

Kahoot!



[Visit kahoot.com](https://kahoot.com)

ABOUT KAHOOT!

Kahoot! is a game-based learning platform and one of the world's fastest-growing learning brands with more than 50 million monthly active users in more than 180 countries. Kahoot! makes it easy to create, discover, play and share fun learning games in minutes—for any subject, in any language, on any device, for all ages.

Launched in 2013, with the mission to make learning awesome, Kahoot!'s free game-based platform engages the heart, hand and mind, creating a wildly more social, meaningful and powerful pedagogical experience. Kahoot!'s

platform and easy-to-use features not only attract educators and students but reach beyond the classroom to corporate powerhouses, sporting and cultural events, and any social and learning context.

With Kahoot! you can introduce new topics, test knowledge, revise, connect with others all over the world, survey opinions, gather insights, facilitate discussion, spark up professional development or just have a little fun.

Kahoot! was developed in Norway in 2013 and launched in private beta at the third annual SXSWedu in March 2013.

50M monthly active users

(MAUs) on the platform, of which 32 million are in the United States.

110M kahoots played

on the platform so far, including a library of 20 million public kahoots.



2M+ K-12 teachers

in the U.S. have signed up for Kahoot! and 21 million (more than a third) of U.S. K-12 students use Kahoot! on a monthly basis.



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HISTORY

Kahoot! was developed in Norway in 2013 and launched in private beta at the third annual SXSWedu in March 2013, where it was shortlisted for the LAUNCHedu final. In September 2013, Kahoot! launched in public beta and by September 2015 it had grown to 75+ million users in over 180 countries around the world, answering well over 3 billion times.

Today, Kahoot! has around 50 million monthly active users, and more than 1 billion cumulative players have used Kahoot! since its launch in 2013.

FUNDING

Kahoot! has raised a total of \$26.5 million from renowned investors such as Microsoft Ventures, Creandum and Northzone.

LOCATIONS

Kahoot! has more than 50 employees based out of its offices in Oslo, London and Austin.



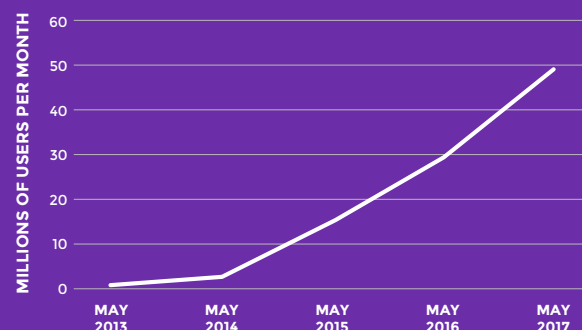
Kahoot's gamelike features and easy-to-use format have helped turn it into a **classroom phenomenon**.
Kahooting is an actual word now.
- The New York Times



Top educational searches on Kahoot! in Q1 2017 in the U.S.:

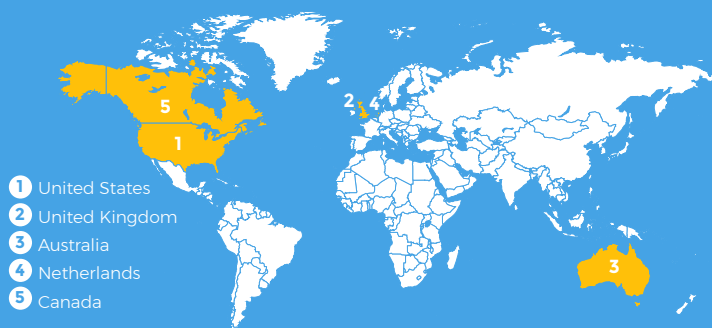


Kahoot! monthly active users



TOP 5 COUNTRIES

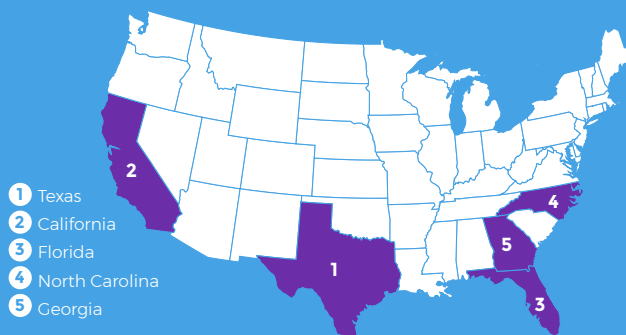
where Kahoot! is played



*by participating players as of May 2017

TOP 5 U.S. STATES

where Kahoot! is played



*by participating players as of May 2017