

Kahoot!

Headquarters
Oslo, Norway

Launched
2013

Employees
150+

Last updated: November 2020

Highlights

1.3B
Cumulative players
in the last year

4.4B
Cumulative
players since 2013

360K+
Paying users

20M
Corporate participating
players in the last year

97%
of the Fortune 500
are using Kahoot!

7M
Active teachers
on the platform

200+
Countries
active

100M
Kahoot! games
on the platform

Kahoot! is on a mission to make learning awesome! We want to empower everyone, including children, students, and employees to unlock their full learning potential.

Our learning platform makes it easy for any individual or corporation to create, share, and play learning games that drive compelling engagement. In addition, our family of apps takes math learning to a new level and empowers children to learn to read through play. Organizations can also connect and engage their work teams with Actimo, our employee engagement platform.

Launched in 2013, Kahoot!'s vision is to build the leading learning platform in the world. In the last 12 months, more than 200 million games have been played on the Kahoot! platform with over one billion participating players in 200 countries. The company is headquartered in Norway with offices in the US, the UK, France, Finland, Denmark and Spain. Let's play!

Mission
To make learning
awesome!

Vision
To build the leading
learning platform
in the world

We are playful
We are curious
We are inclusive

Kahoot!'s history

Kahoot! was founded in 2012 by Morten Versvik, Johan Brand, and Jamie Brooker who, in a joint project with the Norwegian University of Science and Technology (NTNU), teamed up with Professor Alf Inge Wang, and were later joined by entrepreneur Åsmund Furuseth.

The technology is based on research conducted by Kahoot! co-founder Morten Versvik, a student of Professor Wang's at the time, for his Master's degree at NTNU.

Kahoot! has raised \$325 million in total funding from Softbank, Northzone, Creandum, M12 (formerly Microsoft Ventures), Datum Group, Accelerator Investments LLC (owned by Walt Disney Company), and Norwegian and international investors. Kahoot! was listed on the Oslo Stock Exchange's Merkur Market on October 10, 2019.

Kahoot! can be played in many ways:



Through live games where the host launches a kahoot quiz on a larger screen and participants answer questions through a simple browser-based interface or the Kahoot! mobile app, either in a physical setting or virtually over video conference.



Through challenges sent by host to users to be played at their own pace in the Kahoot! iOS or Android mobile app or on the web.



Through self-study mode in the Kahoot! mobile app. Kahoot! Study, a self-study mode in the app is perfect for engaging individual study and study groups in different locations.

Kahoot! Timeline



2016-17

Launched in September 2013
Growth focus on US and K-12
Top 3 tool in US education
50+ employees

2018

Launched first commercial editions with 40K paid subscriptions
Launched mobile apps for iOS and Android
75+ employees

2019

New commercial subscription editions for all segments
Reached 170K paid subscriptions
Acquired Poio and DragonBox
120+ employees

2020

Expanding commercial with 360K paid subscriptions
Launched first platform service
Acquired Actimo for Enterprise Learning
150+ employees

Kahoot! started in 2012 as a quiz-based game to **ensure attention, create engagement** and **provide knowledge** in classrooms.

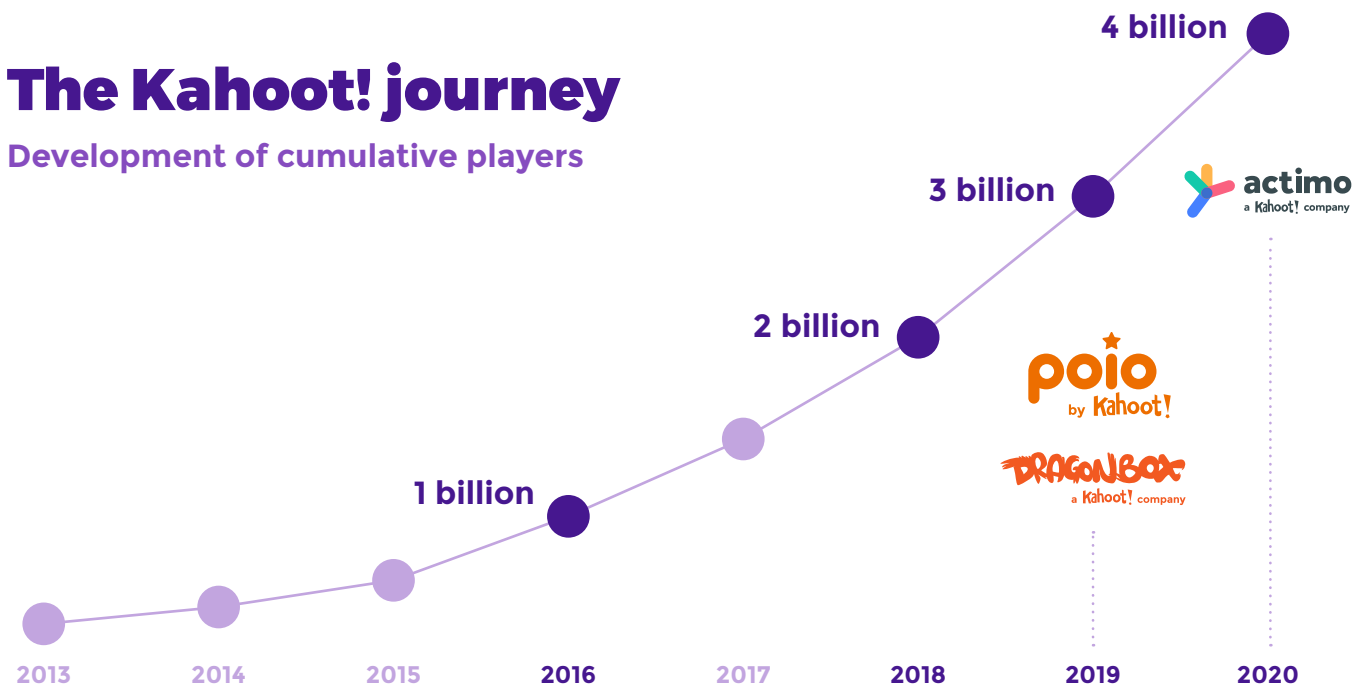
Global recognized brand with a **viral distribution model** based on **scalable technology platform**

User centric, data-driven and iterative approach to product development and innovation

100M user generated kahoots, over 200M games played last 12 months with over **1.3B participating players**

The Kahoot! journey

Development of cumulative players



Kahoot!

Product snapshot



Kahoot! at school

Used in schools by teachers and students to increase classroom engagement, for formative assessment and distance learning.

- ▶ Over 7M teachers and hundreds of millions of students participating
- ▶ Over 180K paid users in the School segment and 75K subscriptions in the Home & Study category (including DragonBox curriculum)

Current offerings

- ▶ Kahoot! at school basic (free) and premium subscriptions plans for in and outside the classroom, all subjects
- ▶ Kahoot! EDU site license for schools and districts DragonBox school, math curriculum grades 1-3 in Norway and Finland
- ▶ Poio used in school pilot



Kahoot! at home

Ensures playful learning in a social setting, enabling parents to connect with their children's education - ad free!

- ▶ Top 5 in U.S. app stores (EDU)
- ▶ 100M games played in the last year, making learning awesome in all settings and any topic

Current offerings

- ▶ Kahoot! at home (free and premium plan), all subjects
 - ▶ Kahoot! app
- ▶ DragonBox Math apps
- ▶ DragonBox Chess app
- ▶ Poio - learn to read app



Kahoot! at work

Provides engaging presentations, training, events, team building and distance learning

- ▶ 97% of Fortune 500 companies use Kahoot!
- ▶ 400K business accounts hosted 2.5M games with 20M participating players in the last 12 months

Current offerings

- ▶ Several tiers of commercial offerings tailored specifically for businesses at small, medium and enterprise level



Kahoot! Academy

A unique online community and knowledge platform that lets educators access and share high-quality learning content, build a profile, and join communities based on their subjects and interests.

Current offerings

- ▶ High-quality, verified content from educators and premium partners
- ▶ Apply to become a Verified educator and share learning content
- ▶ Kahoot! Publisher educational publishers, brands, and content creators

Get in touch

For general inquiries, email hello@kahoot.com

For press inquiries, email press@kahoot.com

For business inquiries, email business@kahoot.com

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