Surveying Kahoot And Socrative Applications Due To Teacher Candidate Remarks

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Major differencies on equipments that have been used by the development of technology have occured. Developed Technologies also have changed expectations from teachers and learning settings; teacher based approach has evolved to the student based one. New generation comes into existance from the ones who were born and has grown concentric with updated technologies, who knows and uses Technologies.One of the most effective ways for teachers to comminucate with new generation and understand them is carrying developing technology to schools. Committed studies have referred to an increase of students' lecture attendance and success by using appropriate technologies at learning setting; and this situation makes enriched settings with technology inevitable. Consequently, smart boards,projections,internet etc. have began to be used instead of blackboards,

It is emphasized at International Education Technologies Standarts which was determined by Society for Technology Education (ISTE) which presents an important frame about the twentyfirst century teacher features that it is a necessity for teachers to make a large number of various formative, level determiner evaluation by using technology at especially evaluation activities (ISTE, 2015). Assessment and evaluation which are the most dynamic components of education have played an important role in regard to determining learning acquisitions' level. This activity that provides important hints about learning and teaching has been used by teachers by the help of various tools and techniques.

Kahoot and Socrative are online applications that play an important role on gamification of simple evaluation(quiz) and that can contribute to students' at different learning levels success. Lessons and evaluation have been carried to entertaining and remarkable learning setting by the help of Kahoot and Socrative game based regulations which are learning platforms on which students can connect to the internet in the class via any devices (desktop, notebook, tablet,cell phone etc.) and try to find correct answers to questions prepared before the class and being evaluated by gathering points. Giving a place to Kahoot and Socrative; determining either these applications contribute or not can be provided only by teachers' knowing both of the these online applications, their adopting these applications and willing to use these applications.

This working's aim is to determine candidate teachers's remarks about using Kahoot ve Socrative. In accordance with this purpose, candidate teachers' remarks about negative-positive ways of Kahoot and Socrative; why and which they prefer or not, and either they will use these applications at their own classes or not and why issues are questioned. The working has been carried out with the first class student candidates that study at six different departments at which researchers give lecture. It has been figured by qualitative research approach. At the working within the context of Education Psychology simple evaluation (quiz) programmes' applications intended to Kahoot and Socrative's formative evaluation has been made throughout seven weeks. At the end of applications candidate teachers' opinions about Kahoot and Socrative has been received. Gathered datas have been picked up by focus group meeting. The reason why focus group meeting preferred is developing any students' idea by any other; a wide perspective with different point of views and reaching at deep and detailed information.

Although there are different ideas about group size at focus group meetings, it has been mentioned as appropriate that focus group meetings should be made with 4 to 10 attandants. At the research focus groups have consisted of six each candidate teachers from each department in which there were 2 men,2 women who had successes over the class average, at class average and under class average

according to education pscyclogy midterm exam results and agreed with joining to the meeting, By this way meetings have been made with 36 candidate teachers in total. Content analysis method has been used for analyzing datas and candidate teachers' remarks that was put in writing for supplying the security of research has been coded seperately by two researches. Opinions of candidate teachers about Kahoot and Socrative applications will be evaluated in accordance with one to one statements received from interviews after determining under which theme findings were gathered together

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