

IS KAHOOT! A GOOD FIT?

How Kahoot! can add value to your school or organization

Introduction

Kahoot!'s mission is to make learning awesome for learners, educators, trainers, and all explorers of curiosity. Our success is measured in part by the amount of fun your audience has while you teach. We also aim to simplify teaching.

Here you'll learn about specific challenges Kahoot! can help with, as well as what to avoid using Kahoot! for. You'll also learn about our approach to data privacy & safe-handling, our IT setup "recipe for success", and tips for curbing mischief that participants sometimes indulge in.

To kahoot!, or not to kahoot!

While we like to celebrate often about the amazing experiences that people tell us about, we also strive to be realistic that no product is a "cure all". As mentioned above, our focus is to "make learning awesome", which means priority #1 is driving up people's desire to learn.

Here's how the Kahoot! experience works:

- Instead of a lecture or review quiz, the educator launches a kahoot on a big screen
- Participants go to kahoot.it or download our iOS/Android app to join & compete

These basic mechanics appeal to our competitive nature, increasing participants' attentiveness.

As the lecturer, you can use Kahoot! as..

- a baseline of what participants initially know
- a presentation tool to keep them thinking as you introduce new information
- a review after you've presented
- a "[challenge](#)" homework activity



Detailed results are downloadable at the end. Results can help you identify knowledge gaps and adjust future lectures accordingly, as well as refine your lecture for future participant groups. However, kahoot results are not intended to be used for formal evaluations, so we recommend you don't use results for assigning grades or scores for official performance metrics.

Data privacy

Privacy policy

Kahoot! cares about your privacy and wants you to be familiar with how we collect and treat information. **We do not collect any personal information from a person who merely plays a kahoot.** But in order to create or host a kahoot, a person must create an account at <https://kahoot.com>. You can read our Privacy Policy at <https://kahoot.com/privacy-policy/>.

What we collect and how

When someone creates and uses an account, we may collect personal information like name, email address, profile picture, and biographical info. We may also collect non-identifiable information like browser and device info, usage data, and demographic info. Information may be collected through various ways, including:

- **Our services or app:** such as when you sign in, create your account, or edit your profile
- **Offline:** such as when you contact customer service
- **Automatically through browser or device:** such as a MAC or IP address, OS, and browser
- **Through cookies, pixel tags, or similar:** such as pages visited or time spent signed in
- **Analytics tools:** such as Google Analytics

How we may use information

- To respond to your inquiries or requests.
- To send administrative info to you regarding our services or changes to policies.
- To share information we believe may be of interest to you, subject to your consent.
- To personalize your experience while using our services.
- To allow participation in sweepstakes, contests, or similar promotions.
- To send transactional emails, e.g. resetting your password
- For business purposes, such as data analysis, fraud monitoring, or improving our services.

How we may share information

- To 3rd party services we use for hosting, data analysis, IT and infrastructure provision, customer service, email delivery, auditing and other services.
- To trusted 3rd party sponsors of sweepstakes, contests, or similar promotions.
- To identify you when you share a kahoot or other messages through our services.

Accounts for minors

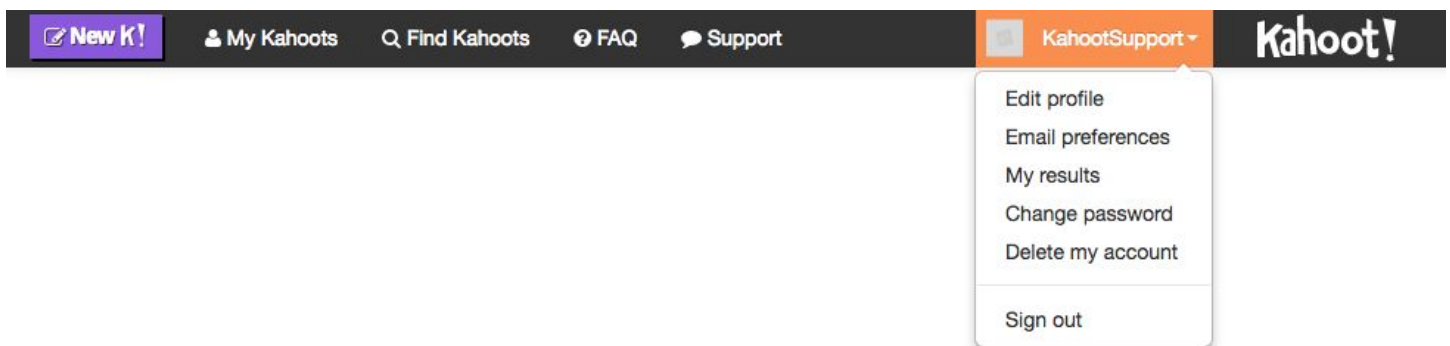
The Children's Online Privacy Protection Act (COPPA) requires we gain parental consent for students under 13 unless we only collect "a persistent identifier and no other personal information and such identifier is used for the sole purpose of providing support for the internal operations of the Web site or online service." ~ §312.5(c)(7)

If someone under 13 (under 16 elsewhere in the world) creates an account, we collect their email, which is immediately and permanently altered so it can only be used for password resets. It cannot be used to contact the student. Students must also provide a username and password, which are used for login purposes only.

Altering Data

If you would like to review, correct, update, suppress or delete personal information on your account or account of a child you have authority to grant parental consent for and a tool does not exist for you to do this on your own, you can contact us for help using the information found on the last page of this document.

If you have access to the account, you can sign in and click your username in the top nav bar to access your account menu. This will let you edit Personal Information in your profile, set preferences on what we can email you about, view results from kahoots you hosted, change password, or delete your account.



If you have access to the account and it is for a child, the profile cannot be edited until the child reaches age 13 in the US (16 elsewhere). Email preferences are not available, as their email can only be used for password resets.



If you are unable to sign in but have access to the email on file, use our password reset tool at <https://create.kahoot.it/#forgotpassword> to receive an email message that includes your username and a temporary link to a secure site that lets you create a new password. This email is sent instantly after you submit your email. The temporary link is valid for 24 hours.

If you are unable to sign in and do not have access to the email on file, you will need to contact the IT admin of the organization that owns the email domain and request they re-establish your email access.

Safe-handling

Internal standards

Each K!rew member is given access to data necessary based on the needs of their role. We use monitoring tools & routines for identifying potential privacy breaches. We also have established offboarding processes that include access removal.

We follow industry best practices to restrict access to internal systems. We perform regular backups and periodic restore tests, automated patching and updates, and we securely wipe all data from retired servers. We use end-to-end encryption in transit and internally between our datacenters. We use an external company for regular penetration tests following OWASP standards.

3rd parties

3rd parties have contractually limited data access based on the needs of services rendered. Our hosting providers follow security and best practices for physical and environmental risks, including geographically distributed centers with failover methods in place to make sure the experience can continue in case of any regional failure.

End-user continuity

To guarantee the quality of our code, we do code reviews and use automated testing tools. All changes are tested in multiple development environments that are hosted separately from our production platform.

IT set up “recipe for success”

Browsers and devices

Kahoot! offers web platforms that are fully supported on the latest two versions of Chrome, Firefox, Safari, Edge, and IE. Windows 10 apps are available that provide shortcuts to our web platforms.

Platform URL	Windows 10 app
https://create.kahoot.it/	Kahoot! Create
https://kahoot.it/	Kahoot! Play

You can also install our iPhone/iPad and Android apps on supported operating systems.

Operating System	Supported Versions	Link
iOS	9 or newer	App Store
Android	4.4 or newer	Google Play

We're unable to support customized distributions or root/jailbreak versions. Chromebooks that support Android apps can use our app.

Network Settings

If using a firewall, Kahoot! needs access to ports 80 and 443 on these domains:

<https://create.kahoot.it>

<https://play.kahoot.it>

<https://kahoot.it>

<https://test.kahoot.it>

<https://media.kahoot.it>

SSL is used to encrypt data between devices and servers. Networks that monitor SSL activity sometimes replace our certificates with it's own. This can cause authentication errors. The above URLs may need to bypass network monitoring.

Kahoot! uses secure websockets, which may be a problem for proxy servers. You might need to whitelist our websockets URLs:

<wss://play.kahoot.it/cometd>

<wss://kahoot.it/cometd>

Cookies are also used to support the internal operations of the services.

Player capacity and internet bandwidth

Kahoot! supports up to 4,000 devices in a single live game. Below are recommended minimum bandwidths based on the number of participants.

20 players	2 Mbps
50 players	3 Mbps
100 players	5 Mbps
500 players	23 Mbps
1,000 players	45 Mbps

A hardwire connection is recommended for hosting games.

If planning a game with more than 1,000 players, [please review this help guide](#).

Email security settings

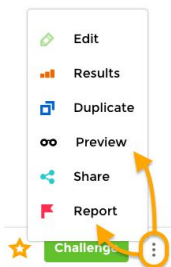
If a user forgets their password, they'll need to receive an email from noreply@getkahoot.com to complete a password reset. An exception to security settings on your organization's email domain may be needed to ensure these messages can be received.

Curbing mischief

Here are some tips on what can be done to address inappropriate content.

Previewing and reporting kahoots

Via <https://create.kahoot.it/>, people can browse public content created by other users on the platform. It's important that people carefully review any content they plan to use that they didn't create. The best way to pre-screen a game is to test-play it!



On a kahoot's details page, there's a "Preview" button found in the menu at the bottom right of the screen that simulates a game and a student device so you can review all questions, answers, images, and videos.

If you find inappropriate content, please use the report link on the details page to notify our moderators of what you found.

Hosting kahoots

With games played in social settings, there can be a risk of some mischief. If some of the participants decide to partake in such behaviors, we don't want that to sour the game experience for others. Here are some examples and measures we've put in place to prevent that from happening.

Inappropriate nicknames

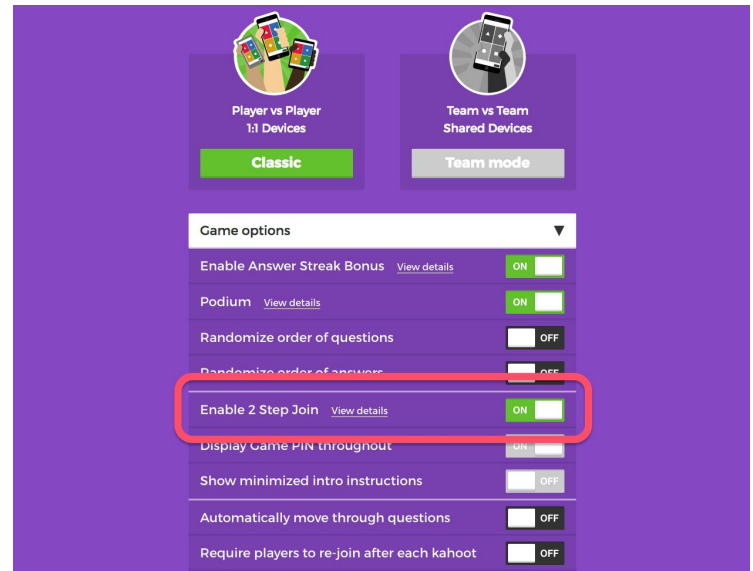
If someone uses an inappropriate nickname in a kahoot you're hosting, you can easily remove them from the game. Just click their nickname anywhere you see it (the lobby or a scoreboard) and they'll be removed. That person will be returned to the "enter game PIN" screen and can rejoin. The device of the removed player will have a red background for a few minutes, whereas other participants will have backgrounds that change color. This is meant to be a subtle way for you to identify who it was, if you need to.

We also have a profanity filter in place that monitors nicknames. If an inappropriate term is identified, the nickname will be replaced with a generic word. If an inappropriate term (or variation) slips past our profanity filter, please contact us to advise what it was. We'll be happy to update our filter and prevent this from happening again in the future.

Sharing PINs via text or online

On rare occasions, some participants share live kahoot PINs via text, social media, or online forums. This may result in several people (more than in your room) joining your kahoot.

To prevent this, turn on the game option “Enable 2 Step Join” before you choose “Classic” mode. This will require participants to enter your PIN, and then press four buttons in a specific sequence. The correct sequence displays only on your screen and changes every seven seconds. This should pose a minimal inconvenience to those playing the game, and prevents others outside the game from joining.



Conclusion

We take our mission to grow a culture of lifelong learners very seriously and hope you'll help us in making that happen. For more info on how Kahoot! works, you can use the contact info below, or browse our FAQ at <https://kahoot.com/help/>.

Have more questions?

Get in touch anytime - whether you need a hand, or just want to say hello.

Tweet us [@GetKahoot](https://twitter.com/GetKahoot) or [@KahootSupport](https://twitter.com/KahootSupport)

Message us through our [Facebook page](#)

Email us at hello@kahoot.com