



<b>Partner name:</b>	Hetel.
<b>Tool name :</b>	Kahoot.
<b>Main objective of the tool (cf. category)</b>	Collaborate, collection of knowledge.
<b>Advantages of a tool:</b>	<ul style="list-style-type: none"> <li>• It is a good tool to measure the knowledge and speed of the students.</li> <li>• The teacher can do her or his own test.</li> <li>• It provides student adrenaline and makes them more competitive.</li> </ul>
<b>Disadvantages of a tool:</b>	<ul style="list-style-type: none"> <li>• Teachers have to dedicate time to prepare the questions.</li> <li>• Sometimes with a huge amount of questions (more than 18) could be Internet connections problems.</li> <li>• There are kahoot done in the website but you have to be careful because there are some mistakes in some questions.</li> <li>• If you repeat a lot, it can make students be tired.</li> <li>• In the tool after an answer it appears a ranking and sometimes if the students don't appear in it, that student can disconnect.</li> </ul>
<b>Your own experience with a tool:</b>	<ul style="list-style-type: none"> <li>• Students like a lot to do Kahoot and it provides them a huge dose of adrenaline.</li> <li>• Students like the music and format.</li> </ul>
<b>Recommendations:</b>	<ul style="list-style-type: none"> <li>• Be careful to catch an inappropriate Kahoot in the website.</li> </ul>
<b>Use for interdisciplinary teaching and training.</b> <i>(for team building, for creating mental maps to discuss, for self-evaluation, for decision making etc.)</i>	<ul style="list-style-type: none"> <li>• It is a good tool for self-evaluation and for fixing knowledge. It can also be used so one discipline "challenges" the other with questions related to the first one, and viceversa, incorporating gamification in learning.</li> </ul>



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