

# **Kahoot! for schools: solution brief**

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# Introduction

Over 70 million people around the world use Kahoot!, the game-based learning platform, every month in K-12 schools and universities, corporate offices, social settings, sporting and cultural events. Building our platform, we chose to address the classroom first, and teachers have traditionally represented the largest part of our user base. For example, in the US alone, more than **50% of K-12 teachers** have signed up to the platform to make learning more fun, engaging and impactful.

To help you understand what Kahoot! is and how it can add value to your school, we created this document with a summary of the following topics:

- What is Kahoot!? and how it works
- An overview of the main product features
- Examples of how educators use Kahoot!
- Tech requirements for Kahoot!
- Easy-to-understand explanation of how Kahoot! is built
- Kahoot!'s approach to security and data privacy

We hope this solution brief will help you define whether Kahoot! is the right fit for your school's needs, as well as provide your school administrators the information they need in order to evaluate our solution.



# What is Kahoot!

Kahoot! is a game-based learning platform used in schools and universities, corporate offices, social settings, sporting and cultural events. For teachers and students, Kahoot! helps to introduce, review and retain knowledge in a fun, interactive and engaging way, both in class and as homework. Kahoot!'s mission is to make learning awesome in all contexts.

Since its launch in 2013, Kahoot! has surpassed 2 billion cumulative players. The largest Kahoot! user groups are students and teachers. In 2018, more than 50% of K-12 teachers in the US signed up to the platform to make learning more fun, engaging and impactful. In the same year, more than 50% of K-12 students in the US used Kahoot! every month of the school year.

## How does Kahoot! work?

After signing up for an account, any Kahoot! user can create a game, based on a multiple-choice quiz format, on any topic/concept, for any subject, in any language. Users can also choose a ready-to-play game from our public library on the platform. To play Kahoot!, all you need is a mobile device, laptop or desktop with an internet connection and a web browser.

The classic **live game experience** is playing Kahoot! in a classroom with questions displayed on a shared screen, which engages students' attention. They use their own devices as game controllers to answer the questions. In **challenge mode**, players compete against each other remotely to reinforce knowledge they've gained in class. Both questions and answers are displayed on their mobile devices inside the Kahoot! app.

Players don't need an account in order to play a kahoot, so they can remain anonymous in the game by using nicknames. Some teachers hosting games encourage students to use their real names, but this is also up to you!

After a game, you can access a downloadable report including gameplay results to track student performance, assess learning outcomes, evaluate knowledge retention and gain valuable insights for your next class.

## Product features

**Kahoot! Basic** is our product with essential features millions of users are familiar with, and it's **free** for school teachers. **Kahoot! Plus and Pro** are our premium plans for schools. As an optional upgrade, they include a set of premium features focused on collaboration, detailed reporting, time-saving tools and advanced game creation.



### Essential features in Kahoot! Basic:

- Create games - most commonly, a multiple choice quiz - on any topic, in any language
- Host games in a live setting
- Add questions from our question bank to create kahoots faster
- Assign kahoots as homework with the challenge feature
- Search from millions of kahoots in our library of ready-to-play games
- Download game reports as spreadsheets
- Choose from 2,000 royalty-free images in our built-in image library when creating kahoots

### Premium features:

- Add slides to give your questions more context (Pro)
- Add poll questions to gather player feedback (Pro)
- Combine different question types with slides to teach a whole lesson (Pro)
- Use a department or school-wide team space as a shared game bank (Plus, Pro)
- Share ready-to-play kahoots class to class and save time (Plus, Pro)
- Organize kahoots into folders by class, topic, subject, etc. (Plus, Pro)
- View and share advanced reports to track and improve learning outcomes (Plus, Pro)
- Give school admins visibility into kahoots and game reports (Plus, Pro)
- Get access to an extensive, premium image library to create more engaging kahoots (Pro)
- Boost team spirit at events by branding games with school logo or mascot (Plus, Pro)
- Get a public profile where you can showcase kahoots you created (upon request in Pro)

## Pricing

### Kahoot! Basic

Kahoot! Basic, our product known and used by millions of educators, is **free for school teachers**. We plan to continue improving Kahoot! as part of our mission to make learning awesome.

### Kahoot! Plus and Pro

Plus and Pro are premium plans that complement our free product that is available today. It includes a set of premium features for teachers, schools and school/district administrators. We're offering Plus for **\$1 per teacher per month** and Pro for **\$3 per teacher per month**, billed annually, and from **\$5 and \$10 respectively for higher ed teachers**. We recommend inviting more teachers to your team to get the most of the collaboration superpowers in Kahoot! Plus and Pro.

This affordable price is subsidized by thousands of businesses using a paid version of Kahoot!



## Use cases

The flexibility of our platform enables educators to use it in diverse ways to support learning outcomes and increase student engagement. Here are some of the most common Kahoot! use cases in education:

- Introducing new topics
- Reviewing and reinforcing knowledge
- Revising topics before exams
- Formative assessment
- Breaking the ice in class
- Rewarding students
- Facilitating teamwork
- Assigning homework
- Running student-led projects
- Team play to boost collaboration

## Under the hood

Kahoot!'s deployment model is a cloud hosted, multi-tenant SAAS platform. We do not own or operate our own infrastructure or network. Our services are built up using various programming languages and backend technologies to serve various needs.

For example, all servers we manage run on Ubuntu Linux. For our front-end, we use Javascript and WebSockets. For our back-end, we use Java, Node.js and various languages for internal tooling and automation. We also have integrations with third party systems - for payment, email delivery, analytics, customer support, and other purposes.

## IT setup guide

### Browsers and devices

To run Kahoot!, you need any modern computer/portable device with a recent version of a major HTML5 browser (for example, Google Chrome, Firefox or Safari) or an iOS or Android device with our mobile app installed on it.

### 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>

Other domains will also be needed to load sub-assets from the domains above.



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

Kahoot! uses secure WebSockets. To ensure they can be used on 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 our services.

### **Player capacity and internet bandwidth**

By default, Kahoot! supports up to 1,000 devices in any single live game. Please contact us at [help@kahoot.com](mailto:help@kahoot.com) if you're planning a game with more participants.

Below are the recommended minimum bandwidths to support specific numbers of participants in live games:

- 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 larger games.

## **Ensuring a smooth game experience in class**

To simplify your hosting experience and protect the games you host in class from naughty player names, use our nickname generator feature. Using this feature, you'll have the option to assign a random friendly and funny 2-word nickname to players.

In addition to that, Kahoot! also has a profanity filter in place that monitors manually added nicknames. When an inappropriate term is identified, the nickname will be replaced with a generic word.

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 the game 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.

## Privacy and security for Children

The Children's Online Privacy Protection Act of 1998 (U.S.), the Family Educational Rights and Privacy Act (U.S.), the General Data Protection Regulation (E.U.) and other data privacy laws have been established to protect the privacy of minors. We take our compliance obligations under such laws, and the privacy of our users generally, very seriously.

### What user data from children under the age of 13 does Kahoot! store?

We do not knowingly seek or collect Personal Information from users under the age of 13 (for U.S. users) or 16 (for non-U.S. users). If we determine we have inadvertently gathered Personal Information from users under the age of 13 (for U.S. users) or 16 (for non-U.S. users), we will promptly delete any and all such Personal Information from our records.

### How we may use information

We and our service providers collect information that is reasonably necessary to support the internal operations of the Kahoot! Service, as described below.

When a user who is under the age of 13 (for U.S. users) or 16 (for non-U.S. users) creates an account (a "child accountholder"), we collect an email address only for the purpose of providing password reminders. We immediately and permanently alter the email address such that it can only be used as a password reminder and cannot be reconstructed into its original form or used to contact the child accountholder.

To permit the child accountholder to use the Services, we also collect a username and password, which are used for login purposes only.

### Right to review

If you would like to review the information we have collected from a student (i.e., his or her username and password), or if you would like to ask us to make no further use of, or delete, the information we have collected from your student, contact us at [schools@kahoot.com](mailto:schools@kahoot.com). In your request, please include your name and the student's Kahoot! username and specify the action you would like us to take. For your student's protection, we may need to verify your identity before implementing your request.

### Content moderation

We have a set of automatic filters preventing inappropriate content from being published on our platform. In addition we have a team of moderators reviewing kahoots reported by our users as inappropriate or misleading. If you would like to report a kahoot, please click on the three-dots menu on the kahoot's detail page and click **Flag**.

### Kahoot!'s security practices



Our security practices include security audits, risk assessments, server security, application security, as well as internal policies related to our staff and the way we organize our workflow.

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 data centers. We use an external company for regular penetration tests following OWASP standards.

### **Internal policies**

All Kahoot! employees are required to understand and follow our internal policies and standards. As a Norwegian company, we follow European data policies. Our applicants go through a pre-screening during recruitment process and our employees have an implicit NDA through their employment contract.

We follow industry best practices to restrict access to internal systems. For employees leaving the company we have established offboarding processes that include immediate access removal.

### **Third parties**

Third 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.

## **Questions?**

If you have any questions about Kahoot! for schools, please reach out to us at [schools@kahoot.com](mailto:schools@kahoot.com).

