Learning from Play at Work: The Art of Kahoot!ing in the Office

**Problem**

Corporate trainers use Kahoot! - a gamified learning platform - to promote learning retention. They often use their PowerPoint presentation materials to come up with Kahoot! quizzes and then launch these quizzes for training assessment during PowerPoint presentations. This creates a disjointed experience for the users, as they have to switch back and forth between the two platforms. So we tasked ourselves with the question:

**How might we help corporate trainers prepare and hold training presentations in a more efficient and enjoyable way?**

**Solution**

Our solution is to provide a seamless user experience for corporate trainers when they use Kahoot! and Microsoft Office 365 products in their training preparation and execution. To do so, we propose to:

- Integrate Kahoot! as an add-in in PowerPoint to improve trainers’ workflow.
- Use Kahoot! meeting invites in Outlook Calendar to allow for tracking of trainee performance.

**Workflow**

1. Create Kahoot! Event in Outlook
2. Link Kahoot! Event in PowerPoint
3. Create Content and Kahoot! Questions
4. Present and Play Kahoot!

**Process**

**RESEARCH**

In-depth interviews (n=6) and past Kahoot! research revealed that trainers regard Kahoot! as a fun and easy-to-use tool. Most trainers use PowerPoint for training presentations and would find its integration with Kahoot! helpful. Trainers also desire more flexibility in identifying participants.

**DESIGN**

Client feedback on our concept sketches helped us consolidate our integration ideas for PowerPoint and discover an integration opportunity for Outlook as a response to users’ needs for flexibility in identifying trainees to track learning outcomes. Sketches were developed into an interactive prototype.

**TEST**

In the usability test (n=6) of our prototype, most tasks were successfully completed and received a low difficulty rating. Most usability problems related to the lack of microinteractions, design inconsistencies between the add-in and PowerPoint, and confusion around the Kahoot! workflow.

**ITERATE**

The final iterated design addressed usability issues by making the Kahoot! add-in adhere to PowerPoint design guidelines, simplifying the quiz creation process, adding the ability to link quizzes to Kahoot! events from Outlook, and improving the overall workflow.

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