

PEDAGOGICAL INNOVATIONS :HOW TO ENHANCE STUDENT ENGAGEMENT THROUGH KAHOOT?

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Abstract: *This scientific article discusses the appropriate and effective use of modern information technologies in the educational process in Uzbekistan. The article presents the Kahoot game as an example, which helps increase students' attention during lessons and supports fast, interesting, and effective learning. The article analyzes how these technologies can improve the effectiveness of the educational process.*

Key words: *Quizzes, Educational games, Interactive teaching tools, Motivations for learning, Pedagogical innovations, Development of teaching technologies.*

Abstract: *Ushbu ilmiy maqola O'zbekistonda o'quv jarayonlarida zamonaviy axborot texnologiyalarining o'rinli va samarali qo'llanilishi masalasini ko'rib chiqadi. Maqolada misol sifatida Kahoot o'yini keltirilgan, bu o'yin talabalarning darsga bo'lgan e'tiborini oshiradi hamda bilimlarni tez, qiziqarli va samarali ravishda olishga yordam beradi. Ushbu maqolada texnologiyalarning o'quv jarayonida ta'lim samaradorligini qanday yaxshilashi mumkinligi tahlil qilinadi.*

Kalit so'zlar: *viktorinalar, o'quv o'yinlari, interaktiv o'qitish vositalari, o'qish uchun motivatsiyalar, pedagogic innovatsiyalar, oq'itish texnologiyalarni rivojlanganligi.*

Абстракт: *Данная научная статья рассматривает целесообразное и эффективное использование современных информационных технологий в учебном процессе в Узбекистане. В статье приведен пример игры Kahoot, которая помогает улучшить внимание студентов на занятиях и способствует*

быстрому, интересному и эффективному усвоению знаний. В статье анализируется, как эти технологии могут повысить эффективность образовательного процесса.

Ключевые слова: Викторины, Образовательные игры, Интерактивные образовательные инструменты, Мотивация к обучению, Педагогические инновации, Развитие образовательных технологий.

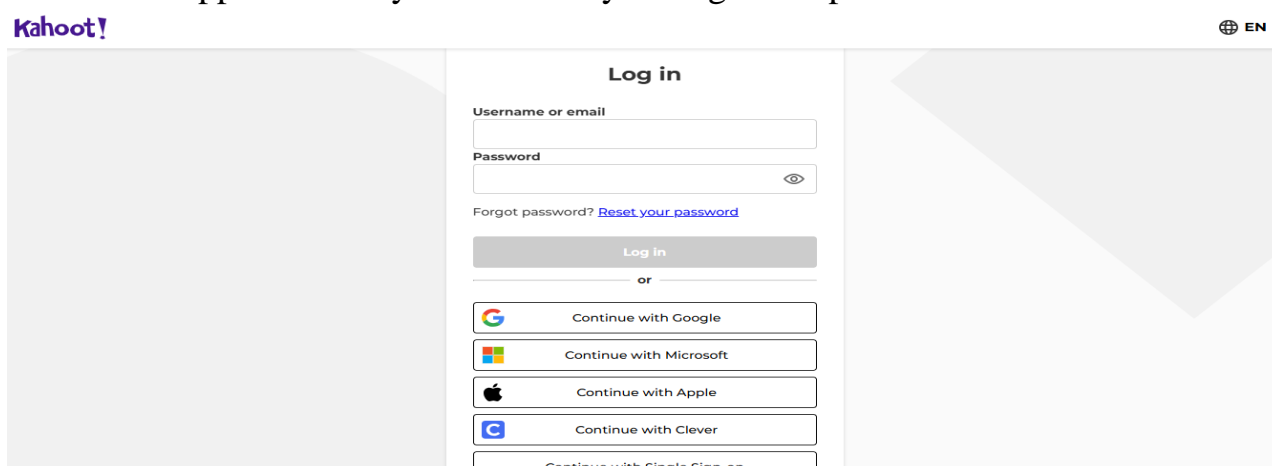
Introduction: Today, information technologies are one of the fastest-growing fields in the world. These technologies have a significant impact on the education system and contribute greatly to improving its quality. The application of modern pedagogical technologies in the educational process increases students' motivation to learn and strengthens their interest in lessons. This, in turn, makes education more effective and interactive. One example of this is teaching through Kahoot, which, unlike traditional teaching methodologies, offers students new ways of learning. This platform ensures active participation in lessons, helps students focus, and reinforces the knowledge they acquire. This method not only makes the learning process more engaging but also improves students' retention rates. Thus, the use of modern information technologies, particularly platforms like Kahoot, plays a crucial role in enhancing the effectiveness of the educational process.

A.B. Gulboyev, according to his research as an associate professor at the National Center for Training Pedagogical Staff in Tashkent city, on new methodologies, the Kahoot game significantly simplifies the creation, publication, and playing of educational games and quizzes. This platform was originally created in 2012 as a result of collaboration with the University of Norway by Yohan Brand, Jon Brand, and Morten Versvik. Kahoot! was presented at the SXSW Edu conference in March 2013, and its beta version was made available to the public throughout 2013, starting to be used by users.

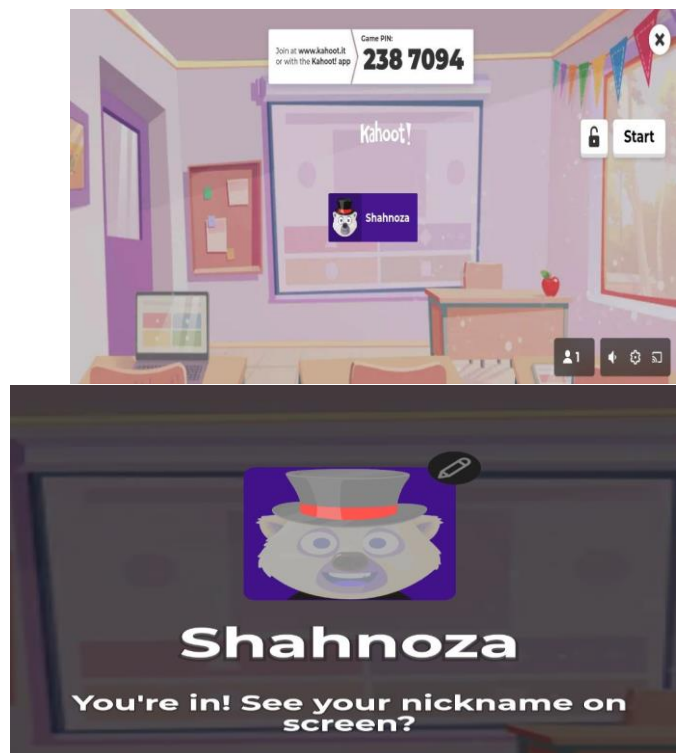
If we look at how much profit it has generated, This game attracted a large audience and was considered effective and engaging by Northzone Creandum and Microsoft Ventures, securing \$26.5 million in investment. By October 11, 2018, Kahoot's valuation was \$300 million, and by June 11, 2020, its value had reached \$1.5 billion.

Asanova U.S., a senior lecturer at the Nukus State Pedagogical Institute, emphasizes the platform's effectiveness, noting that it allows not only tests and surveys but also the downloading of videos, images, graphics, charts, audio, video, and other types of content. Additionally, Asanova U.S. highlights one of the advantages of this platform, which is the ability to save results. This allows students to launch the platform and review and analyze their results in the upcoming academic year. Furthermore, they can identify which topics they have struggled with or mastered less effectively.

Now, let's take a look at how Kahoot works. By visiting the Kahoot.com website, a window will appear where you can enter your login and password to access the site.



After that, if you are a participant, your joining will be visible to the host. You can join using the code provided by the host for the special Kahoot game.



And once all participants have joined the game, a screen will appear for you to choose the correct answer, with options such as true, false, or four variants like A, B, C, D.



At the end of the test, the number of points each person has and their ranking will be displayed, while in the administrator's window, the winners up to 5th place will be determined.

Conclusion: To summarize, Kahoot is an effective tool for assessing students' knowledge and making the educational process more engaging and interactive. Its gamification elements offer new methods for teaching and encourage active

participation from students. The Kahoot platform allows teachers to quickly and easily assess students' knowledge while also providing students with the opportunity to test their own knowledge. With both free and paid versions available, users can choose the option that best suits their needs. Kahoot has become a convenient and effective platform for both teachers and students, and it has become an integral part of the global education system.

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