



## **INSTRUCTOR AND STUDENT PARTICIPANTS NEEDED FOR BEHAVIOR INTERVENTION RESEARCH STUDY**

**Study Title:** Using Active Student Responding and Competition via Kahoot! to Improve Student Learning at College Level

**Study #:** 004926

**Purpose:**

The Applied Behavior Analysis (ABA) Program at the University of South Florida (USF) is recruiting students enrolled in undergraduate or master's program classes at the College of Behavioral and Community Sciences (CBCS), USF and their instructors who might benefit from participating in a research study. The study will evaluate the effects of active student responding on student academic performance through [Kahoot!](#). The intervention strategy has been designed to require little investment of instructor time while resulting in improvement in student performance, including increased academic engagement and quiz scores.

**Time Commitment**

10-16 weeks; 1-2 sessions per week. Approximately 40 min each session during 75-min class.

**Costs and Compensation**

There are no costs involved to participate in this study and participants will receive no compensation

**Eligibility Criteria:**

**Instructors:** Teaching an in-person class in an undergraduate or master's program within CBCS at USF. Having some to no prior history of using Kahoot! and being interested in using the game-based learning platform to improve students' engagement and learning.

**Students:** Over 18 years old. Enrolled in the instructor's in-person undergraduate or master's class. Having some to no prior history of using Kahoot!

**Potential Benefits:**

- Experience in using Kahoot! during class

**If you have any questions or are interested in participating,  
please contact Brittany Pearson**

A Master's Students in the Applied Behavior Analysis Programs at USF:

Email: [Btpearson@usf.edu](mailto:Btpearson@usf.edu)

Phone: (321)543-7650