Research supports using Kahoot to enhance retention and content assimilation in physical therapy education. For example:

Cortés-Pérez et al. (2023) found that physical therapy students obtained better academic results on questions related to content reinforced with tests through Kahoot! and reward cards compared to those that were not reinforced.

A case study conducted by Hughes, Bradford, and Likens (2018) demonstrated evidence supporting the idea that physical therapy educators can effectively incorporate the use of technology to promote higher-order thinking in their students, as well as to increase student communication and collaboration within their learning opportunities.

References:

Cortés-Pérez, I., Zagalaz-Anula, N., López-Ruiz, M. D. C., Díaz-Fernández, Á., Obrero-Gaitán, E., & Osuna-Pérez, M. C. (2023, February). Study based on gamification of tests through kahoot!TM and reward game cards as an innovative tool in physiotherapy students: A preliminary study. In *Healthcare* (Vol. 11, No. 4, p. 578). MDPI.

Hughes, E. S., Bradford, J., & Likens, C. (2018). Facilitating collaboration, communication, and critical thinking skills in physical therapy education through technology-enhanced instruction: A case study. *TechTrends*, 62, 296-302.

Qualitative feedback from 1st-year Doctor of Physical Therapy students taken from IDEA surveys in pathology and kinesiology classes in Spring 2024:

"I love playing kahoot before each class. it is a great refresher and a fun game."

"Dr. A used kahoot questions everyday, which helped to get me thinking, and gague my confidence on a topic, and I really enjoyed it."

"I love that we do kahoot. I think it's a great way to gain exposure to test content. I think you do a really great job highlighting the most important aspects of each pathology and how they are relevant to the physical therapist."

"Kahoot questions always helped."

"Keep up the Kahoots! Those keep the class engaged and ready to go, the class activities are great."

"we love kahoot (especially because it gets you thinking instead of just going right into the lecture) and love the demonstrations during class."

"I really liked kahoot and that it gave us exposure to test questions."

"I loved the case studies we did to reinforce the material. Kahoot each day also helped learn the material"