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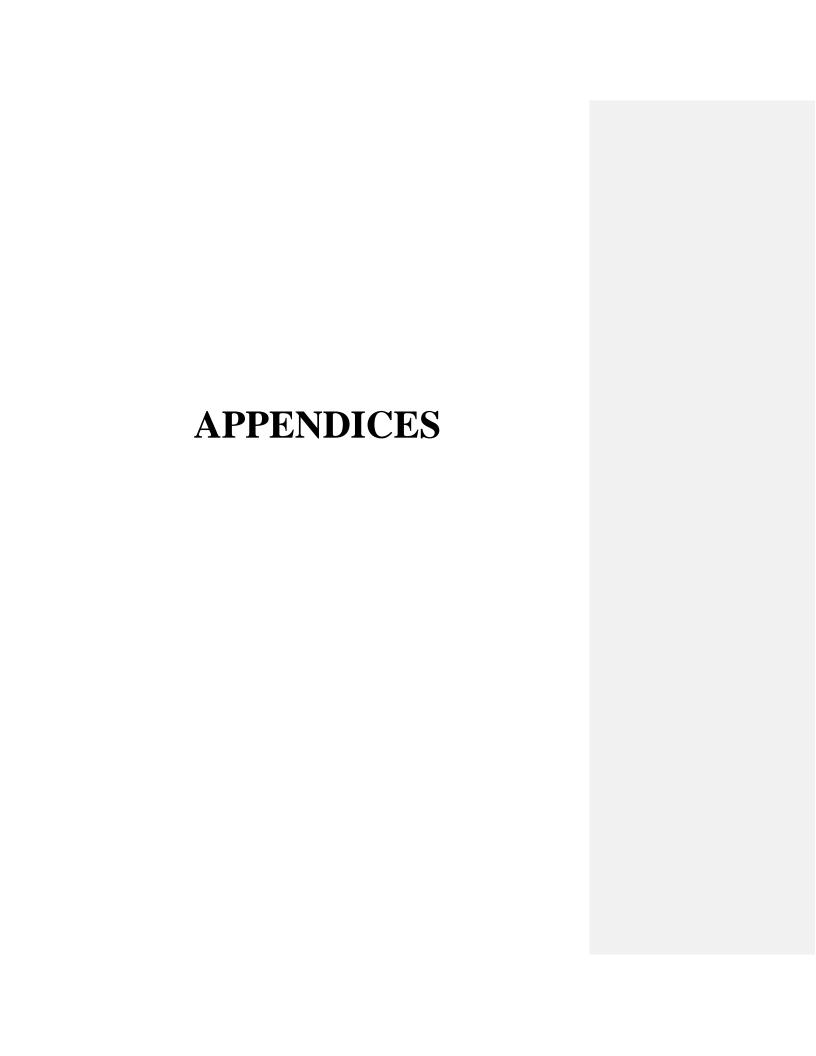
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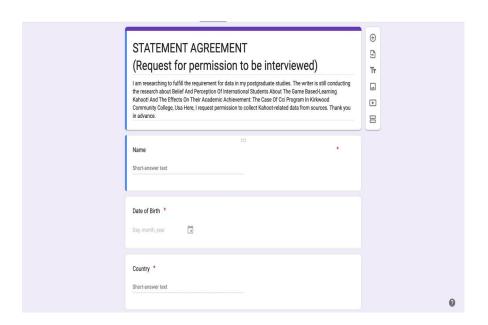
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APPENDICES

APPENDIX I

STATEMENT AGREEMENT
(Request for permission to be interviewed)

I am researching to fulfill the requirement for data in my postgraduate studies. The writer is still conducting the research about Belief And Perception Of International Students About The Game Based-Learning Kahoot! And The Effects On Their Academic Achievement: The Case Of Cci Program In Kirkwood Community College, Usa Here, I request permission to collect Kahoot-related data from sources. Thank you in advance.

Name *

Short-answer text

Date of Birth *

Day, month, year

Country *

Short-answer text

are you willing to be interviewed? *

◯ Yes

◯ No

If Not, why?

Long-answer text

APPENDIX II

INTERVIEW QUESTIONS
SEMI-STRUCTURED INTERVIEW

1. What is your belief about games based learning Kahoot! ?

2. How would you describe your game-based learning Kahoot!

3. How does learning Kahoot affect the academic achievement?

4. What differs Kahoot from other educational games or quiz apps?

5. What obstacles did you encounter when trying to access the Kahoot!

6. When was the last time you utilized Kahoot?

7. What advantages do you experience and gain from using Kahoot?

8. Will you use it again as a game with friends or a study app?

9. Do you feel that Kahoot! can assist in handling teaching evaluation data? Why?

10. What else can you expect from Kahoot!

11. What was the last grade you received?

12. Do you feel satisfied with your result?

13. Do you believe that after signing up to play on Kahoot! you still need to learn more?

14. How was Kahoot! used and popular in your country?

15. Do you agree that Kahoot! has long-term potential?

APPENDIX III

AWARDEE OF COMMUNITY COLLEGE INITIATIVE PROGRAM
KIRKWOOD COMMUNITY COLLEGE

KCC -CCIP 2020/2021

P1 Diana Pedroza – Columbia

P2 Muthi Syahidah Arifuddin – Indonesia

P3 Aida Diarra Mynt Adam - Côte d'Ivoire (not agree

P4 Esther Okkie - Côte d'Ivoire

P5 Hamdia Hajiah – Ghana (not agree

P6 Jessica Sachet - Côte d'Ivoire

P7 Sihle Thabethe - South Africa

P8 Majangaza Sithsaba Vincent – South Africa

P9 Nonkululeko Mhize - South Africa

P10 Ferdus Tansey – Bangladesh (not agree)

P11 Ratna Sarkar – India

P1 Diana Pedroza – Columbia

1. **What is your belief about games based learning Kahoot! ?**

"Increases student engagement, promises the game, and helps students acquire and apply the academic knowledge required of them while allowing them to perform, express their feelings, and interact with others".

2. How would you describe your game-based learning Kahoot!

"I really like kahoot! for a view reasons. Based on my experiences to teach kids in Columbia. Firstly, increasing engagement student because it"s promises games and helping students to learn and apply the knowledge are required in the academic courses and allowingto perform and remember, recall back Recall the information".

3. What advantages do you experience and gain from using Kahoot?

"Another strategy that many instructor use just remembering information to helping student to study for exams, you know it"s used to road the course or the actual class experience as a way to test student and help stay engage in the class because in the United States are convenient were long to three hours".

Three hours is a long time for the average person to stay engage and pay attention and by using kahoot! and you know maybe the instructor talk a little bit for fifteen minutes and the ended oh that course and the last just a brief questions on that material and the students have the opportunity to anonymously answer the questions or identify the answers and themselves and provide the responses then also allows the instructor to check the understanding answer ,the students have the opportunity to answer the question and the majority of the class get wrong, the instructor get reflections for them that okay , maybe I did necessary miss concept well how can I go back and refrying information"s to share to my students to learning and be able to take the information"s. So I really like the tools in the classes and so many student know it all has a generations took to the phone and we have all phone so may to continue to learning with technology".

4. How would you describe your game-based learning Kahoot!

"I would say my perception would be stronger just because my persperctive point of you the students and how they perceive the technology , and both of them are positive to believe and the perception is positive. would say they are same .if not one be stronger than the other I fully support using in the classroom with students".

3. What differs Kahoot from other educational games or quiz apps?

"There is another one we called SlayDow, it"s similar I think one two familiar with".

P2 Muthi Syahidah Arifuddin – Indonesia

1. How would you describe your game-based learning Kahoot!

"The benefits of Kahoot! make learning more enjoyable for students; Kahoot! is an interesting technique to make the classroom environment more exciting "

2. What is your belief of you about games learning Kahoot?

"As A students of CSI class, Using game in the class room is very important ,just like turn the class , it makes learning process in the class room very effective, for examples I teach kids and young learners, children, it is really hard to not to use game , because the class will be boring and I think it is necessary".

3. Do you It is necessary to use online game in the classroom?

"For example I teach kids, face to face learning and online its necessary. And ai think it"s really effective in the learning process make the students engage in the class , help them to understand the material , it help to remember after that, I totally encourage USING you teach by game learning in the class room".

4. What is your perception of your game-based learning Kahoot! ?

"It help me keep engage, focus and engage and eager to find answers through research and learning".

P3 Aida Diarra Mynt Adam - Côte d'Ivoire <mark>(not agree)</mark>

1. What obstacles did you encounter when trying to access the Kahoot!

"An unreliable network/Wi-Fi issue will make it difficult for students to discover Kahoot!," is the challenge or difficulty I confront in learning Kahoot!

2. How would you describe your game-based learning Kahoot!

„"Another perception is that i am not to it anymore. It's customary in us because here ist never use it in games. Kahoot! is familiar. that's my very first exposure. Kahoot!, only use in us; I do not know how to use it. nobody gives come information about Kahoot! here. Kahoot! needs use in familiar if we are not aware, i mean you do not expose very much so, if your not familiar with that, i wouldn't be familiar the rules of idea with this, I am not good. it's not another thing. maybe it is because i am not have it plaided frequently. my friends, i am not good at that, so i can't explain it. you must read the rules to get access to the dashboard"".

P4 Esher Okkie - Côte d'Ivoire

1. What is your belief about games based learning Kahoot! ?

"I think that it"s a good game which can help people anyone and also game and learning".

2. How would you describe your game-based learning Kahoot!

„"I played game last year , it"s was my first time to play with Elizabeth but I think it"s a good play to anyone to learn also discuss about specific topic"".

3.What advantages do you experience and gain from using Kahoot?

"The timing on each quiz in Kahoot! is one of the variables that encourages student concentration. Depending on the difficulty of the questions, the instructor is often given 10 seconds to create a quiz." In addition, when the sound of the Kahoot timer fast creates a sense of tension, it increases my concentration to be more engaged".

4. How does learning Kahoot affect the academic achievement?

"As I said I played once, but a good game I think to evaluate my level in the specific topic and improve my knowledge because after this games, I try to learn specific topic, I made more research about the topic, this game has good effect to learn about anything".

5. What obstacles did you encounter when trying to access the Kahoot!

"I didn"t have any challenge in accessing game , bcs Elizabeth explained so clearly, so it"s easy to play with Eliabeth last year".

6.What advantages do you experience and gain from using Kahoot?

"It was fun play with friends, know which one get the right answer in specific answer, I like different color, shape that we can use. After the game, I first good yeah, I really enjoy, I will use later for refresh"

P5 Hamdia Hajiah – Ghana <mark>(not agree)</mark>

1. What obstacles did you encounter when trying to access the Kahoot!

"Most of the problems encountered by students are external, such as technical issues with LCD projectors, internet connectivity issues, and Wi-Fi network issues" .

2. What is your belief about games based learning Kahoot! ?

"It was my belief about , basically belief are our thought in our mind , we make up about certain thing, strong thought in our mind because based on the trust what is something couldor not . if you ask me our thought is my mind and the one who has to prepare whether something is good, or something is bad. so, if you are telling me about belief regard to belief of Kahoot! I can"t link explain more about that because actually I do not know . I have not much more information/link about. If you ask me about belief in general about the game, can"t really connected maybe if you pick something about the game, what I belief".

3. How would you describe your game-based learning Kahoot!

"Generally I can"t link corelate the two of the between game and Kahoot1 unless If you come to perception , I mean , my first play Kahoot! was in the US , first, I didn"t know anything about the game , I have not actually any idea but what it was But after the first What exposure to it ,my perception drone for my face , it would be that , it is quite tricky, is thought to working , it "s get too much. My perception is very engaging, so is able to drove people in different people because I mean , ih here people to think out , to think fast , is ableto borden once mind".

P6 Jessica Sachet - Côte d'Ivoire

1. What advantages do you experience and gain from using Kahoot?

"One of the advantages of Kahoot! is that it stimulates student involvement during class learning, hence providing a solution for the modern education sector"

2. How does learning Kahoot affect the academic achievement?

"I am sure that a lot more literature it is more probably that I am not familiar with that I believe 99 % there is study have been done showing how using technology in the classroom, using gamification in the classroom and increasing learning and increasing engagement so I do and think it"s very positive impact on students in academic achievement. Just because you think about class experiences of instructors giving the information"s and writing on a board, you know it can be boring but allowing them to test their knowledge and compete with each other and compete in teams help them to learn any more fun a way and you think that game that can memorize the knowledge, Just humanities, because we have to do it".

3. What obstacles did you encounter when trying to access the Kahoot!

"Most platform, has a lot more resources, access to other part of application that might be challenge, to other big think it is student engagement for accessibility, Student does nit have internet , they lose their experiences, from technical college perspective , we want to make sure all of have access ,able to learn so. Uniform equal access, so everyone can use to learning if the students does not have resources ,Rely on wifi and internet access. Adapting coming up the that way to teach on the spot . Recommend having the back up plan pace that Kahoot! or students does not have access in the class exprinece When the last time using spring semester".

P7 Sihle Thabethe - South Africa

1. What advantages do you experience and gain from using Kahoot?

"Encourages them to focus on their studies in the classroom. The first participant argues that Kahoot! made them more enthusiastic and focused".

2. How does learning Kahoot affect the academic achievement?

Linked directly, it hard to connected. If we think about that, help me understand material, that would be affect at the academic achievement Not directly, not because , it help me just remember the material".

3. What obstacles did you encounter when trying to access the Kahoot!

Online tools, problem with connection, the guides is not really clear bow aboutto use it. Solve problem, I will just be lose, if we not lose perfectly , it just waste the time . So we need training to do it. Having learning, pay the games,ready to play the game ,

4. Do you agree that Kahoot! has long-term potential?

I helping teaching, Evaluation : I don"t think bcs , helping student yes,

Helping teaching. No, bcs it rely on that evaluation and assesement. Bcs we have some problem with the technical problem, and tools student be engagement

P8 Majangaza Sithsaba Vincent – South Africa How about your feeling

1.How would you describe your game-based learning Kahoot!

Help me do my job having learning so fun Play game ,Feeling fresh Learning more ? yes It make me learning more , it interested to learn , gain more

2. What was the last grade you received?

It"s questiontricky , first rank ? now,

3. Do you feel satisfied with your result?

Yes there are view coment that thing that can be improve, I think, you used kahoot!.

4. Agree that Kahoot! has long-term potential?

"I recomeded to math anything anyfield, You need tpo see the biggest screen , You look at your phone , shapes. You don"t see the words, just the color sometime is challenge".

P9 Nonkululeko Mhize - South Africa

1. How would you describe your game-based learning Kahoot!

"Kahoot! can push students to study more, particularly the use of ranking system in the class room "

2. What obstacles or challenges did you encounter when trying to access the Kahoot!

"Having template, All teacher go kahoot , do quizze sometime we still have technical device , Do from beginning , everybody can use it, It"s not easy for me no fast click in the answer . Something challenging in this part."

3. **What else can you expect from Kahoot!**

"Aspect , the app is changed Innovation ?Exactly, I have any times, quizzes, ok I am teaching m clink , send a link to students Quiezzess, tons of material there, we don"t need to use".

4. **How was Kahoot! used and popular in your country?**

"The last , so many people use in my country , they encourage to use it"s really common. The most convenient my opinion, Kahoot more, from what I saw".

5. **Do you agree that Kahoot! has long-term potential?**

"Kahoot, use in long term, view modification. Those application, everyday, wwill be develop , invented".

P10 Ferdus Tansey – Bangladesh <mark>(not agree</mark>

1. **What else can you expect from Kahoot!**

"I expect from Kahoot! , it has easier option to use because I think that I have any times, quizzes, when I search various theme that I need, It appeared directly. I just send the link to the student, and it really works. Quizzes have tons of material there, we don"t need to use anything question or materials".

2. **What challenges did you face in accessing the Kahoot!**

"The first time , csi class.. we have to go online. I mean going online , was created some worked . How to ask the question Ok stay focus of my challenge. Time is end , time managaement , timing"

3. **Do you agree if Kahoot! can help process in teaching evaluation material? Why?**

"As part of teaching evaluation material ? in any countries, Fine, every place have education system . if you looking up teaching aspects Its depend if its fits on education system and particular country, I think kahoot it can be used in learning or teaching skills I think fine . it"s a good way to get people to think , it"s a good way to people think fast in line teaching thcnique , if you can use as a evaluation too".

4. **How does learning Kahoot affect the academic achievement?**

"The effect of your academic achievement . I am not really expose Effect equality My explosure , to kahoot!Csi class. Based on that I think kahoot can help really student a lot if it uses visual its ver good way to focus , to be able to think, We need to monetize time, need toask and answer the question , look up the access who very similar, they have to choose the correct answer. Generally, kahoot help student, enhance and struggling the critical thinking".It helps students a lot since we can choose any subjects , Play communication, create no writin, improve the academics,

5. **Will you use it again as a game with friends or a study app?**

"If kahoot is aghood way to learn and improve academic score, I would actually more often, Let say, I want to improve it help me understand my score through answer the questions ,, to get read more, understand more to answer.

P11 Ratna Sarkar – India

1. **What is your belief about games based learning Kahoot! ?**

   "I believe that one of the most significant effects of a teacher's usage of Kahoot! media as a learning tool is that students become more motivated and interested as a result of the use of this tool. eliminating bored during the learning process. Moreover, the contact between students and teachers is friendly"".

2. **Do you believe that after signing up to play on Kahoot! you still need to learn more?**

   "I believe so to know exactly how student to understand, I think the teacher can use this app as reference ,, I think they can see and evaluate about their topic that they thought I do not , I know that people here, they using event elementary school , I made ".

3. **What obstacles or challenges did you encounter when trying to access the Kahoot!**

"I didn"t face any challenge bcs the instructor , I do not my consentracte, I do notr remember my last score, I made some research when I played".

"