

ACTIVIDADES KAHOOT! EN EL AULA Y SATISFACCIÓN DEL ALUMNADO

KAHOOT! ACTIVITIES IN CLASSROOM AND STUDENTS' SATISFACTION

Diego Víctor de Mingo-López

Doctorando en Economía y Empresa. Departamento de Finanzas y Contabilidad.
Universitat Jaume I. Castellón, (España)
E-mail: demingo@uji.es

Lidia Vidal-Meliá

Doctoranda en Economía y Empresa. Departamento de Economía.
Universitat Jaume I. Castellón, (España.)
E-mail: lvidal@uji.es

RESUMEN

El presente estudio observa la relación entre la implementación de actividades basadas en herramientas TIC y la consiguiente satisfacción del alumnado participante. Específicamente, utilizamos la plataforma Kahoot! para generar preguntas relacionadas con la materia impartida, que son contestados en línea por los estudiantes a través de smartphones u otros dispositivos digitales. Tras realizar este tipo de actividades en el aula universitaria durante varias sesiones docentes, solicitamos a los participantes que rellenaran una encuesta para medir el grado de satisfacción de los mismos. Nuestros resultados confirman que el uso de este tipo de actividades motiva al alumnado a participar activamente en la clase.

ABSTRACT

The main aim of this study is to observe the relationship between the implementation of ICT activities in classroom and the students' satisfaction. Specifically, we employ Kahoot! as a platform to create questions related to the content of the subject. These questions were answered online by students using smartphones or similar digital devices in classroom. After implementing these activities in the classroom during several teaching sessions, students were asked to fill out a satisfaction survey. Our results show that this type of activities involves students in participating actively during the session.

PALABRAS CLAVE

TIC, aprendizaje móvil, participación estudiantil, motivación.

KEY WORDS

ICT, mobile learning, student participation, motivation.

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