

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 **47% 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 1.6 billion cumulative players. The largest Kahoot! user groups are students and teachers. In 2017, more than 47% 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 - such as a multiple-choice quiz, our most popular game type - 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! is our product with essential features millions of users are familiar with, and it's **free** for school teachers. **Kahoot! for schools**, including two plans - Kahoot! Plus and Pro, is our additional solution for teachers, schools and school/district administrators. It includes a set of advanced features focused on collaboration, detailed reporting and tools to save time on game creation.



Essential features in Kahoot!:

- Create games - most commonly, a multiple choice quiz - on any topic, in any language
- Host games in a live setting
- 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

Advanced features - only available in Kahoot! for schools:

- Co-create, edit and share learning games together with other teachers in your school's private team space
- Your team space serves as a shared kahoot bank that current and future teachers can access, saving precious time on finding relevant learning games
- Structure your school's kahoots by subject, grade, department or other criteria using our folder feature
- Save time creating high quality kahoots and increase student engagement by using our built-in, searchable image library with millions of images (Kahoot! Pro)
- Track student progress, step up formative assessment and improve learning outcomes with detailed, visual reports that can be shared between educators and admins
- Give your school's admins visibility into kahoots creation and data by adding them to your team space
- Boost school spirit and student engagement by having your school's logo or mascot in all kahoots
- Get a public profile where you can showcase kahoots you created (upon request in Kahoot! Pro)

Pricing

Kahoot!

Kahoot!, 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! for schools

Kahoot! for schools with its plans Plus and Pro complements the free product that is available today. It includes a set of advanced features for teachers, schools and school/district administrators. We're offering Kahoot! for schools from **\$1 per teacher per month for K-12 schools**, billed annually, and from **\$5 per teacher per month for higher education**. We recommend to invite more teachers to your team to get the most of the collaboration superpowers in Kahoot! for schools.



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 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 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

At Kahoot!, we take data security and privacy very seriously, and we recognize you care a lot about them, too. While we'd prefer, as a safety measure, to not disclose too much detail about our practices, we have some high-level information that will introduce you to how we work and what we do to make your Kahoot! experience smooth and safe.

What user data does Kahoot! store?

We do not collect any personal information from a person who merely plays a kahoot. However, in order to be able to create and host a kahoot, a user must create an account on our platform. During the registration process we collect basic details such as name (optional), email address, and usage type.

Where does Kahoot! store user data?

Our user-facing servers and those storing data are from AWS, Google Cloud, Hetzner and OVH. Data is stored across multiple servers and locations in the EU, Canada and the US for redundancy.

How we may use information

- To respond to your inquiries or requests.
- To send administrative information 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 system 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 third party services we use for hosting, data analysis, IT and infrastructure provision, customer service, email delivery, auditing and other services.
- To trusted third party sponsors of sweepstakes, contests, or similar promotions.
- To identify you when you share a kahoot or other messages through our services.

If you'd like to export your data or have all of it deleted, please contact customer support.

Accounts for minors

If minors create a Kahoot! 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.

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 businesses, please reach out to us at schools@kahoot.com.

