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Chung Y Wong* (cwong@ccm.edu), 214 Center Grove Road, Sheffield Hall 307, County College of Morris, Randolph, NJ 07869. *Taking Advantage of Smartphones: Using Kahoot to Keep Students Engaged*. Preliminary report.

As technologies continue to advance every day, so does their effects on our students. It would not be a stretch to say that every student checks their phones at least once during class. Therefore, instructors have to adapt to the changing student behaviors in order to reach them effectively. In this presentation, I will discuss my experience on using Kahoot, a free online game-based platform, to engage students in my developmental courses. Preliminary observation on its impact for the class will be presented, and a demonstration on how to create a game on Kahoot and how a game is run will also be provided. (Received September 03, 2018)