

# Using Kahoot! in the Classroom to Create Engagement a Technology Solution for eLearning Novices

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Citation Report

#	ARTICLE	IF	CITATIONS
1	A Review of Gamification Platforms for Higher Education. , 2017, , .		29
2	Making a Game Out of It: Using Web-Based Competitive Quizzes for Quantitative Analysis Content Review. Journal of Chemical Education, 2017, 94, 1363-1366.	1.1	30
3	Praxis-Oriented Teaching of Project Management Skills for STEM Students in Higher Education. , 2018, , .		3
4	Studentsâ€™ perception of Kahoot!â€™s influence on teaching and learning. Research and Practice in Technology Enhanced Learning, 2018, 13, .	1.9	169
5	Experiences Using Capture The Flag Competitions to Introduce Gamification in Undergraduate Computer Security Labs. , 2018, , .		7
6	Analysis of student feedback when using gamification tools in math subjects. , 2018, , .		11
7	Perceptions of Students for Gamification Approach: Kahoot as a Case Study. International Journal of Emerging Technologies in Learning, 2018, 13, 72.	0.8	158
8	Let's learn with Kahoot!. , 2018, , .		13
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11	A â€œKAHOOT!â€™ Approach: The Effectiveness of Game-Based Learning for an Advanced Placement Biology Class. Simulation and Gaming, 2019, 50, 832-847.	1.2	29
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