

Kahoot!®

developing engagement
with low cognitive overhead

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Objectives

1. Review technology with low vs. high cognitive overhead and its impact on learning
2. Examine the role of data and its value in assessing technology's role in a learning session
3. Evaluate Kahoot! as a technology with low cognitive overhead and the data available through utilization

Let's jump right in...?

Please get out your
mobile devices



<https://create.kahoot.it/#>

P=A*D*E

POWER = ATTENTION * DEPTH * EFFICIENCY

Ryan McCallum
@cleanapple

Cognitive Simplicity

How easy is the product to understand



COGNITIVE OVERHEAD

"How many logical connections or jumps your brain has to make in order to understand or contextualize the thing you're looking at."

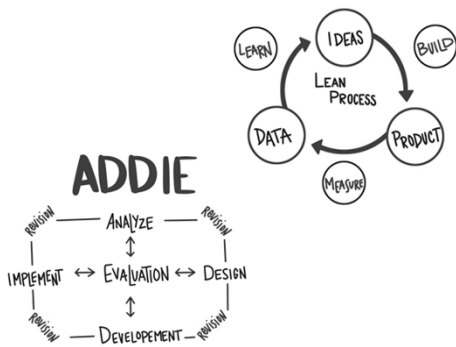
-David Demaree



TECH SHOULD ENHANCE NOT DISTRACT

- increase time spent paying attention
- increase time thinking about the subject
- technology should be value added
- collect data and seek feedback
- evaluate & reinvent

Kahoot! In the
Classroom
video clip



Creating a new Kahoot!
Video Clip

Kahoot! Analytics Video

Questions