

Kahoot! for schools: solution brief

Introduction	2
What is Kahoot!	3
How does Kahoot! work?	3
Product features	3
Pricing	4
Use cases	5
Under the hood	5
IT setup guide	5
Ensuring a smooth game experience in class	6
Privacy and security for Children	7
Questions?	8



Introduction

Millions of 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, as of October 2019, in the US alone, half of teachers and students hosted or played a kahoot in the last 12 months.

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 at home via distance learning. Kahoot!'s mission is to make learning awesome in all contexts.

Since its launch in 2013, Kahoot! has surpassed 3 billion cumulative players. The largest Kahoot! user groups are students and teachers. Half of US teachers and students hosted or played a kahoot in the last 12 months.

How does Kahoot! work?

After signing up for an account, any Kahoot! user can create a game with multiple-choice quiz questions on any topic/concept, for any subject, in any language, or upgrade to access advanced question and content types, such as poll, puzzle, slide, word cloud (available for higher education) and open-ended questions. Users can also choose a ready-to-play game on the platform, including our collection of games created and verified by teachers. To play Kahoot!, all you need is a mobile device, laptop or desktop with an internet connection and a web browser.

A **live game experience** is playing Kahoot! in a classroom or via video as part of distance learning with questions displayed on a shared screen, which engages students' attention. They use their own devices as game controllers to answer the questions. In **student-paced challenge mode**, players go through the game at their own pace and compete against each other remotely to reinforce knowledge. Both questions and answers are displayed on their own devices.

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 view a report with results to 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! Pro and Premium** are our paid plans for schools. As an optional upgrade, they include a set of advanced features, such as advanced question types and game creation features, premium image library, and the ability to edit premium content.



Essential features in Kahoot! Basic:

- Create quiz games on any topic, in any language
- Host games live in class or via video as part of distance learning
- Add questions from our question bank to create kahoots faster
- Combine several kahoots
- Assign student-paced challenges for studying at home
- Search from millions of kahoots in our library of ready-to-play games
- View reports with actionable insights for formative assessment
- Choose from 2,000 royalty-free images in our built-in image library when creating kahoots
- Change game music to vary dynamics of the live session

Advanced features in paid plans:

- Add slides to give your questions more context
- Add poll questions to gather player feedback
- Add puzzles to get students focused
- Add word cloud questions to give students a voice (available for higher education)
- Add open-ended questions to test deeper understanding (Premium feature)
- Combine different question types with slides to teach a whole lesson
- Use a department or school-wide team space as a shared game bank
- Share ready-to-play kahoots class to class and save time
- Organize kahoots into folders by class, topic, subject, etc.
- View advanced reports
- Give school admins visibility into kahoots and game reports
- Choose from millions of images in our premium image library and use image effects to increase engagement
- Boost team spirit at events by providing a fully branded gameplay experience with your school's logo (Premium feature)
- Duplicate and edit kahoots from our extensive library of ready-made, premium games (Premium feature)
- Assign personalized learning in the Kahoot! app (Premium feature)
- Host school-sized live games and assign student-paced challenges to the entire school (Premium feature)

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! Pro and Premium

Pro and Premium are paid plans that complement our free product that is available today. They include a set of advanced features for teachers, schools and school/district administrators. We're offering Pro for **\$3 per teacher per month**, and Premium for **\$6 per**



teacher per month, billed annually, and paid plans Plus, Pro and Premium from **\$5, \$10 and \$15 for higher ed teachers**.

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
- Distance learning
- Formative assessment
- Breaking the ice in the beginning of a lesson
- Rewarding students
- Facilitating teamwork and student projects
- 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

To simplify your hosting experience and protect the games you host in class or via video from inappropriate player nicknames, 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 live games and student-paced challenges.

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. 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 the 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.

