Fun With Pharmacology: Winning Students Over With Kahoot! Game-Based Learning

The 2016 NCLEX-RN Test Plan includes 15% pharmacological and parenteral therapies (National Council of State Boards of Nursing, 2016). Integrating pharmacology into the curriculum of the authors’ southeastern U.S. Associate Degree of Nursing program has been an ongoing challenge. Students can be overwhelmed by the amount of medication concepts and content they are required to learn. Nurse educators have reported use of innovative methods of teaching pharmacology, such as visualizing medications in related rooms in a house (Montenery, 2013) and by using homemade cookies to review medication administration and pharmacokinetics (Quinn, 2016). Knowles (1984) believed that adults learn better when they can immediately apply new knowledge. Faculty of this 2-year program wanted to present a relevant pharmacology learning opportunity to the 32 second-semester students that could be completed in a class period and therefore decided to develop a content learning activity using the engaging Kahoot! student response system (http://getkahoot.com).

Kahoot! is a free online educational learning platform that provides game templates for sets of multiple choice questions. Participants use cell phones or other personal devices to answer questions projected onscreen at the front of the room playing individually or as teams, depending on how the game is set up. As each item is presented, the program provides stimulating music and colorful animated shapes to keep participants engaged in the activity. A timer for each question creates mild competition during the game. Bar graph displays of how many participants chose each of the possible answers provides immediate feedback for class discussion and faculty instruction.

Students were assigned to complete interactive learning tutorials for five medications in the Assessment Technolo-