In my lectures and seminars, I try to create a diverse learning experience by using a variety of different learning technologies. Given the nature of the content of my lectures, German cultural studies, I think students benefit from an interactive approach.

In order to achieve this I introduced Kahoot!, a game-based platform for quizzes and surveys. At first, I created a weekly quiz on the topic of the previous week, to test their knowledge and reiterate certain key issues.

From the beginning the feedback was very good. This year, in order to engage students even more, I have been making two students every week create the Kahoot for the following week. They choose five or six questions and, after my approval, we play it in class.

