases students' motivation and their participation in the activities as the kahoots and games are based on responses.

The students contributed to increasing their desire to participate in the classroom, as it enabled the students to follow up on their activities using simple elements to manage the learning process, direct and indirect learning is supported. In [ 5 ] indicated that the Kahoot application is a set of means and tools that allow With the help of some computer programs, the teacher also has the freedom to transfer information, and the educational content is electronic, which helps students to communicate and share electronically, which breaks the barriers of time and space, and the application helps to adopt creative ideas and methods by diversifying learning sources, and it also helps during the work of electronic competitions Through the possibility of using multimedia such as pictures, videos, etc., and also taking into account the different age groups and the individual differences between them.

The author [ ] explained that the Kahoot program is a system based on play and response in the classroom that would activate students and motivate them to move from the traditional atmosphere to an atmosphere of enthusiasm and fun. It was presented in an easy and very useful way through the use of technology. It is fun and you will not need to pre-register an account for the students, as well as the possibility of including pictures and video clips to increase the students' motivation and enable them to add sound effects to the questions, and each question is set at a time specified by the teacher, and the competition is based on the extent to which the

correct answer is chosen at a higher speed. The answer.

Finally we assure that Kahoot is an electronic application that is important to them and contributes to achieving their goals and the goals of the educational process. Its application in the field of learning helps to communicate information and knowledge in a stimulating way by providing students with new knowledge and fixing information and teaching goals through play, which arouses their motivation and desire to acquire new experiences that remain with them and link them in different life situations.

### 3. MOTIVATION OF USING KAHOOT

Motivation towards learning is one of the basic and important conditions for the success of the educational process. Students achieve achievement and increase their perseverance, which leads to raising their interactive level. Motivation is defined as a state of internal deficiency caused by several internal factors, including inclinations and trends or external factors such as reinforcement, and these factors generate specific behavior in the individual and work on it. Direct this behavior until the motivation is minimized. Motivation is a state that occurs in the individual based on activating behavior and directing it towards what he wants to learn, and infer this is achieved by implementing the behavior that achieves the desired goal. Also it was defined it as an internal feeling that indicates a need based on directing the individual towards specific goal.

It is noteworthy that motivation is difficult to notice, and it can often be deduced from overt apparent performance for students, one of the important motives related to the educational process is the motive of achievement and competition and the need for appreciation, and these motives are affected by biological factors, such as hunger and thirst, and social factors such as the need for the success of the educational process, as they contribute to increasing the effort for security and self-fulfillment, and motivation is a prerequisite and perseverance for the learner, and increases his ability to absorb information, and is reflected in raising his performance in the situation the class in a positive way, thus increasing classroom interaction and educational attainment [6].

Motivation refers to a set of internal conditions that direct an individual to fulfill a specific need whether psychological or biological, the need indicates a deficiency or an increase in the individual's condition and this leads to stress which makes motivation seeks to remove this situation and achieve balance. Motivation enhances the students' feeling that learning stimulates their abilities and is defined as an internal force that drives behavior. Students and pushes them to achieve what they feel they need and its importance to them, and thus push students to progress in their academic achievement. Some principles also contribute to increasing students' motivation, including: Arousing students' interest and directing them. This is done either by using verbal means and stimuli to address the

students' senses, or by starting with an exciting story or incident. For the success of any educational situation, it must be present to be related to the topic of the lesson, and it is also an important factor before starting learning to motivate and attract students' attention to the educational material.

The response to learning is low and vice versa, if the educational methods and activities arouse motivation students and motivate them, they unleash their energies to achieve goals. It was mentioned several functions of motivation, the most important of which is directing behavior towards the goal, and increasing efforts. Students and their energies exerted towards the goal and encourage them to persevere and strive to do what is required, which is. Students' behavior is directed towards certain goals, and in this sense, motivation affects the choices they make. It confronts the students, and it also accustoms them to better school performance, and thus it can be concluded that the students. Those who are motivated to learn are more statistical among students, and it affects how they process and also develops the teacher's information processing, and thus they obtain information; Students who are highly motivated are more attentive to more information. It increases perseverance and activity, so it creates in them the desire to continue and persevere in performing tasks when they get frustrated while doing them and increases the efforts and energy spent to achieve success in the goals, and it also determines the outcomes that enhance learning, so if students are fully academically motivated, they feel proud and honored whenever they get on high marks [7,8].

### 4. THE MAJOR FEATURE OF KAHOOT APPLICATION

The adoption of using Kahoot can provide us with the major features given below:

- Supports many languages, including Arabic.
- Free and available to all.
- The teacher can create his own set of questions and tests, which enables him to be creative in entering new materials and addresses on the site, allowing everyone to benefit from them.
- It is possible to enter and benefit from the contents of the site in the classroom or even from home, as it helps in linking students during the distance learning process.
- With its highly interactive and competitive features, it spreads the spirit of enthusiasm and passion in students, which works to break the barrier towards class, allowing the opportunity to participate for all students, especially those who face problems in speaking in front of their colleagues, and develops their performance in classroom activities.
- Kahoot creates a positive, fun and safe learning environment that helps in developing students' academic performance

by breaking the traditional image of the educational process.

- Attracts students' attention through true or false questions and develops critical and creative thinking skills.
- Provides the opportunity to learn individually or within a team.
- Kahoot also helps you easily in the process of accurately evaluating students' level using questions and questionnaires.
- The program deliberately displays the test questions on the teacher's screen only and does not allow them to be displayed on the students' devices, but only shows them the options to answer them. This helps in creating an interactive environment by linking the students with their teacher and with each other, avoiding the consequences of using tablets from separating the student from his surroundings.
- Kahoot makes the learning process an enjoyable daily habit where students can communicate with their colleagues from all over the world and create competitions among them.

To achieve the maximum benefit of the Kahoot program, make sure that a special device is available for each student to make the program more fun and interesting and to reduce discord and disagreement between students in the event that more than one student participates in one device. You can also save additional devices back up and then make sure they are connected to the Internet [9].

To create an atmosphere of activity and effectiveness, present incentive prizes to those with the highest marks and use the features of the program by adding some colors, interactive images, videos, suspenseful music and instant scoreboards. In conclusion; we should emphasize the importance and necessity of technology, which has become an integral part of human life, as it has brought about major changes in the fields of economy, education, health, and others, thus bringing everything that is far closer and increasing the level of awareness and openness to other cultures. It was necessary to develop traditional teaching methods by taking advantage of this technological integration to facilitate the teaching process and make it more compatible with the surrounding environment for students [10, 11].

Although some teachers view technology as a source of distraction for students, research has proven the effectiveness of e-learning platforms in increasing students' enjoyment and interest in education and making better use of their tendencies to spend time on the Internet.

### 5. THE TYPES OF KAHOOT FOR THE TEACHER

According to Kahoot, the program has three sections: tests, discussion, and questionnaire. The

following is a definition of these sections and their uses [12]:-

- **Tests (quiz):** They are the most used and most interactive sections by students, where questions are displayed, followed by a number of three or four options, on a display screen in front of the learners, and then they are answered using their electronic devices to choose the correct answer at the specified time and get points that are displayed later. On the screen in front of them are attached the names of the students who obtained them, which ignites the spirit of enthusiasm and competition between them.
- **Discussion:** The discussion is based on asking one question by the teacher to discuss with students about it and test their knowledge and the way they put forward a specific topic without scoring points or creating a competitive atmosphere.
- **Survey:** This section is similar to the discussion in its lack of competitive elements, and more like tests in which multiple choice questions are used but without scoring points on the questions. It is used to measure the extent of learners' knowledge of a specific subject, such as previous lessons, and the extent of their recall and understanding of it, or a lesson that has not yet been explained, in order to attract students' attention and their eagerness to learn about the lesson through the questions that are asked in advance.

The academic achievement received attention in the educational process system because of its impact on the student's level. It is the general sum of his grades in a subject and is considered one of the topics that have received attention. Researchers in the field of education, which produced studies measuring achievement in the educational process. The author [ ] defined achievement as the amount of information that the learner has absorbed, including concepts, knowledge, and facts, and is measured by a test. It is also defined as the student's achievement in the subject of school exams with grades according to an estimated academic score.

### 6. THE MAJOR ACHIEVED RESULTS & FINDINGS

<b>S</b>	<b>How do you want Kahoot to be used next time in the education process in general?</b>
<b>1</b>	The application is used by all doctors because it is useful for review or for sharing among students

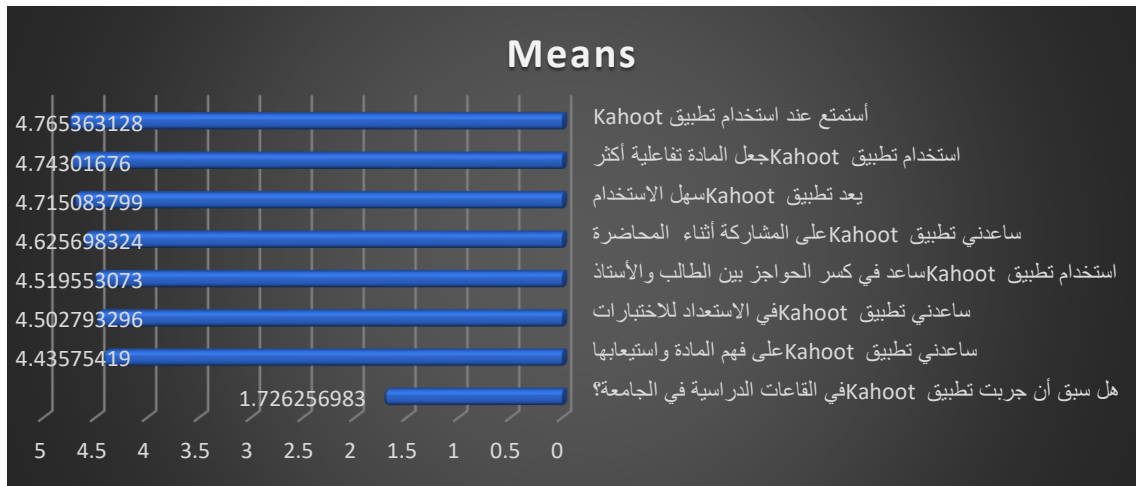
2	Teach the use of the application in most subjects because frankly the application is very useful and fun
3	Use the application upon completion of the unit to review the unit and to communicate between the student and the teacher
4	Generalizing the application to scientific departments, especially physics, mathematics, chemistry and biology
5	Its use is necessary for revision, to know the formula of questions, and to gain information other than studying through entertainment
6	The Kahoot application should be included in the educational process because it adds a .lot of fun and competition among students

S	Do you prefer using Kahoot in university classrooms or online?
1	online 48%
2	University classrooms 52%

S	How would you describe your experience with Kahoot during this chapter in Communication Skills?
1	1-Consistency of information without studying it 2- Not being lazy in searching for information
2	I understood more than usual because of this site in an entertaining and competitive manner, which makes studying better
3	1-It was like training for the exam 2-Breaking a routine so that we don't get bored 3- It is possible that if my attendance was (normal) it would break the barriers between students 4- Whenever I use the program, I don't feel like I'm in a lecture at all
4	1- Adding fun to learning the material 2- Easy access to information
5	1- Easy and soft 2- Useful for memorizing and reviewing 3- A fun experience that changes routine
6	1-Fun 2- Creates a love of competition 3- Helps you remember information during exams.
7	1- A fun new experience. 2- Accelerated for understanding, assimilation and review.
8	Making the material more fun through the multiplicity of learning methods through Kahoot
9	A remarkable step, as with the help of the program, I was able to understand and assimilate the material greatly

10	Very cool. It made the material easier and faster to understand. Searching for the answer has a great role in understanding and shortening the time during the study .
11	It was a very wonderful experience, it was smooth, and it helped me understand the material faster. I hope all doctors and majors use this method before the end of each unit in order to help the student understand the material more .
12	I hope that all chapters will be reviewed using kahoot, because it develops a sense of challenge in the students and makes them review the material so that they can answer as soon as possible during the competition in order to earn the high points .
13	It made me love the material more
14	He simplified the material and made us know how the way the questions come and let us know our mistake before the test .
15	Fun interesting competitive full of enthusiasm (because there is a short time to answer)
16	Makes you review to compete for victory breaks the boredom review article

The Table No.1 below shows the arithmetic means and standard deviations of the responses of the study sample and the general trend (direction) of the averages. It is clear from the results that the order of the phrases and their trend are from very high to low. Whereas, the general result of the averages in the phrase (I enjoy using the Kahoot application) represented the highest trend of the answers, while the phrase (Have you ever tried the Kahoot application in the classrooms at the university?) took a low result. In these two first indications, the Kahoot application is very useful and enjoyable in Usage the second indication is that its use has not been sufficiently generalized at the level of university classrooms>



**Table 1: The Means Values of Kahoot Usage**

Much Accepted	146	81.6	81.6	100.0
Total	179	100.0	100.0	

With regards to the achieved results concerning the usage of Kahoot, it is shown in the following Table 2:-

**Table 2: The response of the students to Kahoot usage**

**Fig.1.1. Kahoot is Easy to Use**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	2	1.1	1.1	1.1
Not accepted	3	1.7	1.7	2.8
I don't know	4	2.2	2.2	5.0
Accepted	30	16.8	16.8	21.8
Much Accepted	140	78.2	78.2	100.0
Total	179	100.0	100.0	

**Fig.1.2. I Enjoy when using Kahoot App**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	1	.6	.6	.6
Not Accepted	2	1.1	1.1	1.7
Absolutely Not Accepted	1	.6	.6	2.2
I don't know	1	.6	.6	2.8
Accepted	28	15.6	15.6	18.4

**Fig.1.3. Using Kahoot made the article more interactive**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	1	.6	.6	.6
Not accepted	3	1.7	1.7	2.2
Completely not accepted	1	.6	.6	2.8
I don't know	7	3.9	3.9	6.7
Accepted	17	9.5	9.5	16.2
Much accepted	150	83.8	83.8	100.0
Total	179	100.0	100.0	

**If you answered yes to the previous question, why and how has the use of Kahoot affected interactivity? You can write your answer in points**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	65	36.3	36.3	36.3
-Increases the spirit of competition and enthusiasm . Stimulates focus slowly and patiently. Acculturates through it and benefit from it.	1	.6	.6	36.9

-Good communication between the teacher and the student, especially since distance education is during this term. - It allowed students to compete with each other	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>37.4</b>
-It ignites the spirit of competition among students and focus well. The questions are to choose the correct answer. - It also helps to memorize the information well, as when you make a mistake, you learn from a mistake and always establish the correct answer.	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>38.5</b>
•Students are waiting for the Kahoot lecture. • Using the application has created a very competitive atmosphere among the students	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>39.1</b>

1-The speed of answering the question is in a timely manner. 2- It raises the spirit of enthusiasm . 3- The competition	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>39.7</b>
1- Shortening the time 2- Participation of all students at the same time 3- Spirit of enthusiasm and challenge	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>40.2</b>
1 -Going through the experience as if it were a competition or a challenge made it very wonderful for me	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>40.8</b>
1 -Creating an atmosphere of challenge and competition among students 2- Reviewing information 3- Practicing the speed of answering	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>41.9</b>
1 -It makes the students excited to participate	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>42.5</b>

1- A kind of change. 2-Fun style for the student. 3- No injection of too much information. 4-a new method for me. 5- I hope that the material will be given with ideas like or other than this to make it easier for students to reach it more quickly, faster understanding, and less revision.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>43.0</b>
It adds the element of entertainment to education	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>43.6</b>
Makes the communication smoother and easier	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>44.1</b>
It is very beautiful. It teaches you the speed in solving questions in order to take all measures in the real test. It develops spontaneity.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>44.7</b>
Arouse the spirit of competition with my colleagues.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>45.3</b>

The effect of making a beautiful competitive spirit among students	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>45.8</b>
Influence me in reviewing the material in an interactive and competitive manner	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>46.4</b>
It affected the ease of remembering information and the speed of memorization due to the review.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>46.9</b>
A colleague used to write revision questions for us before each test via Kahoot, and this somewhat facilitated revision	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>48.0</b>
Recall information and have fun at the same time	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>49.2</b>
Attention to speed and mastery	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>49.7</b>



The application urges everyone to participate as if it is a game and does not look like boring traditional learning methods. Thank you, Doctor, for the wonderful semester.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>50.3</b>
Interaction and enthusiasm compete among the students of the division for the first place	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>50.8</b>
Enthusiasm in competition with my colleagues	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>51.4</b>
Honestly, it gave me a benefit that was not natural, especially since I was reviewing the questions from it. I mean, it contributed to raising my average and made me understand the material very clearly. I wish we could take it before the final, but my Lord did not write	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>52.5</b>

The information is poured because it is in competition and so on	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>53.1</b>
Spontaneous competition among students motivates the student to learn. Because there is no pressure drop grades like regular exams. The student feels that he can participate without losing anything.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>53.6</b>
Competition among students makes you very excited to participate and answer questions!	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>54.2</b>
Competition, challenge and enthusiasm	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>55.3</b>
I see that it is an easy subject and only needs a comprehensive review of the curriculum, such as reading and clarifying complex things only	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>55.9</b>

Awaken the spirit of enthusiasm and competition among students	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>56.4</b>
With the challenge that connects him and shows you the weaknesses in your study of the subject, and what makes you feel that you are under restrictions, he tells you to enjoy this is what I feel	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>57.0</b>
For me, the Kahoot app is very easy to use, and the app is fun. Yes, the application made the material more interactive, so that I and the students of my division would compete	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>57.5</b>
A stimulating program and one of the most attractive and enthusiastic lectures for students	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>58.1</b>

Because students participate with each other and generate a spirit of competition	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>58.7</b>
Because all students participate	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>59.2</b>
Because there is competition and enthusiasm	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>60.3</b>
Improve article review	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>60.9</b>
Let the students review in order to answer correctly and show them the wording of the questions and have competition and challenge between them	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>61.5</b>
The interaction of well-being with education increases the chance of remembering questions and answers because the student enjoys studying it	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>62.6</b>
Facilitate understanding and speed of response	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>63.1</b>

Kahoot application helped us compete with each other	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>64.2</b>
The mode of explaining the material has changed, so it has become much easier when reviewing the units in the application	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>64.8</b>
Interactive in terms of that everyone wants the first place, because the first place is always important.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>65.4</b>

There will be a competition between me and my friends and it will help you understand the material faster and all students can participate because there are some students who hesitate to answer, they think it is wrong and they get nervous and do not answer the doctor, but on the site the student can participate without hesitation	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>65.9</b>
Competition among students	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>67.0</b>
Stability of information, enthusiasm and increased desire to learn	<b>3</b>	<b>1.7</b>	<b>1.7</b>	<b>68.7</b>
It made it more interactive and ignited the spirit of competition among the students	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>69.3</b>

Motivate me to review the past lessons. Thank you for your efforts, Dr. Abdullah Al-Asmari.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>69.8</b>
The spirit of competition helps in education	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>70.4</b>
Help me to understand the material well and to anticipate the way of the questions	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>70.9</b>
Answer speed and focus in the question and competition	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>72.1</b>
Ease and speed in answering	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>72.6</b>
I felt the presence of interaction and competition between the students, as well as more interest in the subject	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>73.2</b>
In exchanging information between colleagues, enriching knowledge, and competing in collecting curriculum information	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>73.7</b>

There was a sweet competition among the students, each one wanted to be the first and so on	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>74.9</b>
Frequent student participation, enthusiasm and competition among them	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>76.0</b>
Because it raises the spirit of honest competition among students, and its effectiveness is very beautiful for students and helps in indirect or non-equipment study.	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>77.1</b>
Because she always made me want to be number one.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>77.7</b>
I don't know	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>78.2</b>
Because using such programs makes it easier for students to understand the lesson	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>78.8</b>

Because people love competitions and competition, so the number of those interested and present increases	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>79.3</b>
Because the application raises competition among students and makes them more excited to learn because they learn through fun and entertainment	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>79.9</b>
Because everyone can participate and increase the enthusiasm of students because of competition	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>80.4</b>
Because the Kahoot application helps in competition among students to take the first three positions.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>81.0</b>
Because it has a spirit of competition that has influenced me to memorize information in a great way, very interesting	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>81.6</b>

Because there is a competition among the students for who will be the first, and the competition is always good to motivate people to be better, and therefore they will strive in the subject in order to defeat their colleagues and be the best	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>82.1</b>
Because he combined speed and choosing the correct answer	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>82.7</b>
Because it makes students a spirit of competition and motivate to study to answer questions in Kahoot	<b>3</b>	<b>1.7</b>	<b>1.7</b>	<b>84.4</b>
Try to answer quickly and accurately, learn from mistakes, and interact with the doctor and the rest of the students	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>84.9</b>
Review and race students to answer	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>85.5</b>

Students participate with the doctor very effectively instead of sitting and listening only	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>86.0</b>
More enthusiastic participation	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>86.6</b>
Fun and challenging for students in a very sweet way	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>87.2</b>
It is fun to compete with students using Kahoot	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>88.3</b>
In terms of high student participation, which increased students' eagerness to return and recall information in order to be able to participate	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>88.8</b>
We participate physically	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>89.9</b>
An activity through which all students can participate Easy to prepare Easy to understand Encouraging the spirit of competition Helps memorize	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>90.5</b>

He activated our memory more, made me know where I am weak and review it	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>91.6</b>
Yes make it interactive. I moved the students' activity, started a friendly fun competition between the students and it was fun.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>92.2</b>
A good interactive tool for student and teacher	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>92.7</b>
It affects students in terms of competition between students, and this is what makes them strive in the subject in order to win the game (this is from my point of view)	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>93.9</b>
Makes the student studying in order to earn points in it	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>94.4</b>
It makes the material more interesting	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>95.0</b>

It makes you jealous that you answer	1	.6	.6	95.5
You get a kind of enthusiasm and love to participate	2	1.1	1.1	96.6
Increases competition and enthusiasm for learning	1	.6	.6	97.2
It helps students to participate and interact in the lecture	1	.6	.6	97.8
It encourages and motivates the student to participate in an atmosphere of fun and competition	1	.6	.6	98.3
It is considered as a quick and fun review and helps to recall the information during the test	1	.6	.6	98.9
It consolidates the information in the mind and creates a beautiful competitive spirit among the students	1	.6	.6	99.4

Creates a love of competition among students, and studying first-hand to solve the next Kahoot.	1	.6	.6	100.0
<b>Total</b>	<b>179</b>	<b>100.0</b>	<b>100.0</b>	<b>0</b>

**Fig.1.4. Kahoot helped me understand and absorb the material**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	3	1.7	1.7	1.7
Not Accepted	8	4.5	4.5	6.1
I don't know	17	9.5	9.5	15.6
OK	37	20.7	20.7	36.3
Very ok	114	63.7	63.7	100.0
<b>Total</b>	<b>179</b>	<b>100.0</b>	<b>100.0</b>	

**If you answered yes to the previous question, why and how has the use of Kahoot affected your understanding and comprehension of the material? You can write your answer in points**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	90	50.3	50.3	50.3
-Help me understand and review the information before the test - Correct some of my misinformation	1	.6	.6	50.8

1- Ease of memorizing the answers in the “periodic test” due to the wonderful application	1	.6	.6	55.9
1- It spreads the spirit of competition among students and makes them study 2- It stimulates study and a person's love for the subject 3- It helps to understand more in an entertaining way, which makes the person not forget the information and understand it more	3	1.7	1.7	57.5
Getting an answer right or wrong in a competitive environment has a huge impact on the level of understanding	1	.6	.6	58.1
If you make a mistake, correct your mistake	1	.6	.6	58.7

If I understand the material more, I can score higher points	2	1.1	1.1	59.8
I used Kahoot's questions as a review for the material in the midterm and final exams, and it helped me a lot	2	1.1	1.1	60.9
I used it in the first city, and thank God it benefited many others, and I benefited from it. I did experimental tests, and it helped a lot	1	.6	.6	61.5
It gave me more enthusiasm and daring than before	2	1.1	1.1	62.6
questions	2	1.1	1.1	63.7
Focus on the question and understand it	2	1.1	1.1	64.8
Enthusiasm and speed of response help to confirm the information	3	1.7	1.7	66.5



The options make it easier for you to answer faster, and you know the correct answer if you press the wrong answer and learn next time	1	.6	.6	67.0
Review in a beautiful and more fun way	1	.6	.6	67.6
due to review questions	1	.6	.6	68.2
He simplified the definitions and gave examples that help to understand the content of the book	1	.6	.6	68.7
After studying the unit, it is necessary to apply the questions and the Kahoot in the best way	1	.6	.6	69.3
Some questions I don't focus on come to the program, teaching me what is right and wrong so that I don't make a mistake in the test.	1	.6	.6	69.8
Review the information you have studied	1	.6	.6	70.4

Install information	1	.6	.6	70.9
Clarify some questions through the game	1	.6	.6	71.5
It was very useful to me because it makes me remember and review the information in a different, beautiful and not boring way	1	.6	.6	72.1
Make the information fixed in the brain and easy to remember	1	.6	.6	72.6
The spirit of challenge makes the student focus	1	.6	.6	73.2
Help me so that I respond quickly, with higher concentration, and with more enthusiasm	1	.6	.6	73.7
The kahoot app helped me to review the material continuously	2	1.1	1.1	74.9
Help me understand it by reviewing it with Dr	1	.6	.6	75.4
Too fast for understanding	1	.6	.6	76.0
Very easy for all students	1	.6	.6	76.5

Easy to memorize and understand information	1	.6	.6	77.1
It made it easy for me to reach the information, and when I made a mistake in my answer, the correct answer was fixed in my memory	2	1.1	1.1	78.2
Frankly, the application is fun and summarizes the unit or lesson in an easy and simple way	2	1.1	1.1	79.3
The method of putting questions consolidate the information	2	1.1	1.1	80.4
Through the right and wrong questions, it dispenses with a lot of lines and concepts	1	.6	.6	81.0

Through the application, I was able to see the type of possible questions to come in the test, and thus prepared and prepared for all possible types of questions.	1	.6	.6	81.6
When choosing the wrong answer and then seeing the correct answer, the information becomes entrenched in the brain, and at the time of revision or test, you remember this question that you made a mistake in.	1	.6	.6	82.1
When answering the question, the professor tells you why the answer was the correct answer, which helps him understand and assimilate	1	.6	.6	82.7

When playing, the information is well fixed in the brain	1	.6	.6	83.2
When I see a question, I remember that I saw it	1	.6	.6	83.8
When you answer the correct answer, it will be entrenched in your mind, but if you answer the wrong answer, you will try to correct your mistake and search for the correct answer.	2	1.1	1.1	84.9
Understand the question before the test	1	.6	.6	85.5
As a review for each unit	1	.6	.6	86.0
It was an amazing app	1	.6	.6	86.6
Many questions formed understanding	1	.6	.6	87.2
As I mentioned, it makes me study the article first.	1	.6	.6	87.7
Because I don't feel like I have to understand it, I have to enjoy it	1	.6	.6	88.3

Because the questions are centered on the material and facilitate the understanding process through direct questions	1	.6	.6	88.8
Because the competition in the application makes me make sure that I know the curriculum before using the application	1	.6	.6	89.4
Because it proves the concepts better and makes one love the subject	1	.6	.6	89.9
Because it motivates you to compete and makes the material interesting because it contains competition, and other than that, you understand your mistakes and know right and wrong	2	1.1	1.1	91.1

Because you can review through the application after studying, it is like experimental tests.	1	.6	.6	91.6
Example: The subject teacher puts a question after the students finish answering. The subject teacher explains the answer or question to the students	1	.6	.6	92.2
My study is based on the question and its answer, so the Kahoot app helped me to understand the material	1	.6	.6	92.7
With the many questions related to the unit and its review, the material became very easy for me	1	.6	.6	93.3
excellent	1	.6	.6	93.9

In terms of formulating the question and understanding the point more clearly through the question	1	.6	.6	94.4
Yes	1	.6	.6	95.0
Yes, because if a person makes a mistake in a question, he will never forget it, and if he answers correctly, he knows the answer and will know it all the time.	1	.6	.6	95.5
Type of written questions	2	1.1	1.1	96.6
Expand my knowledge and the test questions were simpler than what we were trained for	2	1.1	1.1	97.8
Kahoot makes the material easy, which makes the entry of information into the mind quickly	1	.6	.6	98.3
Makes you review the material to earn points 😊😊	1	.6	.6	98.9
It helps not to forget the information	1	.6	.6	99.4

<b>It develops the speed of answering in a very short time</b>	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>100.0</b>
<b>Total</b>	<b>179</b>	<b>100.0</b>	<b>100.0</b>	

**Fig.2.5. Kahoot helped me to part**

	Frequency	Percent	Valid
Valid	3	1.7	
Not Accept	1	.6	
Absolutely Not accept	1	.6	
I don't know	11	6.1	
Accept	32	17.9	
Much Accept	131	73.2	
<b>Total</b>	<b>179</b>	<b>100.0</b>	

**Fig.2.6.Using Kahoot helped break down the barriers between the student and the teacher**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	2	1.1	1.1	1.1
Not Accept	2	1.1	1.1	2.2
Absolutely Not Accept	2	1.1	1.1	3.4
I don't know	18	10.1	10.1	13.4
Accept	32	17.9	17.9	31.3
Much accept	123	68.7	68.7	100.0
<b>Total</b>	<b>179</b>	<b>100.0</b>	<b>100.0</b>	

**Fig. 2.6. Kahoot helped me prepare for exams**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	4	2.2	2.2	2.2
Not Accept	7	3.9	3.9	6.1
I don't know	13	7.3	7.3	13.4
Accept	34	19.0	19.0	32.4
Much Accept	121	67.6	67.6	100.0
<b>Total</b>	<b>179</b>	<b>100.0</b>	<b>100.0</b>	

**2.7. How would you describe your experience with Kahoot during this chapter in Communication Skills? You can write your answer in points**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	85	47.5	47.5	47.5
1- Consistency of information without studying it	3	1.7	1.7	49.2
2- Not being lazy in searching for information				
I understood more than usual because of this site in an entertaining and competitive manner, which makes studying better	3	1.7	1.7	50.8

1- It was like training for the exam 2- Breaking a routine so that we don't get bored 3- It is possible that if my attendance was (normal) it would break the barriers between students 4- Whenever I use the program, I don't feel like I'm in a lecture at all	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>53.6</b>
1- Adding fun to learning the material 2- Easy access to information	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>54.2</b>
1- Easy and soft 2- Useful for memorizing and reviewing 3- A fun experience that changes routine	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>54.7</b>
1- Fun 2- Creates a love of competition 3- Helps you remember information during exams.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>55.3</b>

1- A fun new experience 2- Accelerated for understanding, assimilation and review.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>55.9</b>
Very cool and fun style	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>57.5</b>
The questions prepared me	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>58.1</b>
The experience is very interesting, and especially the questions in the game, the student must focus on it, so it is the key to the lesson and it may be important in the future	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>59.2</b>
Very excellent program	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>59.8</b>
A new and beautiful experience	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>60.3</b>
Nice and enjoyable experience	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>60.9</b>
Nice and useful experience	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>61.5</b>

A very wonderful experience , I benefited a lot from knowing how to understand the test questions and revision once I finished studying.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>62.0</b>
A wonderful experience that I hope to repeat	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>62.6</b>
A wonderful and useful experience for the student	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>63.1</b>
A very excellent experience , and it is like a review.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>63.7</b>
An interesting experience that changed my way of thinking about the course	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>64.2</b>

An enjoyable experience that changed the atmosphere of the usual lectures and increased student activity, in addition to a comprehensive and useful review at each competition	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>64.8</b>
An excellent experience that changes the general atmosphere of the lecture and makes it more enjoyable	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>65.4</b>
Awesome experience and helped me remember the information	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>66.5</b>

An interesting application , and frankly, it benefited all students. I hope to see it not only in skills, even in the second subjects, because it motivates us as students to participate and compete for the first positions.	2	1.1	1.1	67.6
It is very nice, especially to compete and know yourself if you are a good studyr of the subject or not	1	.6	.6	68.2
It is very wonderful, and I hope that you will repeat it with your students every year, and good luck to you, Doctor	1	.6	.6	68.7
Making the material more fun through the multiplicit y of learning methods through Kahoot	1	.6	.6	69.3
Very nice, I hope to continue it	2	1.1	1.1	70.4

Very nice, I took it as revision questions after studying.	1	.6	.6	70.9
beautiful	1	.6	.6	71.5
Very beautiful	1	.6	.6	72.1
Very beautiful and useful for review and included curriculum informatio n	1	.6	.6	72.6
beautiful	1	.6	.6	73.2
Beautiful and wonderful	1	.6	.6	73.7
Beautiful and fun and the kind of change of routine	1	.6	.6	74.3
Absolutely beautiful, it was the thing I waited for the most during the semester	1	.6	.6	74.9
Very beautiful	1	.6	.6	75.4
Very good	1	.6	.6	76.0
A distinguish ed step taken by Dr. Abdullah, as with the help of the program, I was able to understand and assimilate the material greatly	1	.6	.6	76.5



Very cool. It made the material easier and faster to understand . Searching for the answer has a great role in understanding and shortening the time during the study.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>77.1</b>
amazing	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>77.7</b>
Somewhat wonderful	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>78.8</b>
Very cool and unique.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>79.3</b>
Brilliant and I hope to apply it in all subjects	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>79.9</b>
It helped me a lot in the test	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>81.0</b>
It is very easy for me to study before exams because I remember most of the information in Kahoot	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>81.6</b>
It made it easy for me to study the material before the test	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>82.7</b>
Thanks	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>83.2</b>
It was useful and I liked that it was a change of atmosphere and not a routine	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>83.8</b>
It was the most interesting lecture.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>84.4</b>

It was a beautiful and wonderful experience that develops class activity	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>85.5</b>
It was a very wonderful experience , it was smooth, and it helped me understand the material faster. I hope all doctors and majors use this method before the end of each unit in order to help the student understand the material more.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>86.0</b>

It was only twice, and I hoped that the review of all the chapters would be Abdul Kahoot, because it develops a sense of challenge in the students and made them review the material so that during the competition they can answer as quickly as possible in order to earn the high points.	2	1.1	1.1	87.2
As I mentioned earlier, I put two experimental tests in the first city	1	.6	.6	87.7
It made me love the material more	1	.6	.6	88.3
He simplified the material and made us know how the way the questions come and let us know our mistake before the test.	2	1.1	1.1	89.4
nice try	1	.6	.6	89.9

An excellent and effective review, and it benefited me greatly, and thank God, because of it, I got the Full Mark	1	.6	.6	90.5
Excellent - fun - easy access to information	1	.6	.6	91.1
very good	1	.6	.6	91.6
Very excellent	1	.6	.6	92.2
Excellent	3	1.7	1.7	93.9
fun	1	.6	.6	94.4
Fun introduced me to more friends by talking about who will defeat the other	2	1.1	1.1	95.5
enjoyable	1	.6	.6	96.1
Fun interesting competitive full of enthusiasm (because there is a short time to answer)	1	.6	.6	97.2
Very enjoyable	1	.6	.6	97.2
Fun and at the same time educational and stimulant	2	1.1	1.1	98.3
A very important game for the student to learn with	1	.6	.6	98.9
Makes you review to compete for victory breaks the boredom review article	2	1.1	1.1	100.0

Total	179	100.0	100.0
		0	0

**2.7. Have you ever tried Kahoot in university classrooms?**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid				
No	128	71.5	71.5	72.6
Yes	49	27.4	27.4	100.0
Total	179	100.0	100.0	

**If your answer is yes, is it better to use it in university classrooms or online?**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid				
online	55	30.7	30.7	30.7
University classrooms	28	15.6	15.6	46.4
all of which	30	16.8	16.8	63.1
no	2	1.1	1.1	64.2
I don't know	1	.6	.6	64.8
I don't know according to the students	1	.6	.6	65.4
No difference	1	.6	.6	65.9
I haven't used it in halls, but I expect it will be better.	49	27.4	27.4	93.3
I did not study at the university	1	.6	.6	93.9
I did not try in university halls	2	1.1	1.1	95.0
I haven't tried it, but distance learning is kind of boring, and this app honestly broke the boredom barrier	1	.6	.6	95.5
I did not attend any classrooms	1	.6	.6	96.1
My answer was not yes	2	1.1	1.1	97.2
I haven't tried it in university halls, but I feel it won't make any difference	2	1.1	1.1	98.3
	2	1.1	1.1	99.4

What we have tried with others, Doctor, and I advise everyone to try it	1	.6	.6	100.0
Total	179	100.0	100.0	

**If you see a difference, how would you describe that difference?**

	Frequency	Percent	Valid Percent	Cumulative Percent
Valid				
	154	86.0	86.0	86.0
I see the difference that in the halls of the university your answers are through your understanding and your study, but online, it is possible to refer to the book quickly, and here is the goal of educational Kahoot disappear	2	1.1	1.1	89.4
The difference is that we got closer to a doctor and we liked the subject more	1	.6	.6	89.9

The difference is that you see everyone, you see the enthusiasm and the collective participation, then it's a more beautiful thing.	1	.6	.6	90.5
Competition and competition to curriculum information	1	.6	.6	91.1
Make the student review constantly	1	.6	.6	91.6
It made me love the subject and focus on it	1	.6	.6	92.2
Answer speed	1	.6	.6	92.7
When students meet, competition increases and annoying delays due to the Internet or using two devices at the same time decrease	1	.6	.6	93.3
A beautiful and satisfying difference again	2	1.1	1.1	94.4
Difference in the process of delivering information	1	.6	.6	95.0
No	1	.6	.6	95.5

No difference	2	1.1	1.1	96.6
There is no difference, although university halls are better	1	.6	.6	97.2
There is no difference.	1	.6	.6	97.8
Because playing in university halls will be stronger competition among students and also takes them out of the atmosphere of learning and removes from them the fatigue of the way to the university	1	.6	.6	98.3
Because it makes you work alone in solving the question, but in the hall you can hear the answer from your colleagues, and also the voice in the class distracts the focus from choosing the correct answer.	1	.6	.6	98.9
Stimulating and engaging	1	.6	.6	99.4
Makes the article fun	1	.6	.6	100.0

Total	179	100.0	100.0	
<b>How do you want Kahoot to be used next time in the education process in general?</b>				
	Frequency	Percent	Valid Percent	Cumulative Percent
Valid	104	58.1	58.1	58.1
Online	2	1.1	1.1	60.3
I expect that all doctors should use it. It is a very beautiful and useful program for review or for sharing among students.	1	.6	.6	60.9
More difficult and accurate	1	.6	.6	61.5
a	2	1.1	1.1	62.6
I hope that a day a week will be allocated in which such activities take place in order to make the student enthusiastic and spirit	1	.6	.6	63.1
I hope that after each unit, that is, whenever we finish, we review important lessons and questions through the game	2	1.1	1.1	64.2

I hope to see it in most of the academic subjects, because frankly, the application is very useful and fun	2	1.1	1.1	65.4
I hope when the unit is finished, we use the application to review the unit as well, to break the barrier of shyness between the student and the teacher	1	.6	.6	65.9
I hope the heads of the faculties will use the application, especially physics, mathematics, chemistry and biology	1	.6	.6	66.5

Using it in the manner of questions and spreading the spirit of competition, which makes the person understand without studying, and he can acquire information without studying through entertainment.	<b>3</b>	<b>1.7</b>	<b>1.7</b>	<b>68.2</b>
It is necessary to use it for review and to know the wording of the questions	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>68.7</b>
Use it in all subjects throughout the entire term	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>69.3</b>
Use it to review and to consolidate information in all subjects	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>69.8</b>
I think it is better for the university to tell the doctors to allocate time for this application during lectures in university halls	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>70.4</b>

This program should be used after the end of each study unit	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>70.9</b>
continuously	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>71.5</b>
After taking more than one topic, these topics are reviewed by Kahoot	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>72.1</b>
After completing each lesson or each unit	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>72.6</b>

After the end of each unit, there will be a review on the Kahoot application, and it will have some grades in order to motivate all students in the section to review and participate in the competition. Before the test, there will be a review on all the topics included in the test. Each will make it easier for the student at the time of the test to remember the competition and remember the answers.	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>73.7</b>
after each unit end	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>74.9</b>
In abundance	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>76.0</b>
In all the fun ways possible	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>76.5</b>

Trying to make it weekly to make students compete, get excited, and love the subject as I loved it	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>77.1</b>
In the same way, but if the method of entry was explained before the start, it would be better	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>77.7</b>
In the same way as the current one, because I see its effectiveness is high	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>78.2</b>
Be twice or once after the completion of a chapter or unit of the book	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>78.8</b>
always	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>79.3</b>
Increasing the number of questions to raise the ability to understand the material and recall more points from the approach	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>79.9</b>
naturally	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>81.0</b>
Not opening the mic and not answering in the chat	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>82.1</b>

At the end of each unit it is used.	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>83.2</b>
At the end of each unit	<b>3</b>	<b>1.7</b>	<b>1.7</b>	<b>84.9</b>
Often at the end of each class as a form of confirmati on of the lesson	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>85.5</b>
Reviews, either on a weekly basis or before each test	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>86.0</b>
In university lectures as well as online	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>86.6</b>
Every time there is a test, the doctor, may God give him wellness, tests us in Kahoot and makes sure we are ready for the test or not.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>87.2</b>
In programm ing and skills, and if possible? English	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>88.3</b>
in reviewing units	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>88.8</b>
As a means of reviewing lessons	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>89.4</b>

As a fun review method for the student, it makes studying and reviewing easy and brief	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>89.9</b>
As it was in the previous times during the time of the lecture	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>90.5</b>
As is	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>91.1</b>
As a review of each chapter or unit that we finish. And I advise not to promise students additional degrees until it becomes an aggressive environme nt. Many students raise complaint s and excuses about problems with the internet or others if they lose. In my opinion, Kahoot is an interesting way of teaching, and I hope it will remain so	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>91.6</b>



It is okay to use the application, but not to rely on it completely, as some doctors are not good at using the application and the class at the same time	1	.6	.6	92.2
for review	1	.6	.6	92.7
For optional review lessons	1	.6	.6	93.3
Review after each unit.	1	.6	.6	93.9
Review after each lecture	1	.6	.6	94.4
With the end of each unit.	1	.6	.6	95.0
Excellent and I hope to use it in all subjects	1	.6	.6	95.5
Without change.	1	.6	.6	96.1
Yes	2	1.1	1.1	97.2
The same method with Dr. Abdullah Al-Asmari	1	.6	.6	97.8
I try it myself in university halls 😊❤️	2	1.1	1.1	98.9
The Kahoot application should be included in the educational process because it adds a lot of fun and competition among students.	1	.6	.6	99.4

They use each end alone	1	.6	.6	100.0
Total	179	100.0	100.0	

**If you have any additions, write them here, otherwise press the submit button, with thanks and appreciation for your participation in filling out this questionnaire**

Valid	Frequency	Percent	Valid Percent	Cumulative Percent
	150	83.8	83.8	83.8
.	1	.6	.6	84.4
2040238	1	.6	.6	84.9
I would like to extend my sincere thanks to you, Dr. Abdullah, and I swear to God that you are the absolute best doctor I have ever had, I mean, far from Kahoot, but your explanation and the way you presented Kahoot made it an experience that I will never forget, and the benefit that we took from you we will never forget, and all the people of the division attest to this.	2	1.1	1.1	86.0

I kindly ask you to develop the game in order to reach the level of the world in religious and cultural competitions, and I will be with you in prosperity and adversity. Abu Jaber Al-Omari.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>86.6</b>
Please use it in a good manner, accurately and professionally, and not be extravagant in it, because extravagance in it makes students get used to it, which makes it boring, so I hope doctors use it correctly and elaborately	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>87.2</b>
I thank Mr. Abdullah	<b>3</b>	<b>1.7</b>	<b>1.7</b>	<b>88.8</b>

I offer my sincere thanks and appreciation to Dr. Abdullah Al-Asmari, who is the reason, after God, for cultivating the spirit of interaction and participation through the application and also making the material quick to understand while clarifying all points. It was a wonderful semester and may God reward you for everything you do	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>89.4</b>
It is better not to overuse the application with students, because this may make the student lose his enthusiasm with frequent use. I think that it is better to use it after each unit.	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>89.9</b>

<p>May God make you happy, Doctor. He is one of the best doctors that I studied with, and classes were very, very interesting for me. May God reward you with good.</p>	<b>2</b>	<b>1.1</b>	<b>1.1</b>	<b>91.1</b>
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<p>May God give you wellness, Doctor. I have not failed. I have heard many not good things about university doctors, but God testifies that you are the best of them. As for some of them, God guides them, they take the situation as a challenge, as if we and God knows best, slaughtering someone for them. His bounty, God witnesses that you did not wrong us with anything, on the contrary, you gave us more than we deserve, and I do not say this because you gave us more than we deserve, but I want to show you that most of the doctors I was with were bad,</p>	<b>1</b>	<b>.6</b>	<b>.6</b>	<b>91.6</b>
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but I only say God guides them, and gives you wellness, Dr. Abdullah. Your loving student: Abdul Rahman Saad Suleiman Al Hazaa				
Our dear doctor	1	.6	.6	92.2
Thank you for this survey, may God bless you.	2	1.1	1.1	93.3
Thank you all	2	1.1	1.1	94.4
Thank you for this thoughtful survey.	2	1.1	1.1	95.5
Thanks.	1	.6	.6	96.1
Sorry	1	.6	.6	96.6
Kahoot is a very effective method of teaching and I wish every teacher would use it to engage with students and teach	1	.6	.6	97.2
no	1	.6	.6	97.8
No additions, thank you for your efforts, Dr. Abdullah Al-Asmari.	1	.6	.6	98.3

It is possible that if he had grades, the students would be more excited ☐♂☐	2	1.1	1.1	99.4
	1	.6	.6	100.0
<b>Total</b>	<b>179</b>	<b>100.0</b>	<b>100.0</b>	

## 6. CONCLUSION

In today's virtual world of learning, Kahoot is a highly useful and wonderful tool. With the help of numerous exciting tools and programs available in this virtual environment, learning has become enjoyable. One of them is Kahoot. When it comes to the benefits, it is really beneficial to students.

This app provides us with a plethora of benefits. The first and most important advantages of Kahoot is that it encourages kids to participate actively. They like it because it is a visually appealing and one-of-a-kind quiz. Teachers can readily check the level of learning using quizzes and polls because the students' engagement is strong.

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Kahoot! allows teachers to be creative and enhances students' learning experiences as Kahoot! is a game based platform that

According to our achieved numerical results, it was shown that Kahoot provides students a sense of competing in real time. Feedback is also given instantly, thus students can monitor their own learning pace and development. Kahoot is a modification and enhancement of the use of information and communication technology on education and games. Kahoot! Is relatively easy to design and offers students a fun and interactive learning experience. It is very useful and effective to enhance the students' learning. As the results of this study show, almost all the students found Kahoot! to be an effective tool in their language classrooms and they feel happy and competitive when they are engaged in Kahoot! Based activities.

As far as the benefits of Kahoot are concerned, it enhances students' engagement, motivation and energy level in the classroom. Furthermore, it improves classroom dynamics, provides immediate feedback and allows revision. On the other hand, though being so beneficial in different aspects, the participants of the study believed that Kahoot has its own drawbacks. Access issues, students using other applications such as WhatsApp, bad design, negative effect on students' attention span and expectation are some the weaknesses reported by the participants of the study.

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