



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:

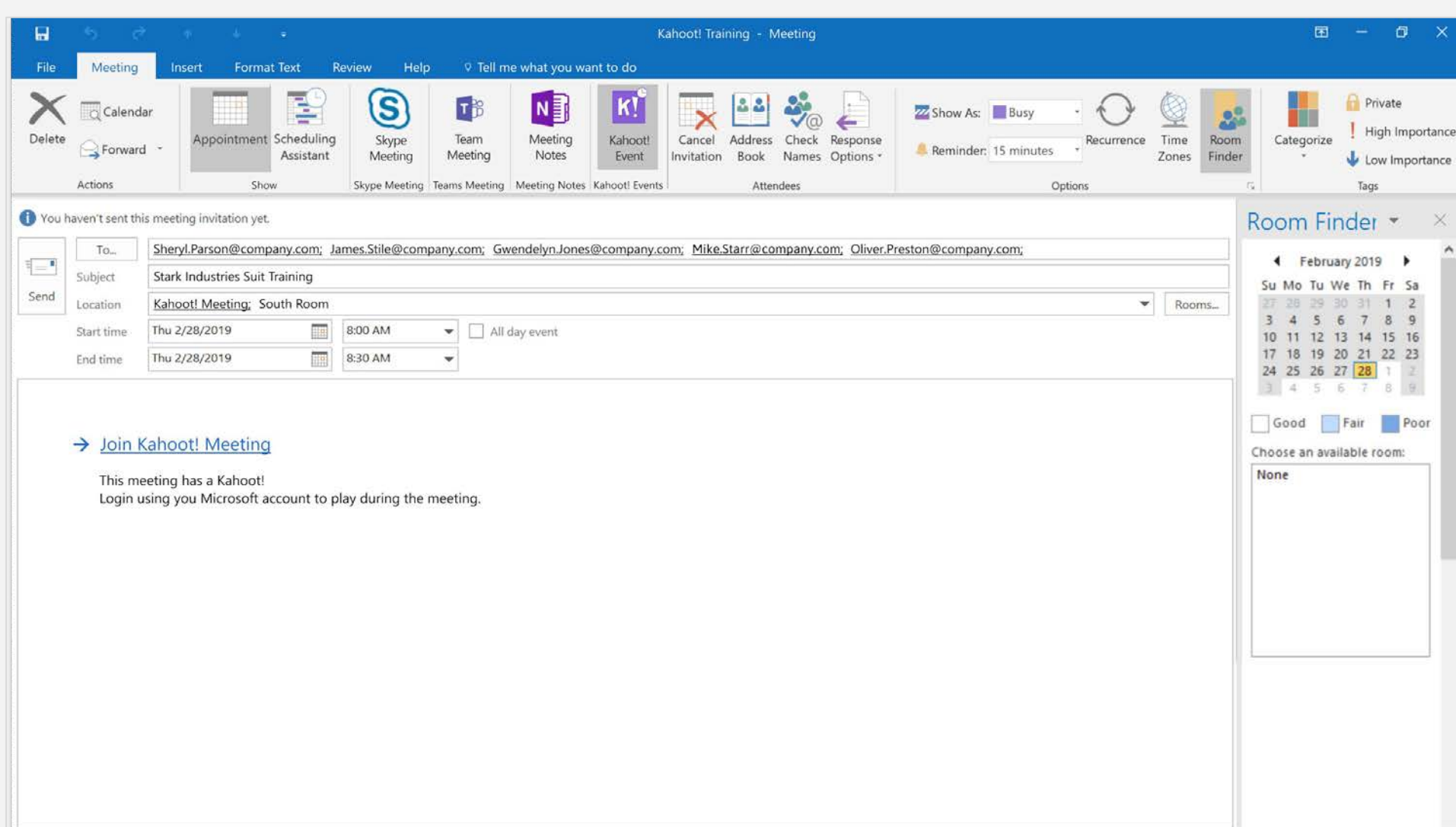
How might we help corporate trainers prepare and hold training presentations in a more efficient and enjoyable way?

Solution

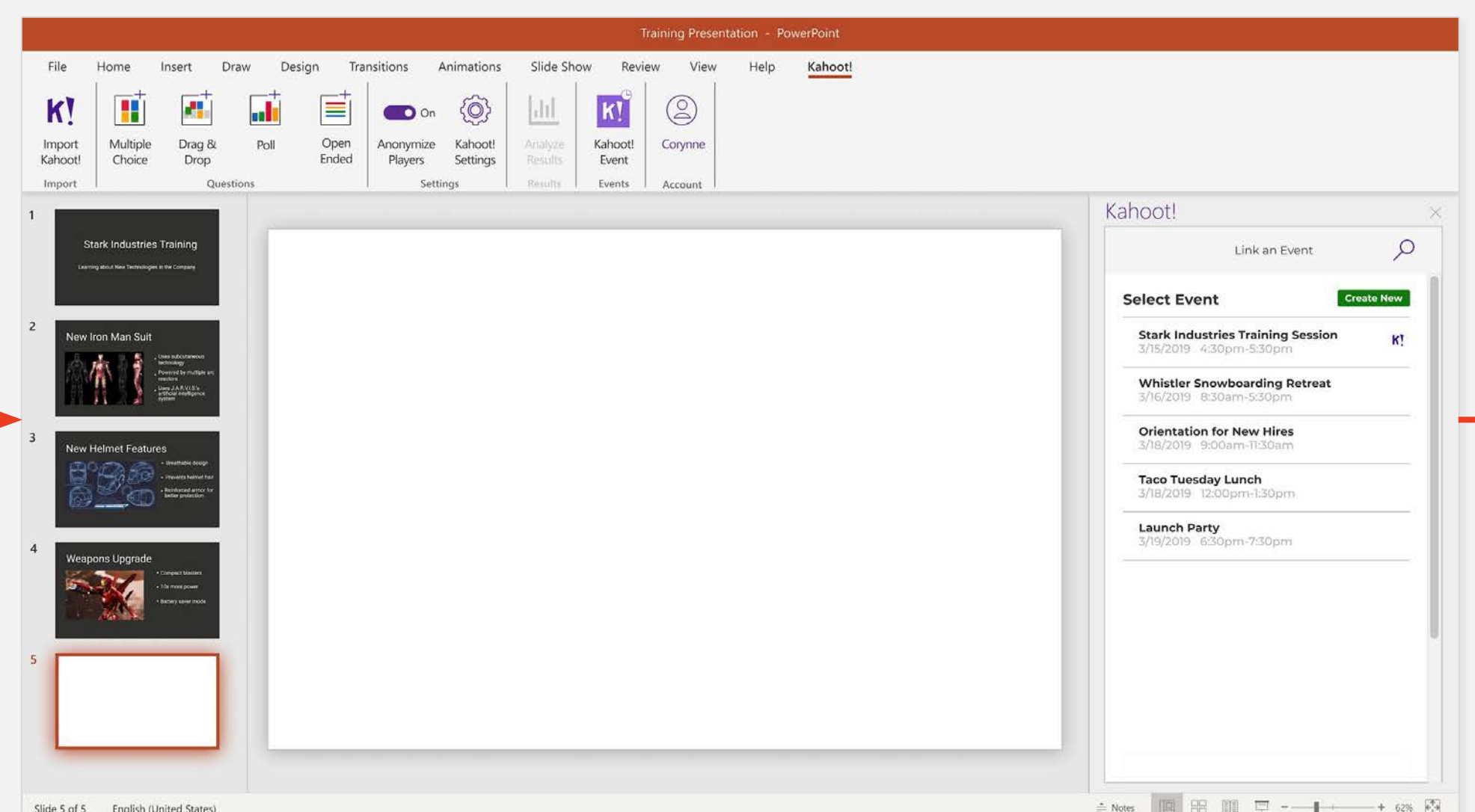
Our solution is to provide a seamless user experience for corporate trainers when they use Kahoot! and Microsoft Office 365 products in their training preparation and execution. To do so, we propose to:

- 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

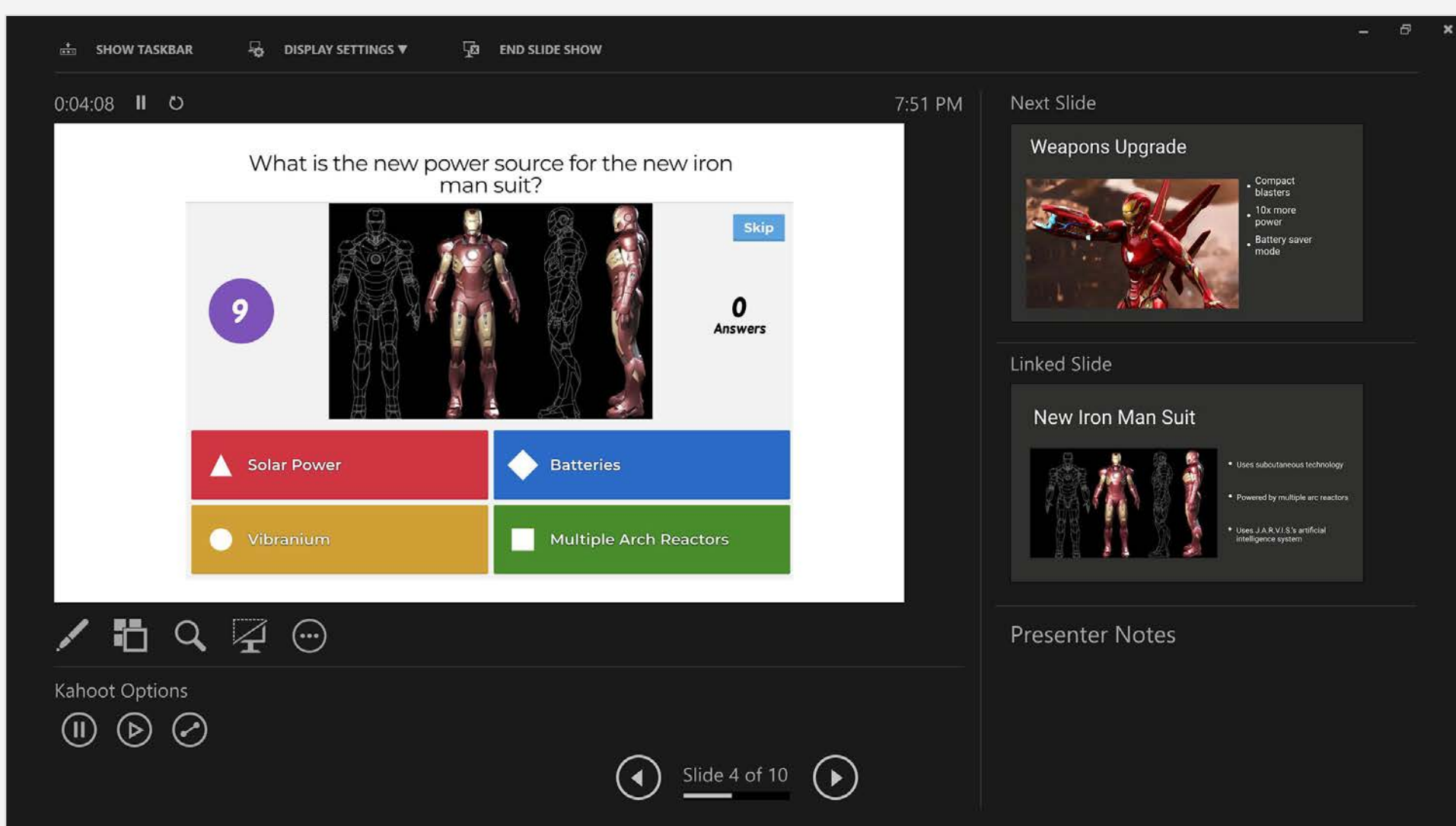
Workflow



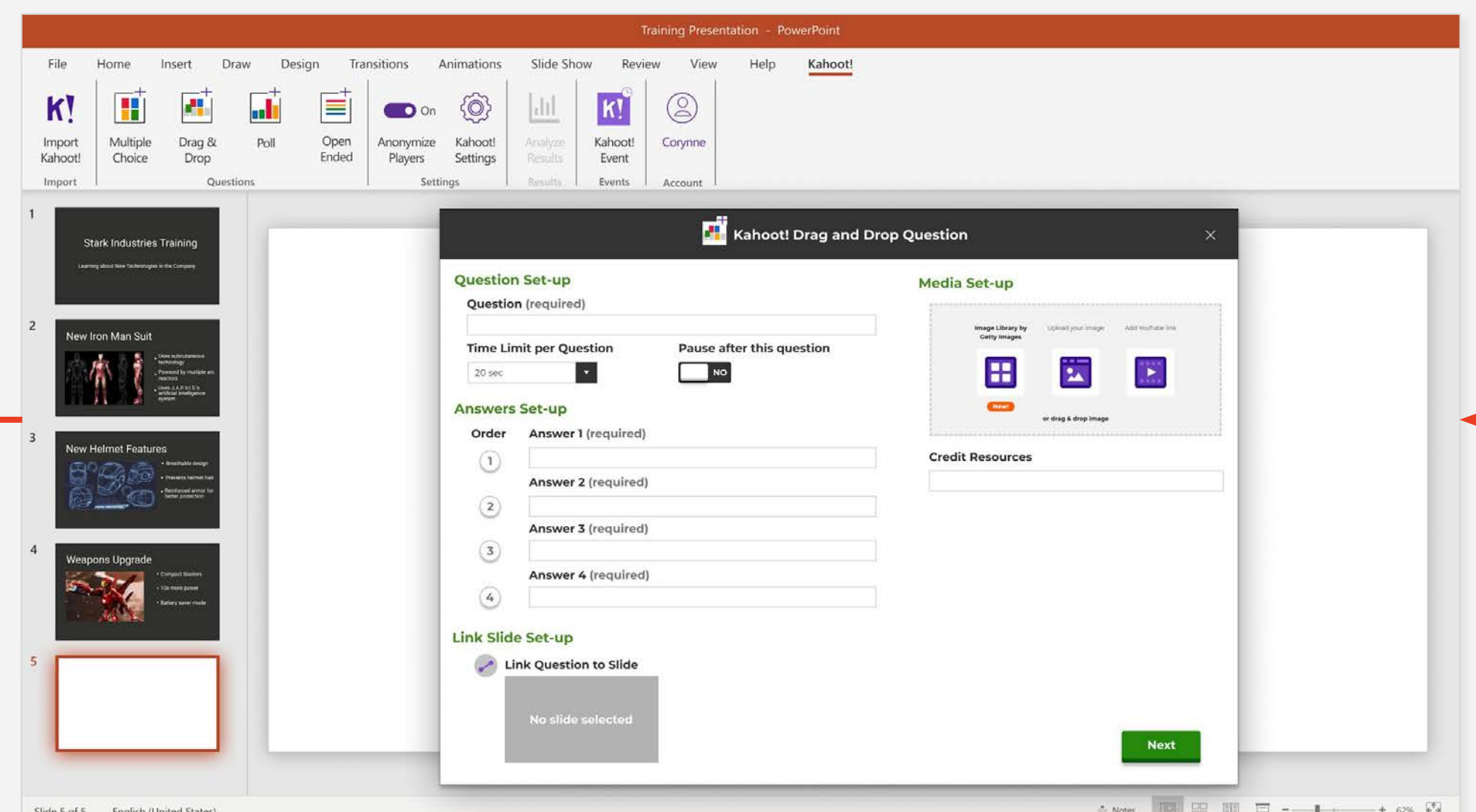
Create Kahoot! Event in Outlook



Link Kahoot! Event in PowerPoint



Create Content and Kahoot! Questions



Present and Play Kahoot!

Process



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.



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.



In the usability test (n=5) 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.



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.