Using Kahoot! Game-based Learning in the Sport Management Classroom

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Sport management students were placed into groups and participated in a technology game-based learning activity, featuring Kahoot! Icard (2014) indicated that game-based learning in the classroom setting has become a best practice to engage students for covering and reviewing class material. The congruence of the competitive nature in game-based learning, sport, and sport management content provided a germane environment for student engagement. Using game-based learning promoted student engagement, teamwork, and critical-thinking skills. Emphasizing the competitive nature of sport mixed through game-based learning can be a beneficial tactic for instructors to challenge students and therefore a valuable experience for students.