

Fostering Students Ethical Engagement by Employing Online Interactive Platforms for Engineering Ethics Education

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Abstract

This study explores how online interactive tools such as Kahoot, Quizizz, and Quizlet can be integrated into teaching engineering ethics. With the growing need for interactive education techniques, educators frequently use these platforms to allow students to generate interactive questions based on the ethical concepts and cases studied. Among the unique features of this adoption is that it encourages a pleasing level of improvement in performance and challenge among students as they compete to achieve the highest scores within a limited period. These platforms were discussed to improve pedagogy and engage students in active participation. These educational platforms foster a collaborative and competitive learning environment by allowing students to create and discuss questions related to engineering

ethics and explore different ways of solving those questions. This intellectually stimulating learning enhances the affective learning aspect, which promotes knowledge retention and encourages students to explore their ethical values better.

Keywords

Ethics, Online, Education, Learning