

Using the e-learning gamification tool Kahoot! to learn chemistry principles in the classroom

Al Ghawail, Entisar Alhadi; **Ben Yahia, Sadok** Procedia computer science 2022 / p. 2667 - 2676

<https://doi.org/10.1016/j.procs.2022.09.325> [Conference Proceedings at Scopus](#) [Article at Scopus](#)