

gamifieded.pou-cakovec.hr

GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



GamifiedEd

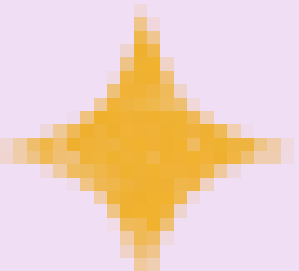


KAHOOOT

Kahoot.it

Introduction

Kahoot is an interactive online learning platform that uses quizzes and games to make learning more engaging. It is widely used in schools, trainings, and workshops to encourage active participation.



- Home
- Your learning
- Discover**
- Library
- Reports
- Groups
- Language Learning
- Marketplace
- AccessPass
- Kahootopia!
- Channels
- 10 min PD - The...
- Kindergarten...
- Kindergarten...
- BBC Learning...
- !Middle School...
- Help

- Kahoots on different topics
- Top picks
- Artificial intelligence
- Financial literacy
- K! Learning Experience
- Topics
- Special occasions
- Education level
- EN




Partner collections

[View all](#)

Categories



Featured kahoots

- 1**  **TRENDING: Greenland**
10 questions | KahootStudio | Free
- 2**  **Digital Literacy 101: Your tech starter quiz**
Kahoot | Free
- 3**  **What are rainforests?**
26 questions | WWF_Wild_Classroom | Free
- 4**  **Star Wars: Conjunctions and Creatures**
Kahoot | Free
- 5**  **Astronauts**
6 questions | DaVinci_Global | Free
- 6**  **Learn Spanish with Coco**
Kahoot | Free

Kahoot homepage

On the Kahoot homepage, users sign in to their account.

From here, they can access their quizzes, reports, library, and all creation tools.

Kahoot!

 Home

 Your learning

 **Discover**

 Library

 Reports

 Groups

 Language Learning

 Marketplace

 AccessPass

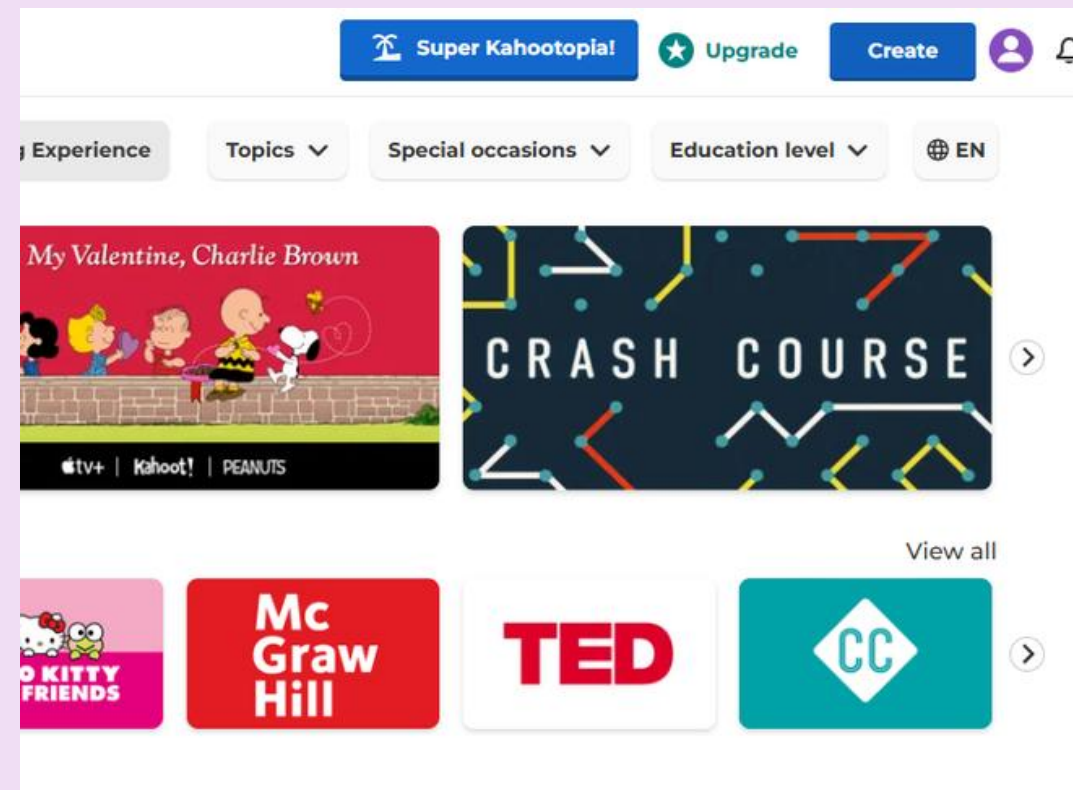
 Kahootopia!

 Channels 

Creating a new Kahoot

By clicking the “Create” button, users can start building a new activity.

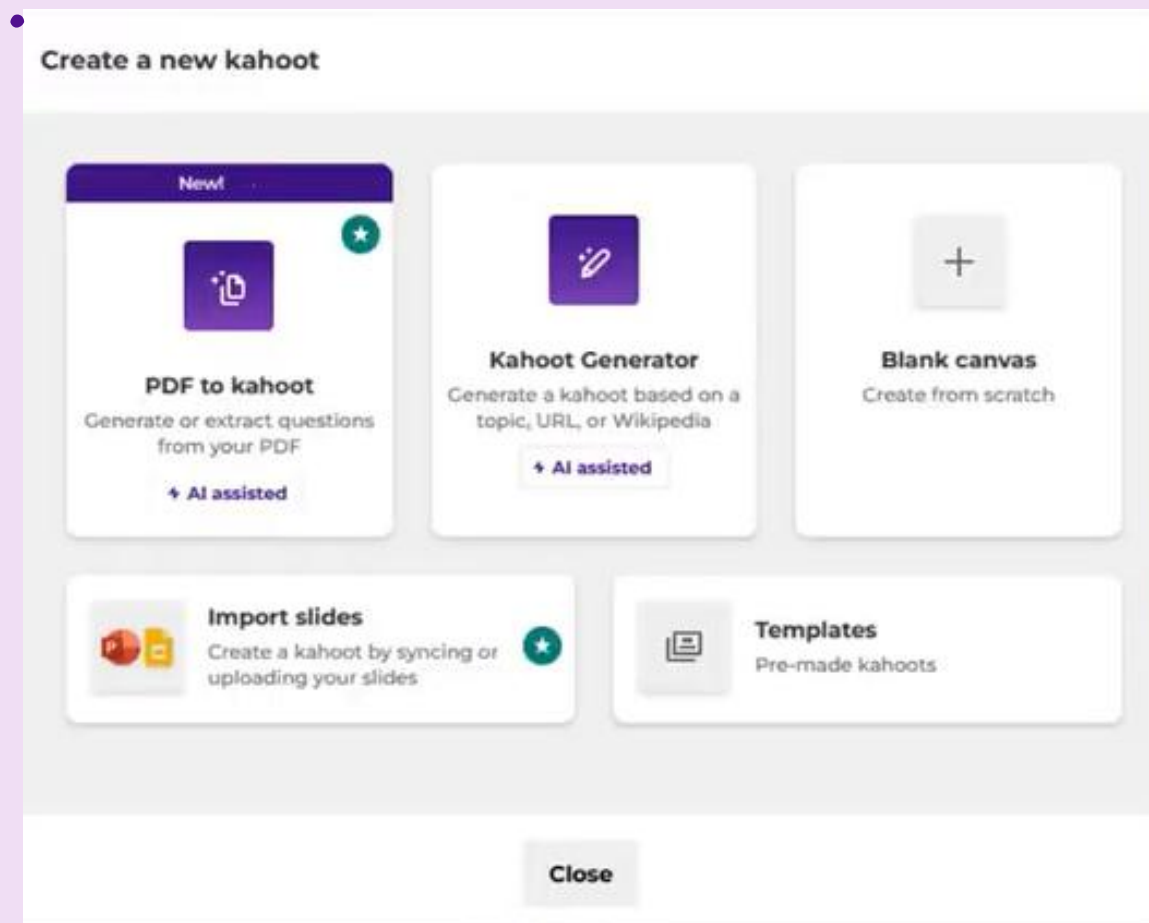
Kahoot offers quizzes, stories, and courses, depending on the learning goal.



Choosing how to create

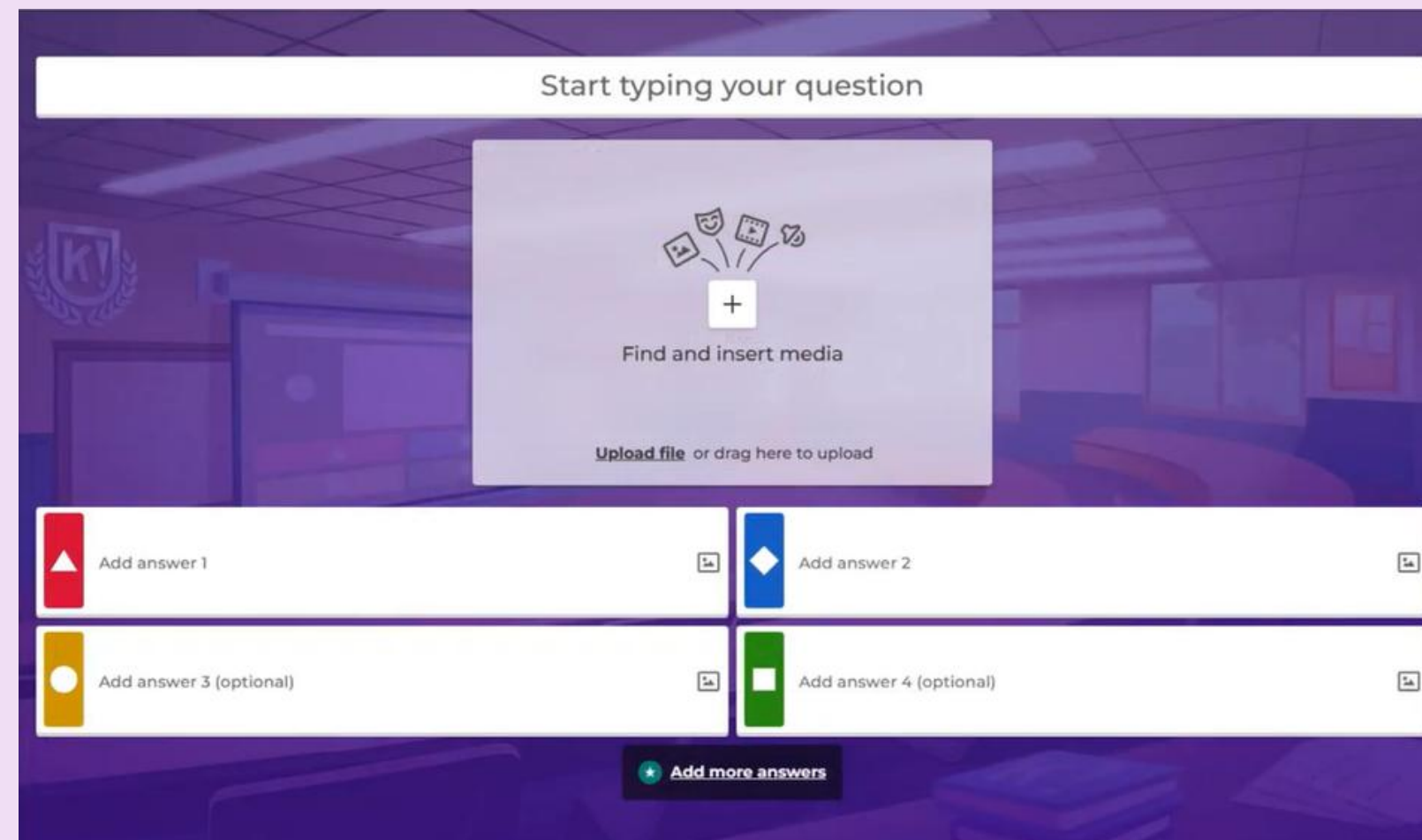
Kahoot allows different creation options.

Users can start from a blank canvas, use templates, import slides, or generate questions with AI support.



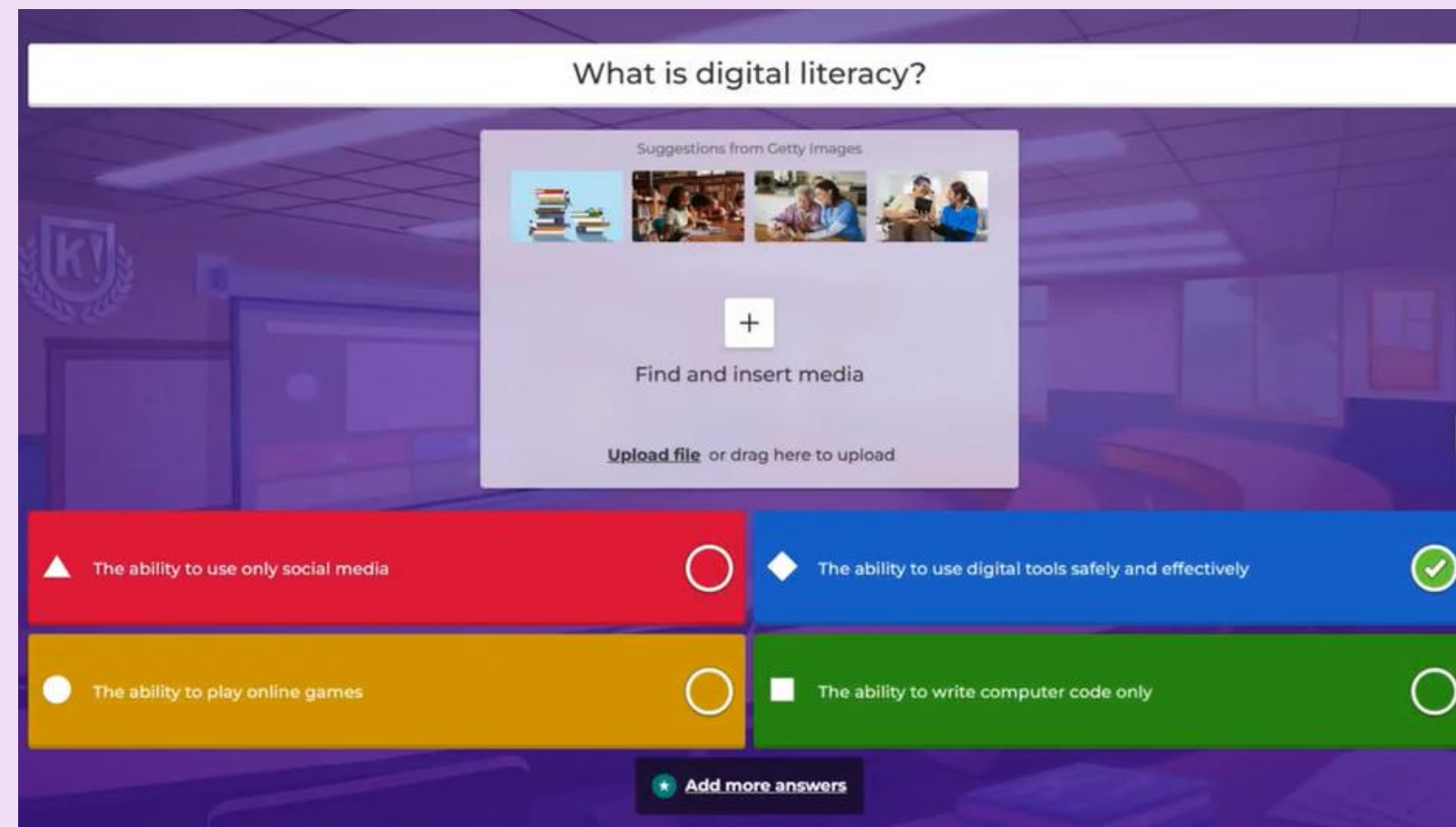
Editing a question

In the editor, users type the question, add answer options, and include images or videos if needed. They can also set a time limit and points.



Example question

Each question can include multiple answer choices. The correct answer is marked, and the colorful design helps keep learners focused and motivated.



The screenshot shows a question titled "What is digital literacy?". A popup window titled "Suggestions from Getty Images" is open, displaying four image thumbnails and a plus sign. Below the popup, the text "Find and insert media" and "Upload file or drag here to upload" is visible. The question has four answer choices, each in a colored box with a radio button:

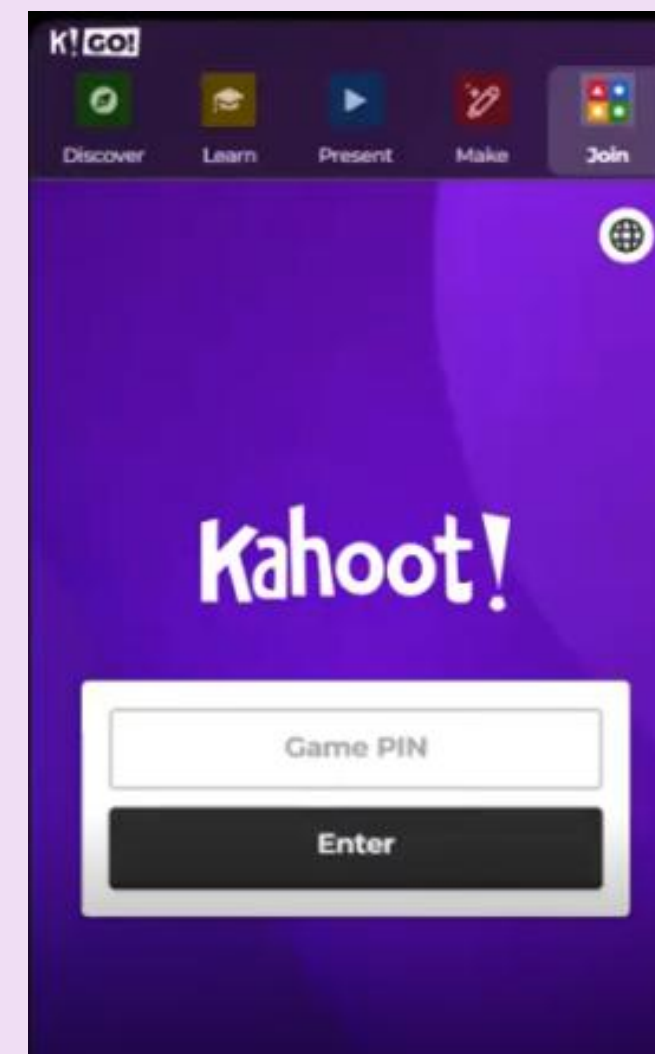
- The ability to use only social media
- The ability to use digital tools safely and effectively
- The ability to play online games
- The ability to write computer code only

At the bottom, there is a button labeled "Add more answers".

Starting the game

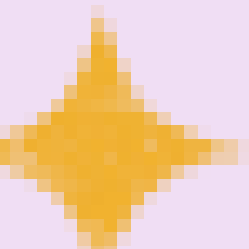
When the quiz is ready, the game is launched.

A game PIN appears on the screen, which participants enter on their own devices.



Participant interaction

Participants answer questions in real time using their phones or computers. Results appear instantly, creating a fun, competitive, and interactive learning experience.





GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906

Credits:

Written materials: By Ljudska Univerza
Lendava

Graphics: By Canva

Visuals: Kahoot!

Funded by the European Union.
Views and opinions expressed are
however those of the author(s)
only and do not necessarily
reflect those of the European
Union or Agency for Mobility and
EU Programmes (AMPEU). Neither
the European Union nor the
granting authority can be held
responsible for them..



GamifiedEd



Co-funded by
the European Union



PUČKO
OTVORENO
UČILIŠTE
ČAKOVEC



LJUDSKA UNIVERZA LENDA
V
NÉPI EGYETEM LENDVA

#Kayros

DIGITAL INNOVATION



ŽILINSKÁ UNIVERZITA
V ŽILINE