

Kahoot! in 2020

Jan

15.8M
active accounts

152K
paying users



Launched **student-paced games on the web**

Feb

Free Kahoot! Premium access for teachers and schools affected by COVID-19
Introduced "**add images as answers**" feature



Mar

Launched **free distance learning webinar** series



Apr

16.8M
active accounts

202K
paying users



Kahoot! Poio Read app launched in the U.S.
Added **multi-select answers** feature
Launched **interactive presentations** feature

May

Integration with **Microsoft Teams**
5X increase in remote use
Introduced **new reports**
Launched **study modes** on the mobile app



Jun

Raised **\$28M** in new equity



Kahoot! EDU Summit connected 35K educators worldwide

Launched **Kahoot! ACADEMY**

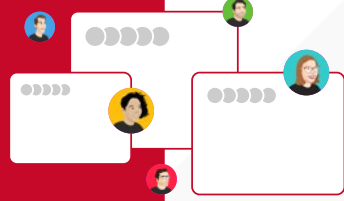
Rose to **Top 5 EDU app** in U.S. and U.K.

Jul

20M
active accounts

270K
paying users

Launched **Groups**
Collaborated with **Marvel**



Aug

Added **open-ended questions** feature



Sep

Launched **mobile app in Spanish**

jHola!

Partnered with **Disney**

Acquired **actimo**
a Kahoot! company



Announced **study leagues** on the mobile app

Overhauled **Kahoot! Certified**

Oct

21M
active accounts

360K
paying users

Launched **Kahoot! EDU**
Raised **\$215M** in new equity

Integration with **Zoom**
Introduced a **math symbol editor**

$$F = \frac{Gm_1m_2}{r^2}$$

Nov

400K paying users (not including Actimo and Drops)
Partnered with **Bitmoji**
Launched **Kahoot!+ for families**
Acquired **DRÖPS**
a Kahoot! company



Dec

Mobile app now available in **5 languages**



Added **brainstorm** feature

Reached **5B cumulative players** since launch