



# Kahoot!

**Make learning awesome**

**Company Presentation - UBS Conference  
March 19<sup>th</sup> 2021**





**Our vision is to build  
the leading learning  
platform in the world**

# Kahoot!



**Kahoot!** started 2012 as a quiz-based game to **ensure attention, create engagement** and **provide knowledge** in classrooms



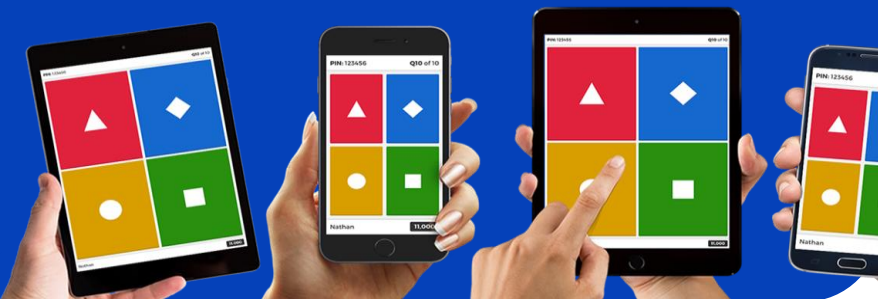
**Global recognized brand with a viral distribution model based on scalable technology platform**



**User centric, data-driven and iterative approach to product development and innovation**

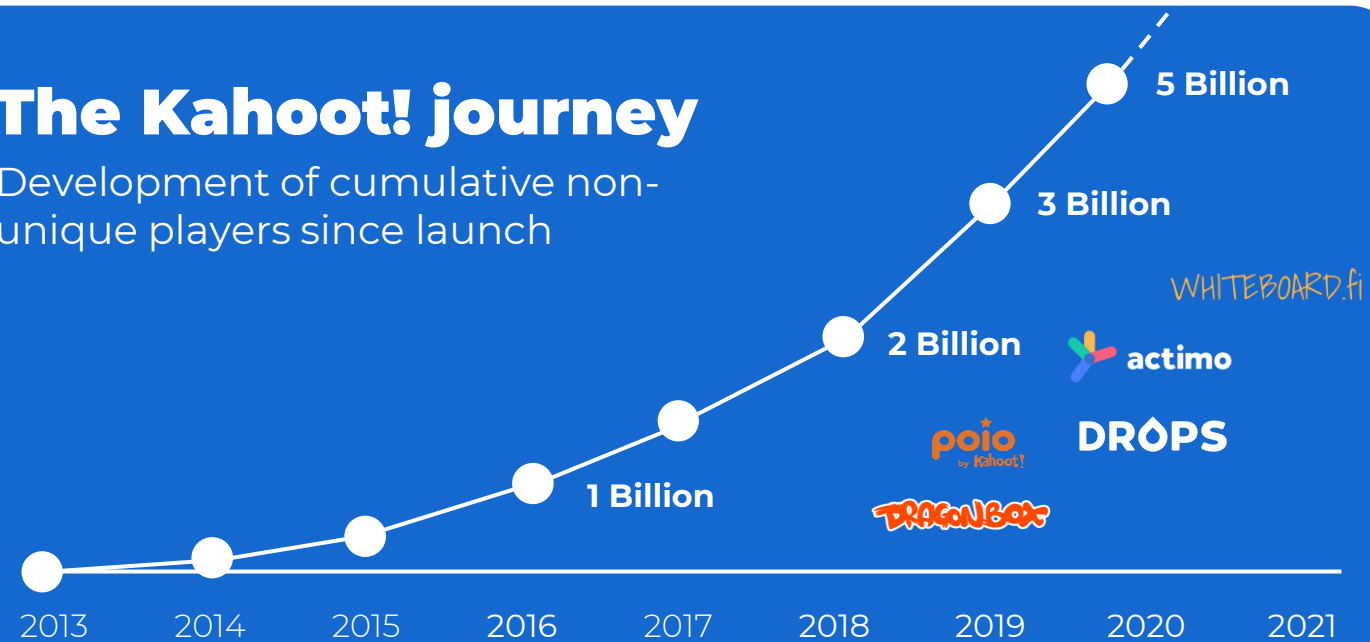


**Over 100m user generated Kahoots, 250m games** played last 12 months with **1.5bn participating players**



## The Kahoot! journey

Development of cumulative non-unique players since launch



### 2013-17

**Launched**  
September 2013

**Growth focus** on US and K-12

**Top 3 tool** in US education

**50+ employees**

### 2018

**Launched first commercial editions** with 40k paid subscriptions

**Launched mobile apps for iOS and Android**

**75+ employees**

### 2019

**New commercial subscription editions** for all segments

Reaching 170k paid subscriptions

Acquisition of **Poio** and **DragonBox**

**120+ employees**

### 2020

**More commercial offerings**, 550k paid subscriptions

Launched first **platform service**

Acquisition of **Actimo** Enterprise Learning and **Drops** language learning app

**200+ employees**

# Kahoot! today



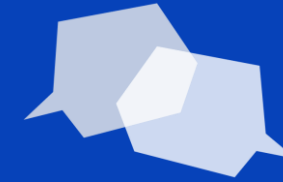
Scalable cloud platform

**\$20bn**

Large market opportunity\*



Recognized market leader



Viral business model

**24m+**

Active accounts whereof 7m teachers and educators

**550K+**

Paid subscriptions growing 220% YoY, for professionals, teachers, and personal use\*\*

**100m+**

User generated kahoots, 1.5bn participating players LTM (non-unique)

**90-100%**

Net dollar retention, above 100% for larger organizations

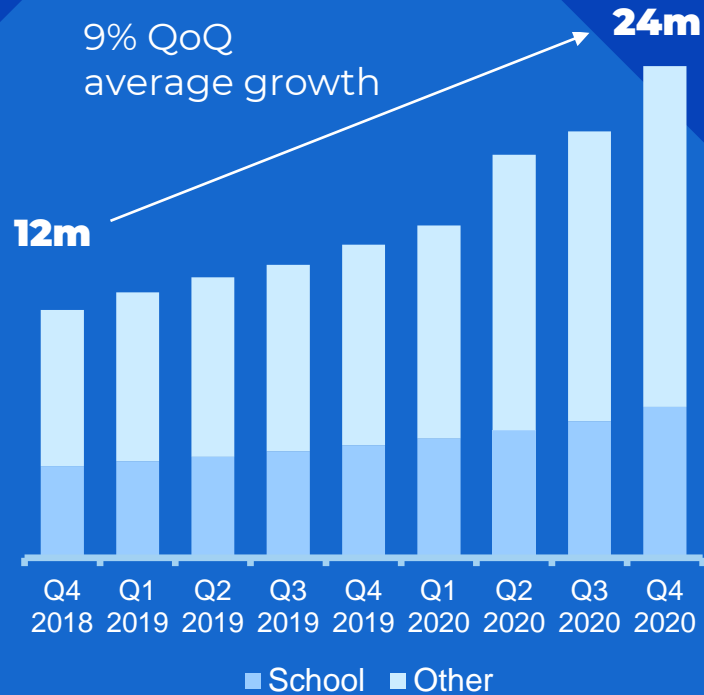
*\*Based on estimated EdTech market in 2020 from Goldman Sachs Education Technology Sector trends and market update May 2020*

*\*\*Including 100K from Drops, acquired November 2020*

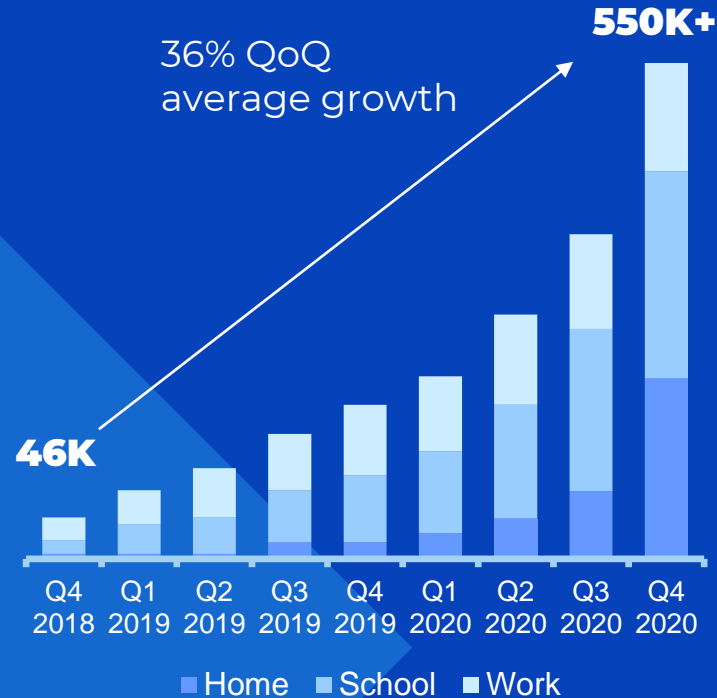


# Kahoot! accelerating momentum

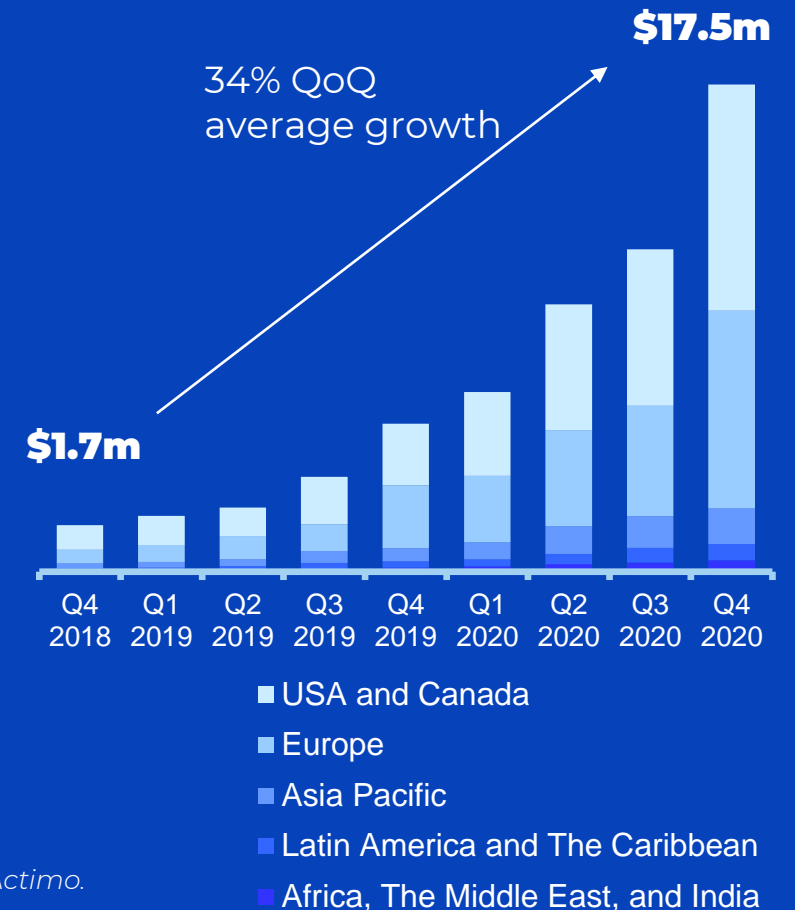
## Active accounts LTM <sup>1)</sup>



## Paid subscriptions <sup>2)</sup>



## Invoiced revenue <sup>3)</sup>



<sup>1)</sup> Active accounts LTM is defined as unique user accounts hosting a game with one participant or more LTM

<sup>2)</sup> Paid subscriptions is defined as total number of users on paid subscription per the end of the period, not including Actimo.  
Home subscriptions include 100K Drops subscriptions in Q4 2020

<sup>3)</sup> Conversion to paid subscriptions in all segments from customers in more than 150 countries

# Why everyone loves Kahoot!

## Embraced by 7m teachers

“Kahoot! helps me engage students in class and for homework, and also works great for virtual lessons even when school is closed

As do millions of teachers globally



## Loved by students across the globe

“I love Kahoot!  
It makes learning fun!

As do hundreds of millions of students



## Trusted by parents and families

“Kahoot! allows me to engage in playful learning with my family in a social setting

As do millions of families around the world



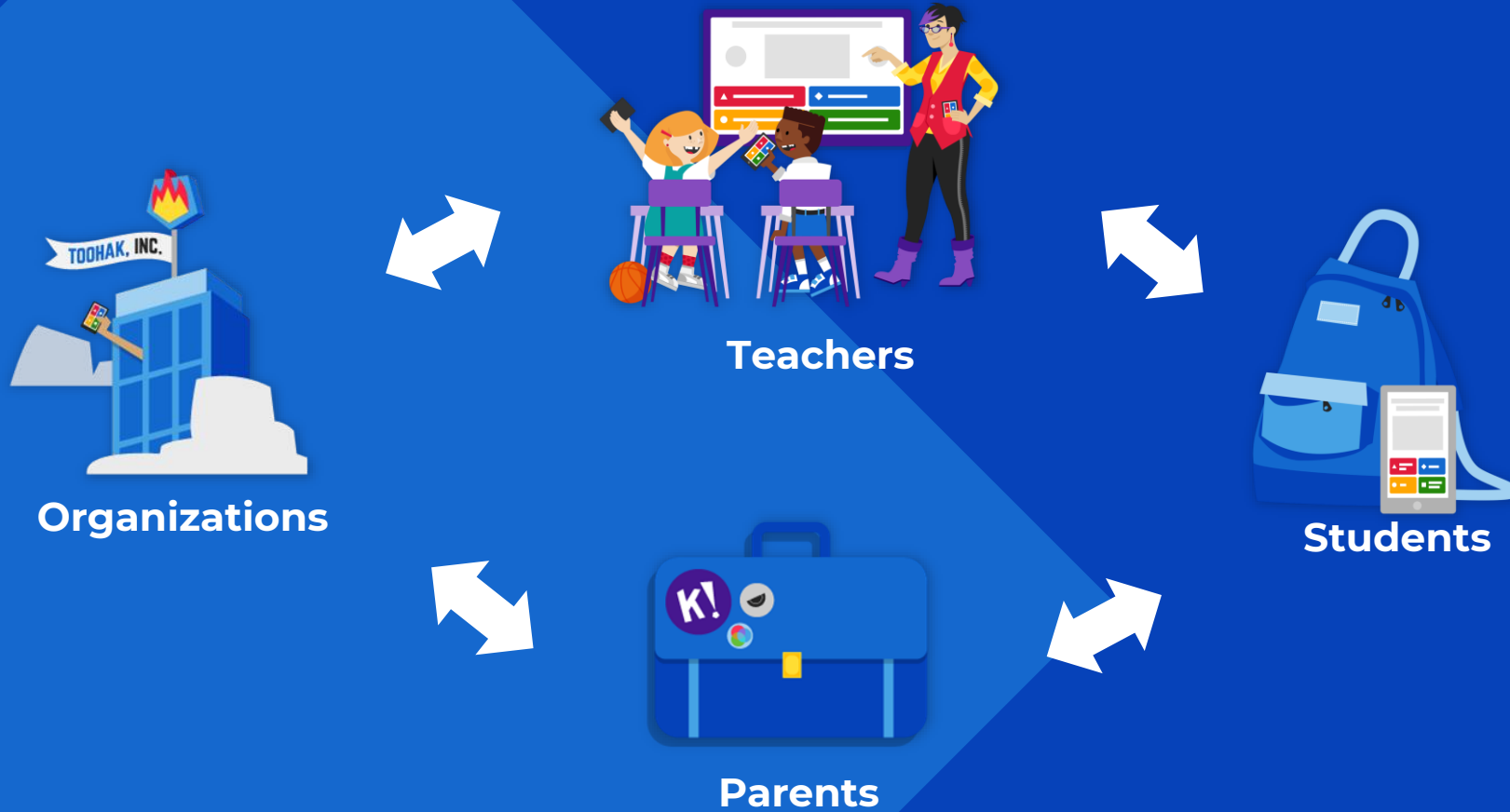
## Integral for corporate culture and learning

“Kahoot! breaks down barriers and connects teams

As do hundreds of thousands of organizations in over 150 countries



# To play Kahoot! is to promote Kahoot!



The Kahoot! viral distribution model generates millions of new accounts and app downloads every month

# Kahoot! *at home*

Over 10 million families and friends are using Kahoot! at home with over 100 million games played

Free and from \$5 per user per month

# Kahoot! *at school*

Over 200K+ teachers are paying for premium editions to drive learning and engage students

Free and from \$3 per teacher per month

# Kahoot! *at work*

Over 100K+ businesses breaking down barriers and connecting teams with our professional editions

From \$10 per user per month



Launch 2020

Connecting the global educator community and providing high-quality, verified content, to ensure that every student gets access to awesome learning at school and home





# Kahoot! *at work*



97% of the Fortune 500 are Kahoot!ing

# Kahoot! at work - for all organizations

## Corporate learning

“With Kahoot! I can measure product knowledge

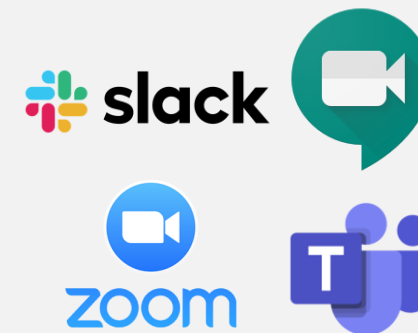
Courses, analytics, learner resources



## Team collaboration

“Kahoot! is a powerful tool for breaking down barriers and connecting the team

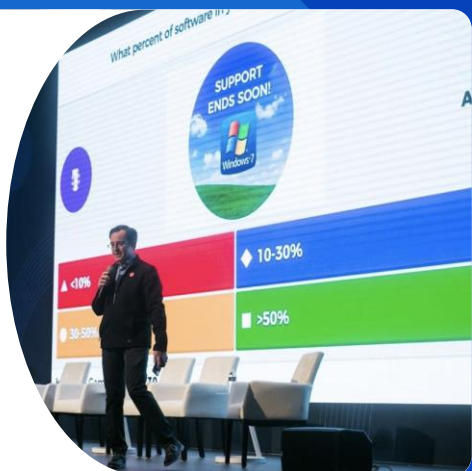
Integrations, collaboration tools



## Audience engagement

“Not only is my audience more engaged by being able to participate, I am also able to reinforce important content.

Interactive presentations, audience interaction features



## Company culture

“Kahoot! is built into our organizational culture

Team building mode, employee engagement tools





# Kahoot!

“For sales people it’s the competition that makes it even more exciting: they’re very competitive and everyone wants to get to the podium!”



“We had a standing ovation from people trying to participate in our annual risk management event”



“With Kahoot!, not only is my audience more engaged by being able to participate, I am also able to reinforce important content”



Presenter /  
Manager

Employee /  
Learner

“Kahoot! has become an important tool for continuous learning in our organization”



“Kahoot! offers Sky a unique insights platform, that is both flexible and adaptable to changes in the business strategy and environment.”



Trainer / HR  
Professional

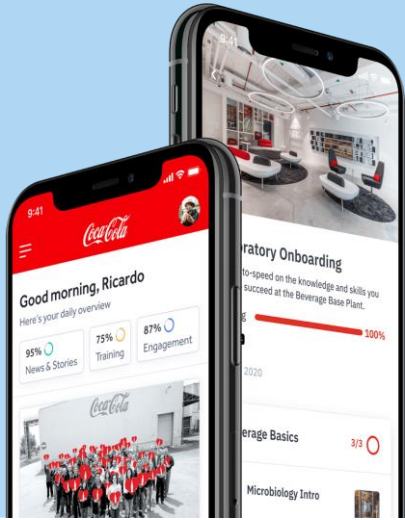
“Game-based learning is an easy way to assess learners’ retention. The trainer instantly knows what learners understand and what needs more clarification, helping us improve the learning for everyone”



# New and existing customers are making learning awesome in Q4



# Engagement & Communication

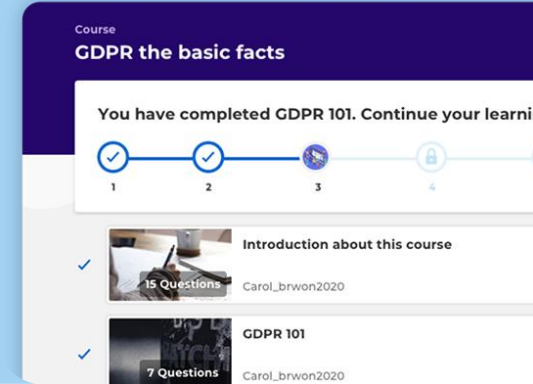


AIG | BETH HORTON | DANA | DARDEN RESTAURANTS | DELTA | devon | KeyBank | Kim | ally | Dillard's | Discover | Discovery | dish | COSTCO | CROWN | Amaran | DISNEY | DOLLAR GENERAL | DOLLAR TREE | Dominion | DOVER | KOHL'S

# 97%

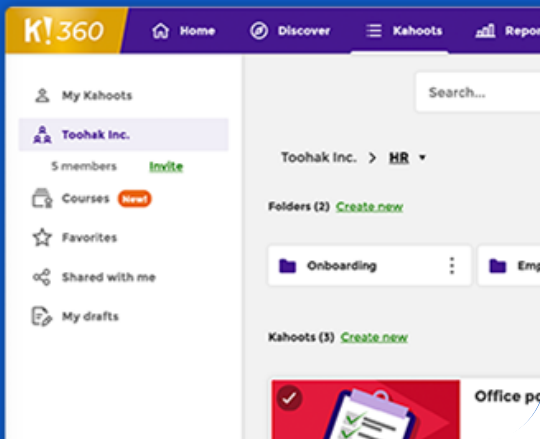
of the Fortune 500 are Kahoot!'ing

# Training & development



# Kahoot! at work

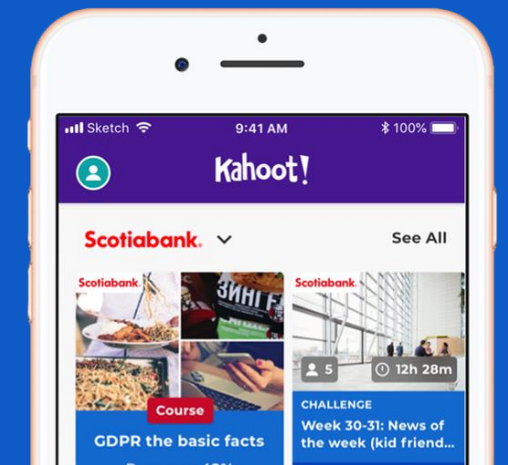
# Company culture



# Interactive presentations & meetings



# A better experience for all learners



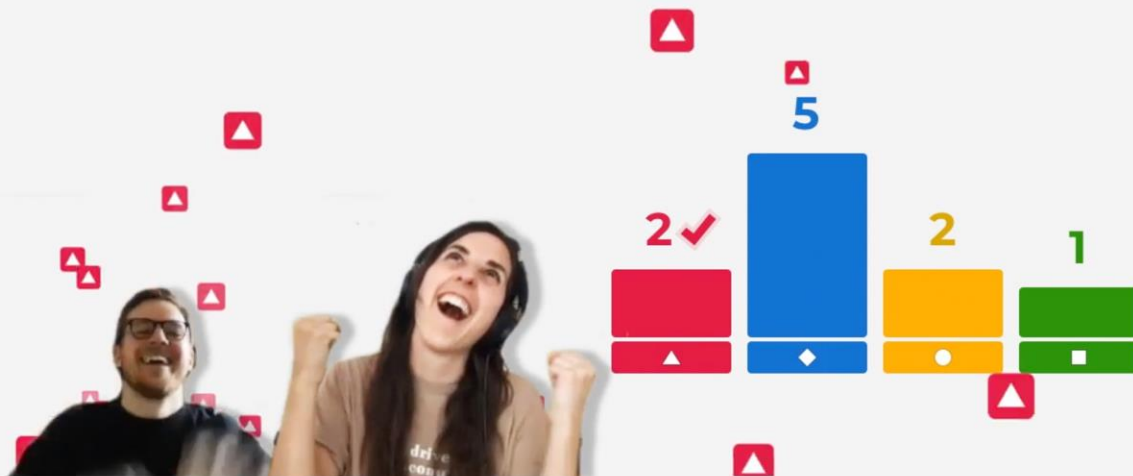
COMING 2021!

9:41 AM Wed Mar 18

100%

## When was Kahoot! founded?

Next



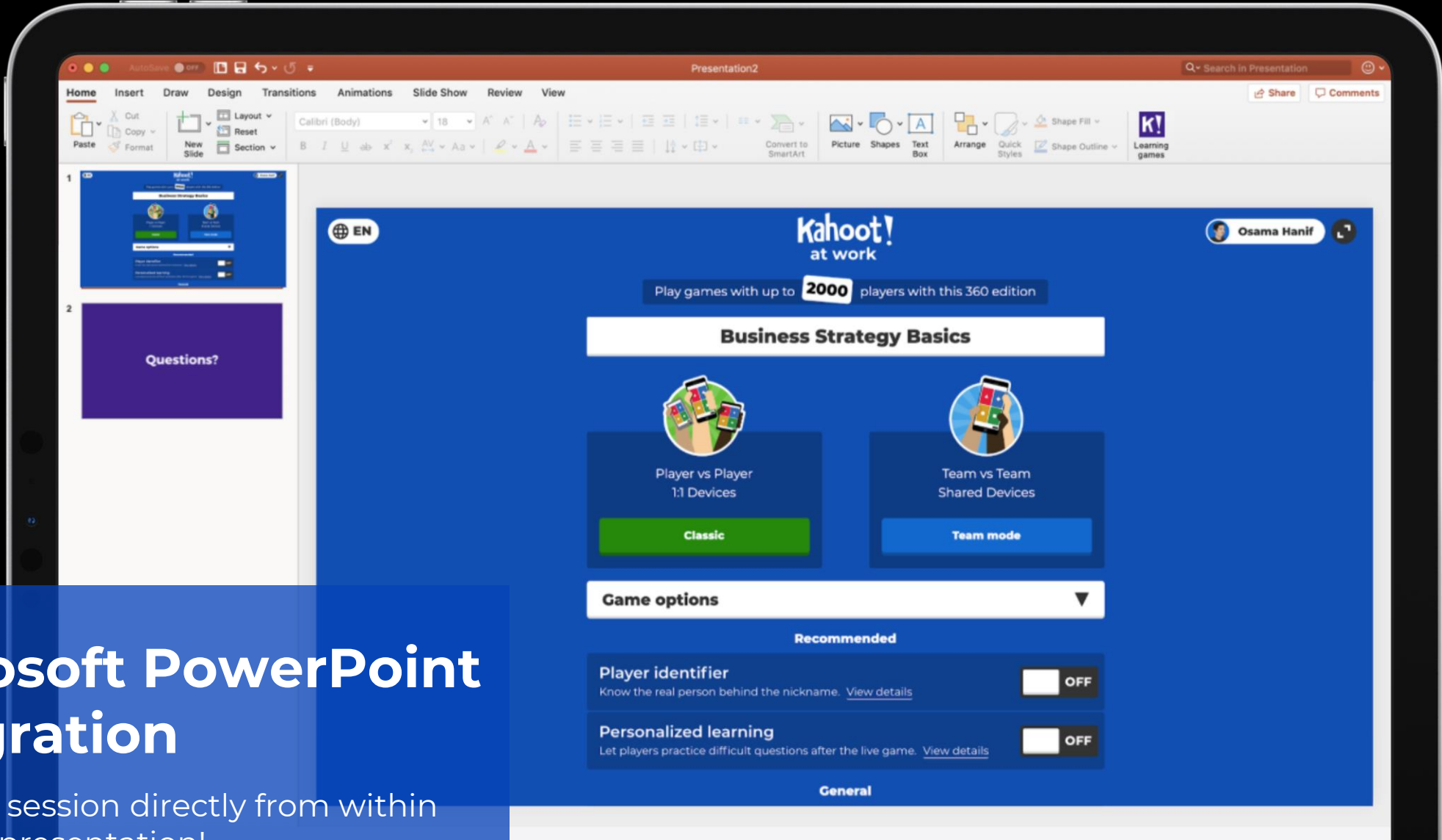
Introducing

# Kahoot! 360 Engage

The next generation of engagement for Zoom, Microsoft Teams and Google Meet! Coming 2021 to Kahoot! 360 for work and professionals



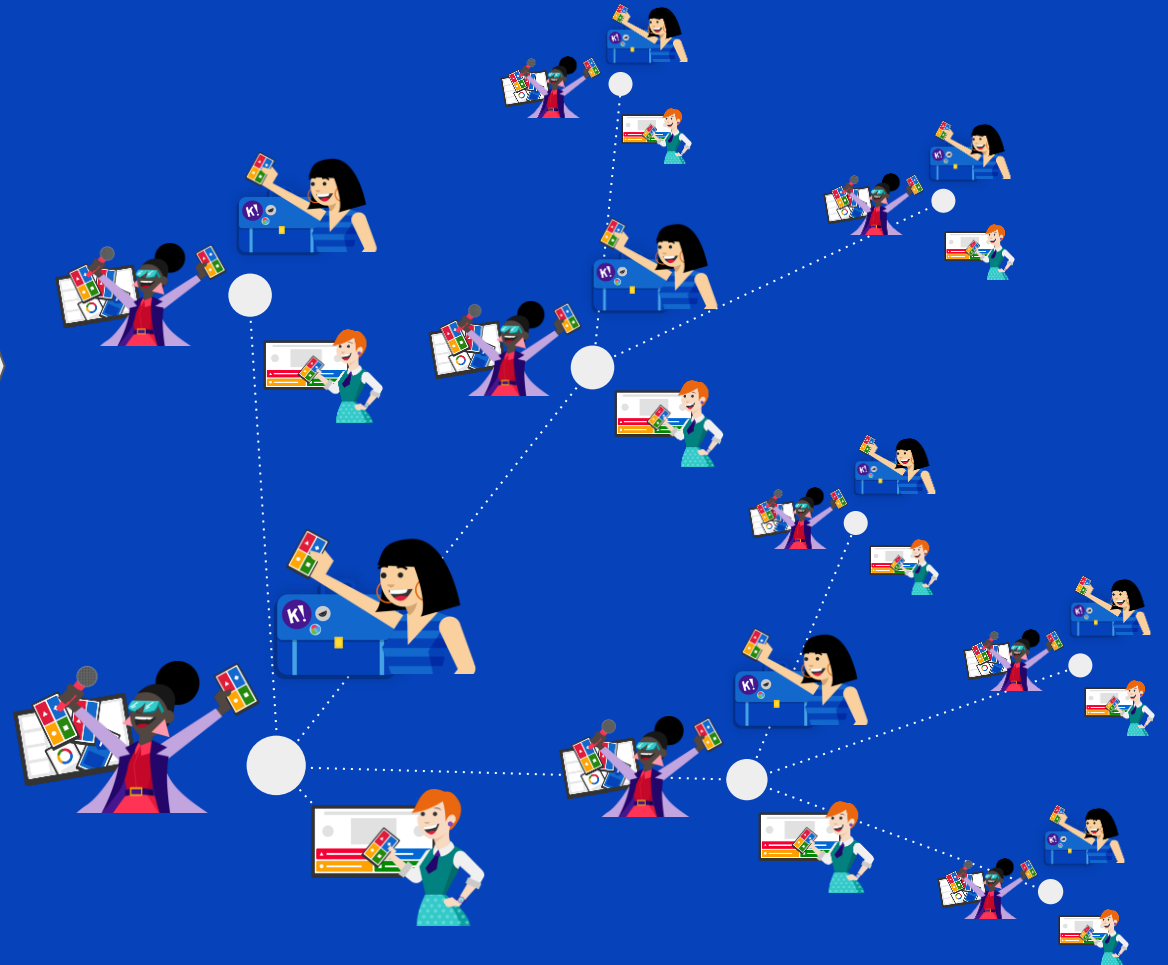
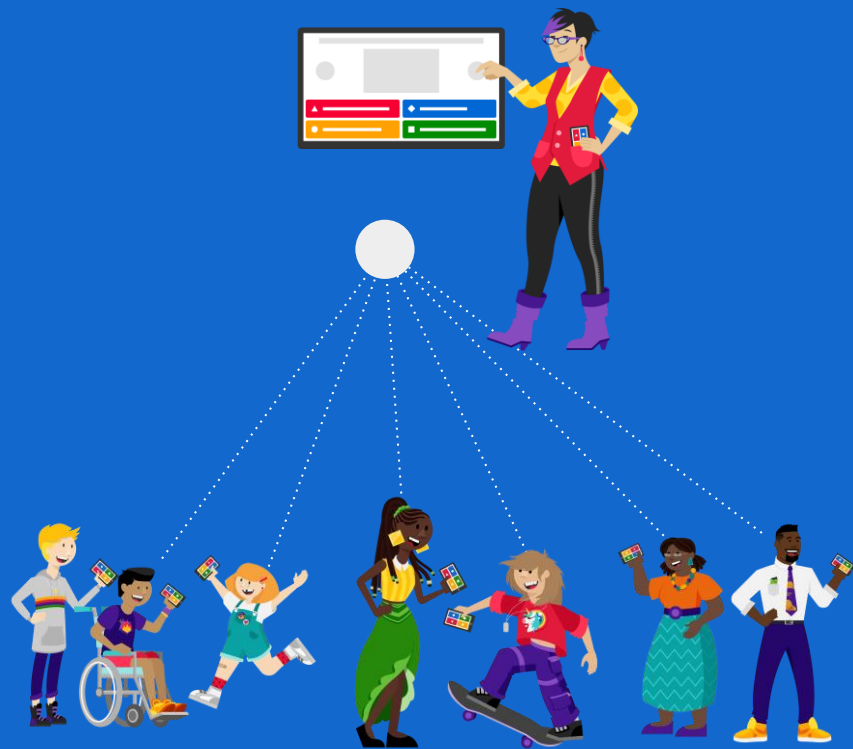
COMING SOON



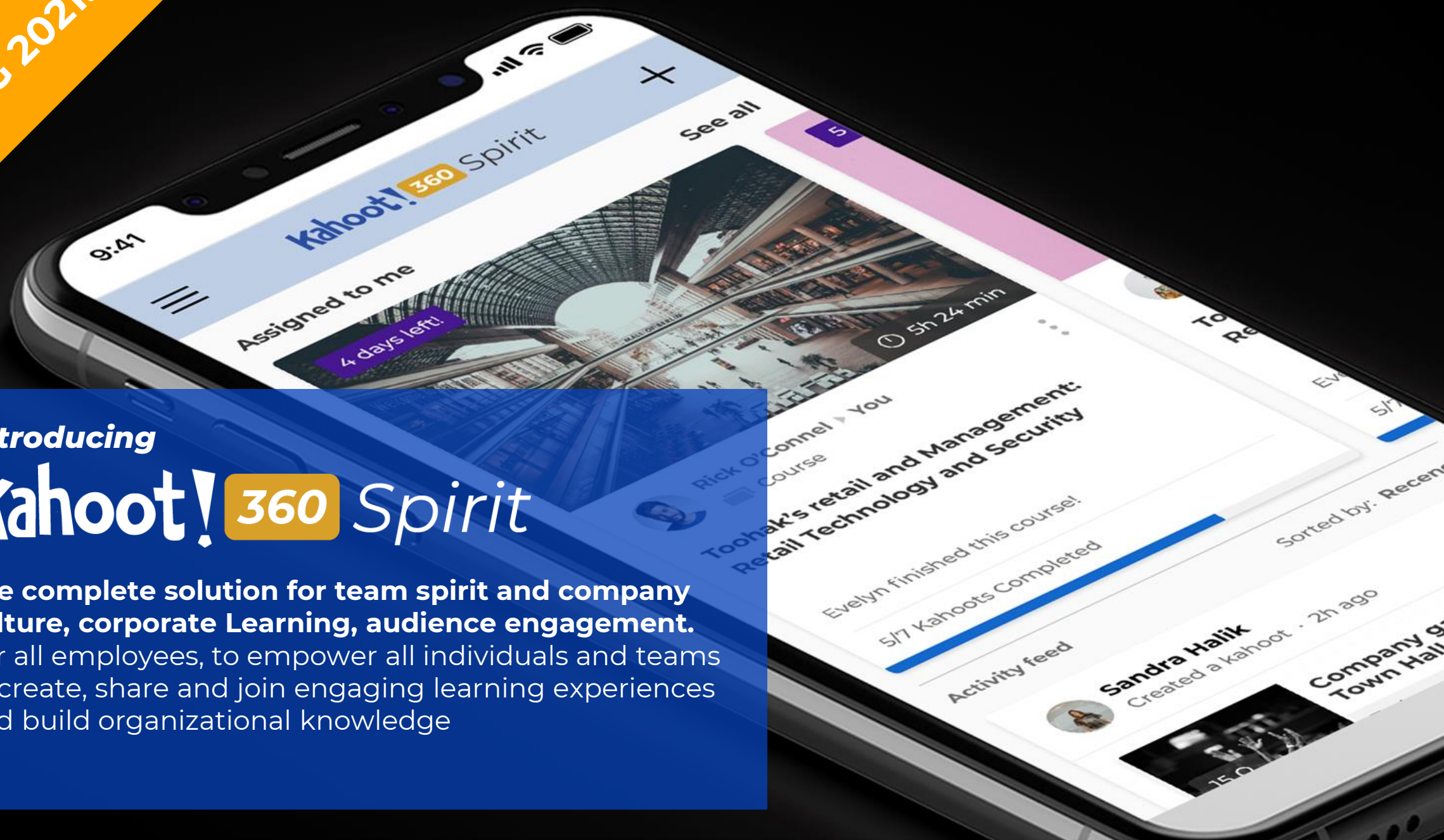
# Microsoft PowerPoint Integration

Start your kahoot session directly from within your PowerPoint presentation!

# *The transition from presenter centric to including everyone within the organization*



COMING 2021!



Introducing  
**Kahoot!** 360 Spirit

**The complete solution for team spirit and company culture, corporate Learning, audience engagement.**  
For all employees, to empower all individuals and teams to create, share and join engaging learning experiences and build organizational knowledge



# Kahoot! 360 Spirit

## Assigned to me

4 days left!



5h 24 min



Rick O'Connel > You

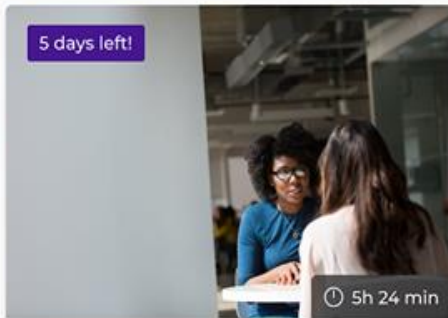
Course

### Toohak's retail and Management: Retail Technology and Security

Evelyn finished this course!

5/7 Kahoots Completed

5 days left!



5h 24 min



Maja Kotowicz > HR Queens

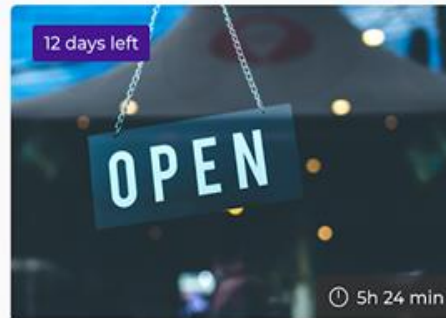
Challenge

### Interviewing online - Verifying skillset without stressful tasks

HR specialists are interested in this challenge!

0/7 Questions Completed

12 days left!



5h 24 min



Rick O'Connel > You

Course

### Reopening after lockdown - 10 tips and tricks for good kick off!

Pat and Kenny finished this course!

0/7 Kahoots Completed

See all



Carol Brown

Carolb\_2020

Plan: Kahoot! 360

Member of: Toohak inc

Interests Add interests

## Leaderboard

Week Month



Marie Sanden



Mia Ling



Petter Smith

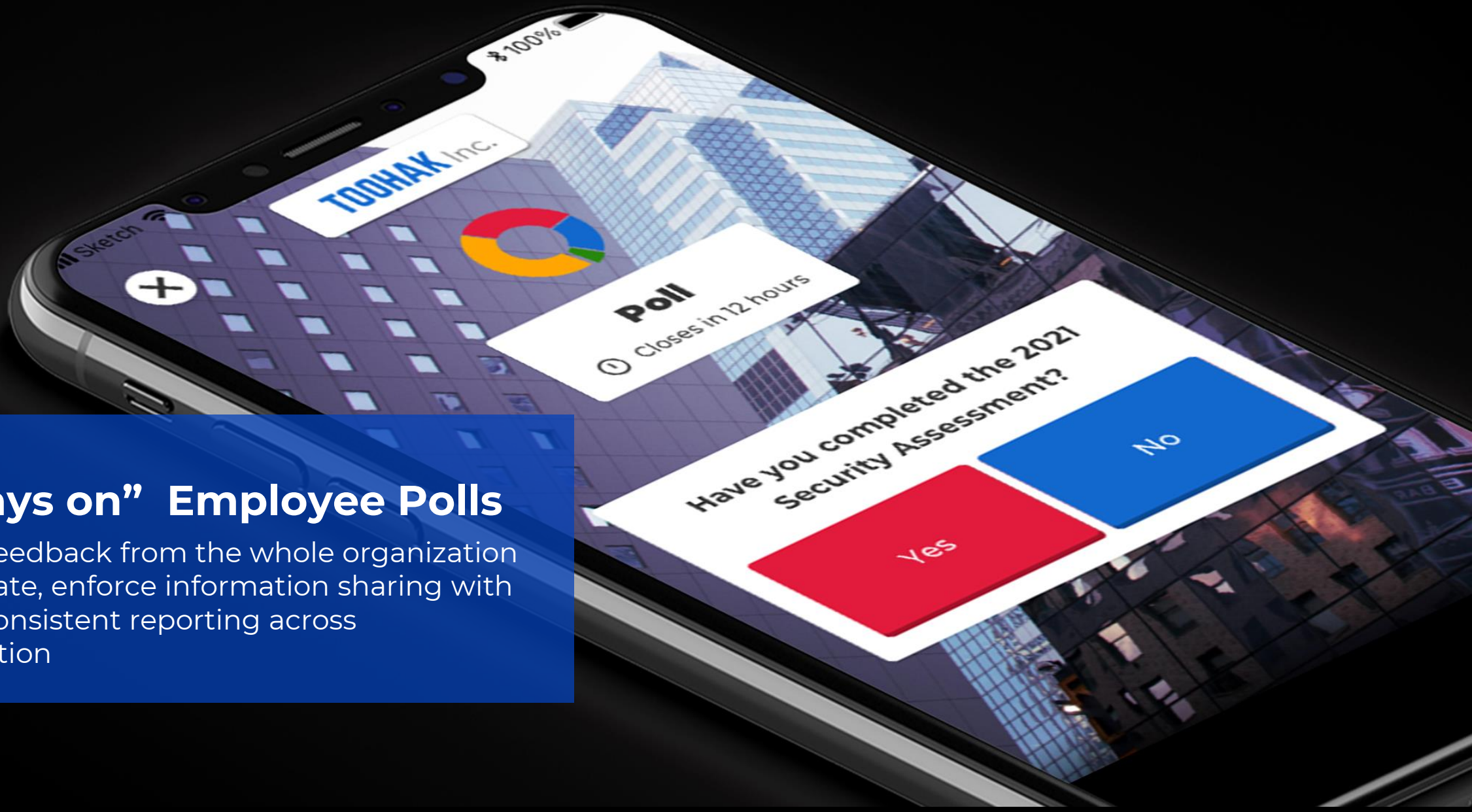
|     |  |                 |      |
|-----|--|-----------------|------|
| 4.  |  | Chris Smith     | 10-2 |
| 5.  |  | Samantha Jones  | 8-2  |
| 6.  |  | Carrie Bradshaw | 8-2  |
| 7.  |  | Smith Gerrad    | 8-2  |
| 41. |  | You             | 1-41 |

## "Always on" employee dashboard

Employees have easy access to all relevant content from mandatory training to teams, creative challenges in addition to trivia

The importance of onboarding

# Kahoot! **360** Spirit



## “Always on” Employee Polls

Instant feedback from the whole organization to motivate, enforce information sharing with secure consistent reporting across organization



# Kahoot! 360 Spirit

9:41 AM Wed Mar 18

100%

TOOHAK Inc.

Home

Discover

Kahoots

Reports

Groups

Share

Create



Filters

Find me a kahoot about ...

Verified content

Math

Science

Movies

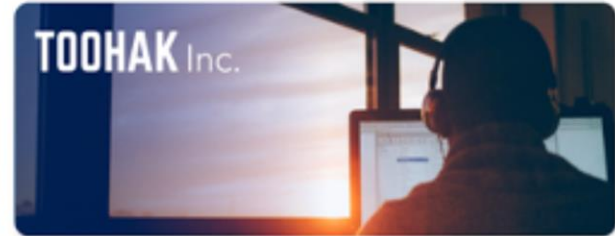
Music

History

Language

Sports

Courses by Toohak inc.

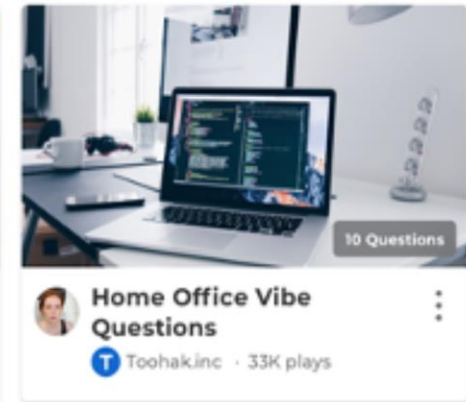
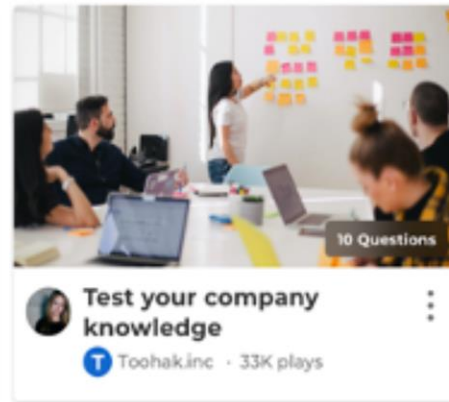


Kahoots by Toohak inc.

See all

## Company Content Library

Easily discover your organizations' content and access premium content from partners and consultants in a branded company library



Kahoot! Academy Premium Partners

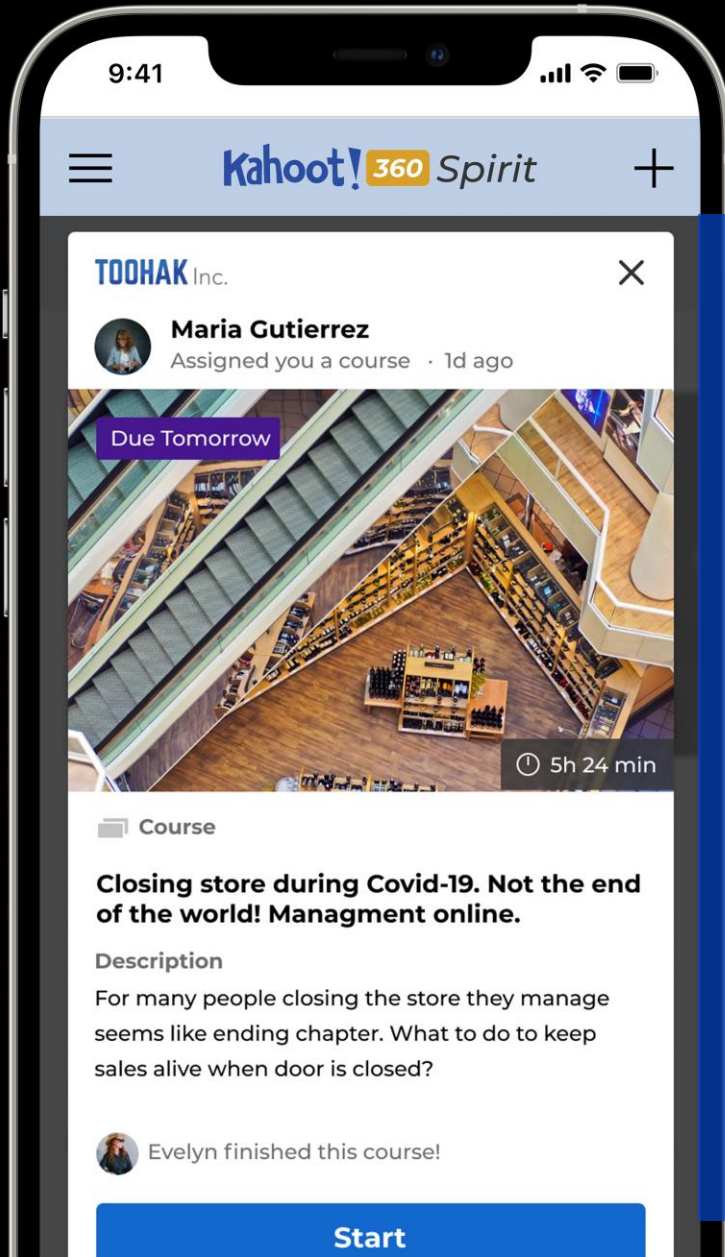
See all



Kahoot! Academy Collections

See all

# Kahoot! 360 Spirit



## Main features

- Build team spirit by creating and hosting session to everyone in the organisation and amongst peers
- Complete training courses individually or as teams
- New team building experiences for live sessions and self-paced training
- Ability for mandatory training and polls with full reporting including identity management
- Enhanced cross-organization aggregated reporting
- Proprietary company content library with access to 3<sup>rd</sup> party content from partners and consultants

From  
**\$6**

per employee per month

For larger organization Kahoot!  
360 Spirit Premium available  
from \$9 per employee per  
month

Full launch and general  
availability in Q2 2021



# Kahoot! *at home*





# 10m+

are using Kahoot! at home with over 100 million games played by families

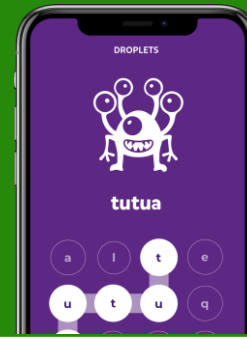
# Kahoot!+

Premium subscription for awesome learning for the entire family



# DRÖPS + DRÖPLETS

Language learning for everyone from 8 years and above



**Engage communities**  
Premium features and content for any occasion



# Kahoot! at home

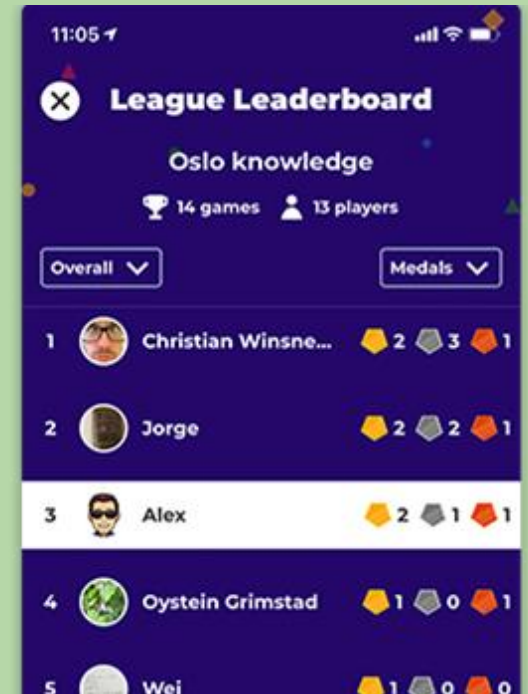
Learn math & algebra



Learn to read



**Study at home**  
with flashcards, tests and challenging friends

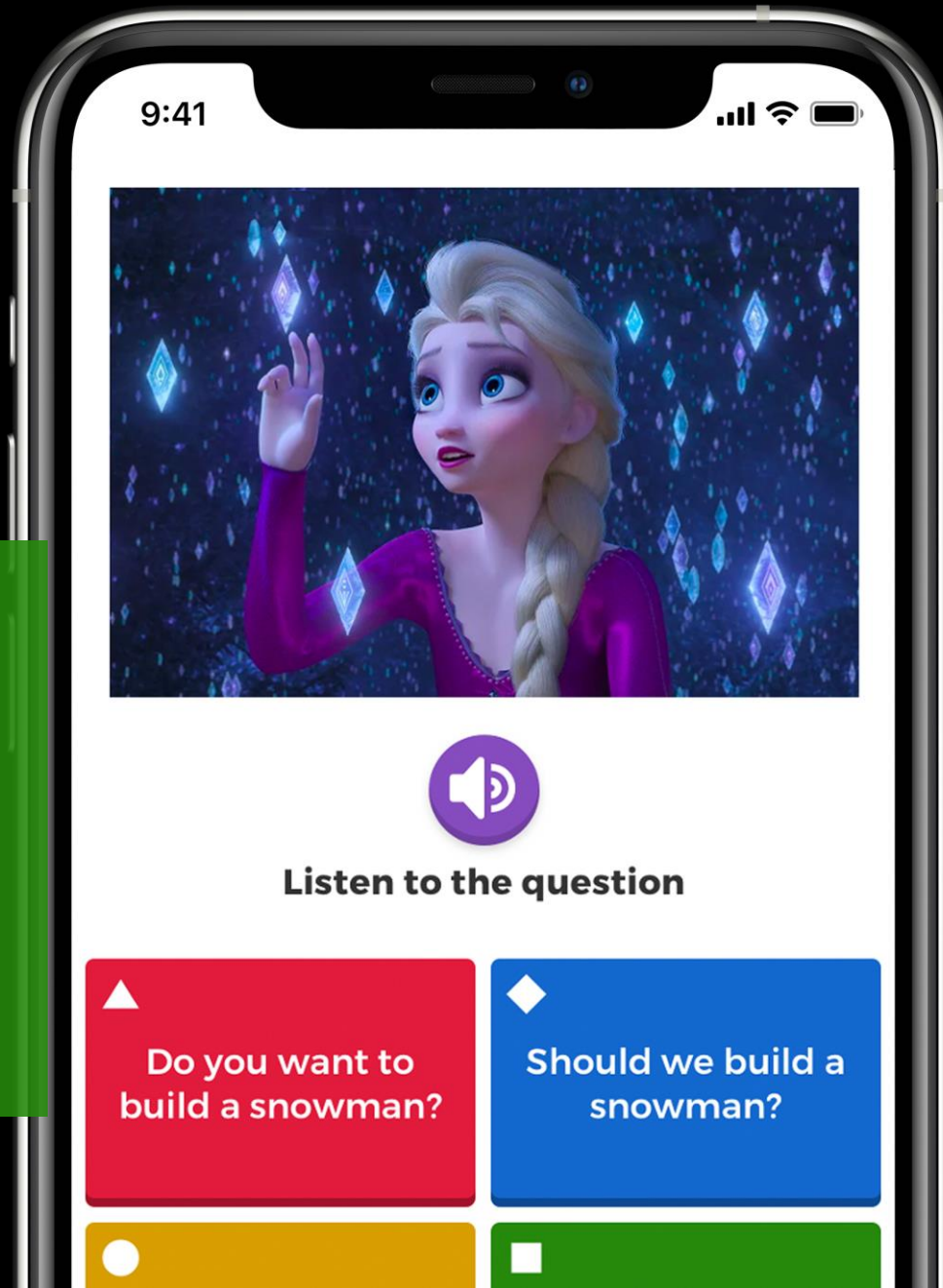


COMING SOON!

*Introducing*

# Language Learning

The Kahoot! app will **read out questions and answers** for self-study, supporting over 30 languages.







# Kahoot! *at school*





**87%**  
of the global top  
500 universities  
are Kahoot!ing

Source: The Times Higher Education  
World University Rankings (2020)

Over  
**10K**

educational institutions have already deployed multiuser Kahoot! teacher licenses



Equip IT admins with increased control, security & compliance

**K!EDU**

Elevate learning at your entire school or district



**Kahoot!** *at school*

**Make lessons interactive**

**Import slides from presentation**

Add slides from your existing presentations to this kahoot. Before uploading a file with your presentation, make sure it only contains the slides you need.



Drag and drop your file here!

Upload file

**Engage students**

**100s of millions** of students

Embraced by over  
**7 million** teachers globally

**Next level engagement with Bitmoji**



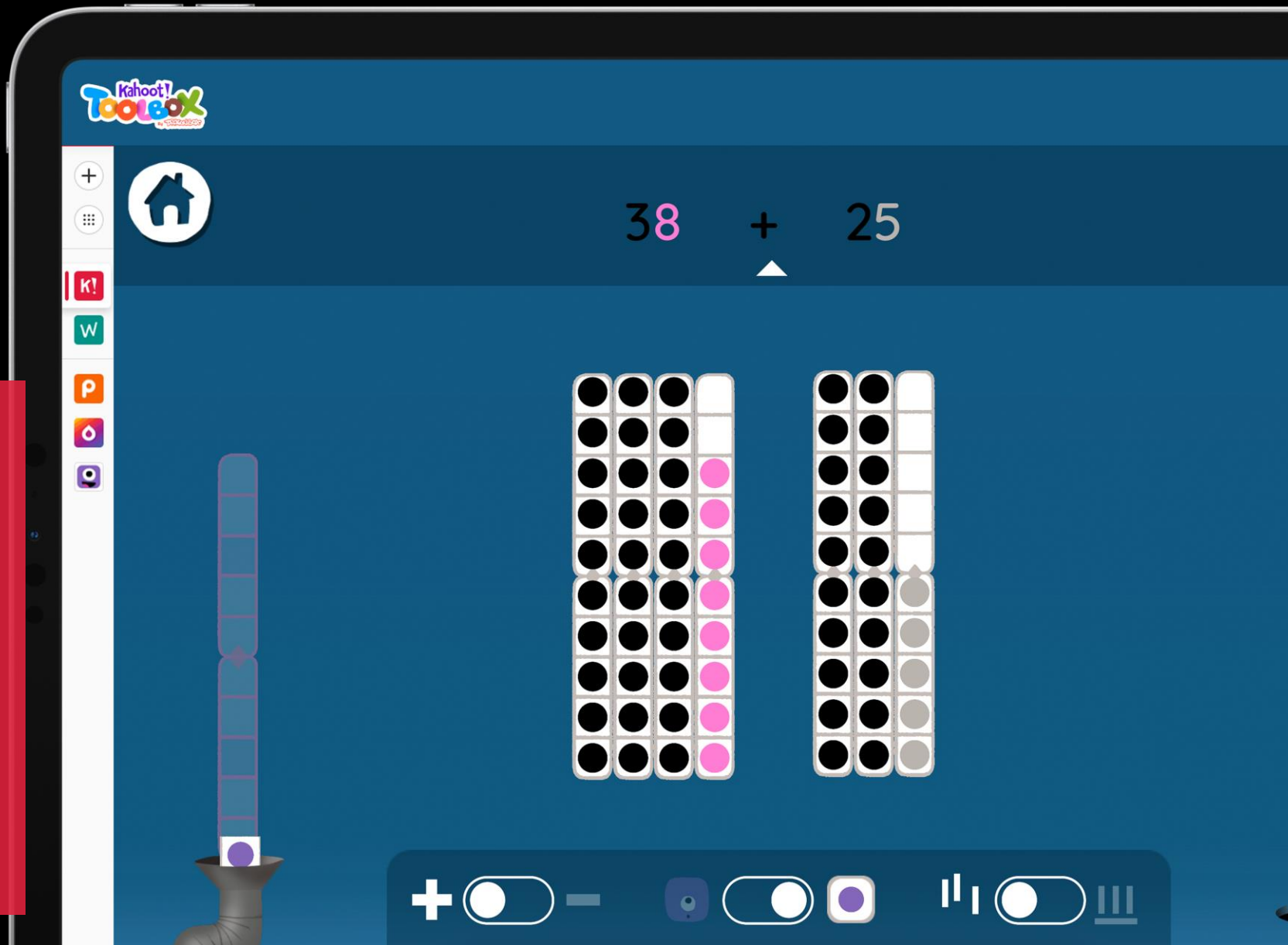


COMING SOON!

Introducing



Awesome tools to visualize math and effective number talk sequences, designed for all teachers and educators

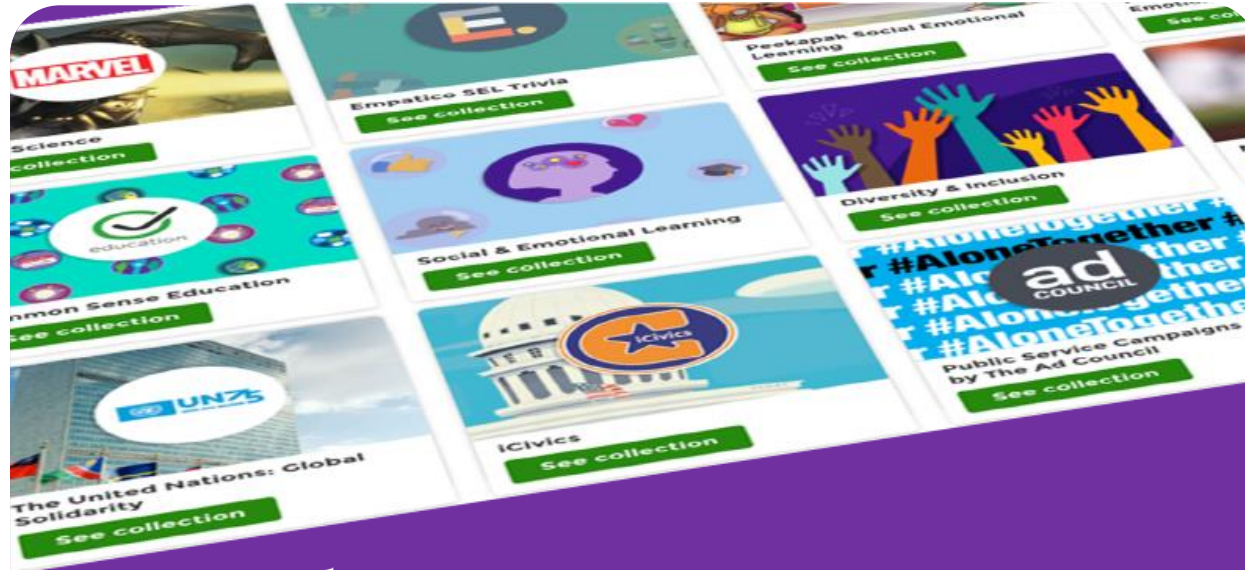




# 8m+

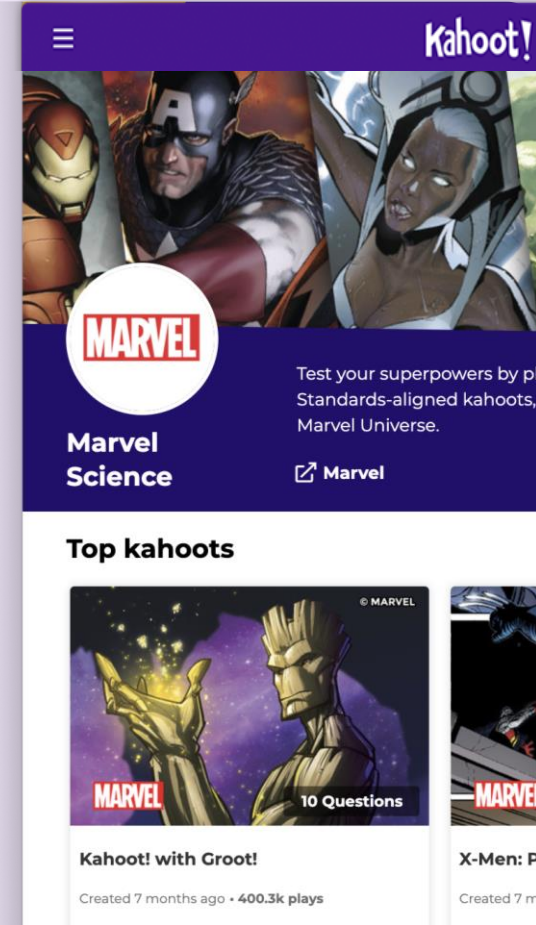
monthly players  
enjoying kahoots  
created by our  
partners

Premium learning content for  
students in the classroom and  
at home



## Kahoot! content partners

## Marketplace



**Kahoot!  
Publisher**  
Premium subscription  
for publishers and  
content creators

Partnering with leading  
publishers and  
organizations





Filters

Find me a kahoot about...

Math

Science

English Language Arts

Social Studies

General Knowledge

Movies

Music



Premium partners

See all



Partner collections

See all



Kahoot! Academy Verified educators



Top picks



# Content Discovery



Easy and user-friendly discovery of the latest premium content from Verified Educators and Content Partners



# 7m+

educators & teachers, and hundreds of millions of students across the world use Kahoot! to make learning awesome

## Community & Network

-  Steve shared a kahoot to his community page. Today
-  Steve shared a poll to his community page. 5 days ago

Embraced by over **20 million** players monthly



If teachers didn't try new things, our students wouldn't get the best from us.

Aimee Copple



# Kahoot! ACADEMY

## Marketplace for educators

(Launching 2021)

NEW! Unlock exclusive, ready-to-use collections, available now.

Learn more



## Knowledge portal



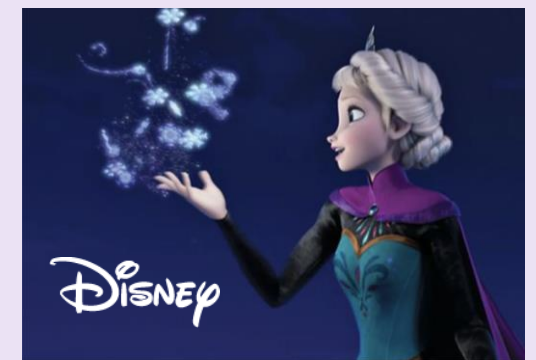
**JayeSchaffer**   
highschoolbiology.com

| Kahoots | Plays | Players |
|---------|-------|---------|
| 157     | 1.8M  | 307K    |

[Follow](#)

## Premium learning content

By verified educators and publishers to engage students



**States of Matter: Frozen**

4.7k favorites 351.4k plays 797.7k players

COMING 2021!

The image shows a Twitter profile for Steve Auslander, a verified educator for Kahoot! Academy. The profile header includes his name, a verified badge, and a link to his Twitter page. Below the header are statistics for Kahoots (132), Plays (112k), and Players (424k), along with a blue 'Follow' button. The main content area is titled 'Featured kahoots' and displays a grid of quiz cards. Each card features a Kahoot! logo, a title, the number of questions, and the number of players. The featured kahoots include 'The Kahoot Cup 2020' (30 questions, 20.7k players), 'Global Pop Culture Quiz' (15 questions, 9.9k players), and 'Geography review' (17 questions, 5.3k players). Below this, there is a 'Most popular' section with more kahoots like '5th Grade Math Skype-a-thon Kahoot!' (10 questions, 38.8k players) and '#FamilyKahootFriday for June 5th' (42 questions, 18.4k players). A circular callout on the right side of the image highlights the 'Follow' button, showing a magnified view of the button with the text 'Follow' in white on a blue background.

Introducing


**Kahoot!**



**ACADEMY**  
*connect*

Educators can create and grow their own community to share knowledge, while expanding your network of peers and followers



COMING 2021!


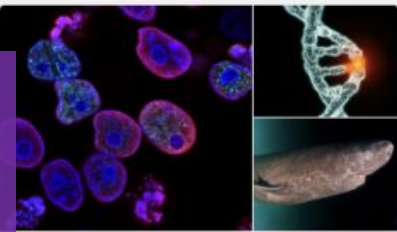

K! Premium Home Discover Library Reports Groups Create 

 **Jaye Schaffer**   
High school biology

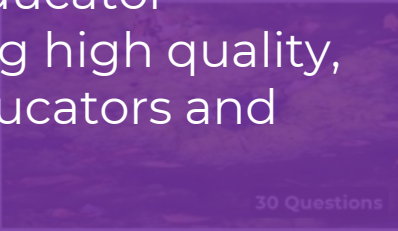

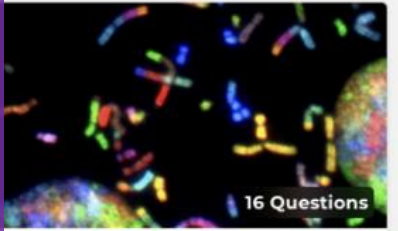



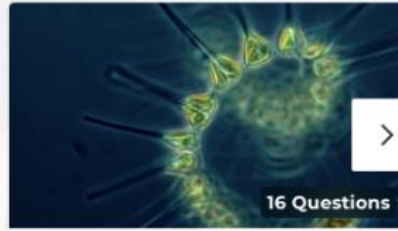

Kahoots 157 Plays 1.8M Players 307K [Follow](#)

[Kahoots](#) [About](#)

**Collections** [See all](#)

-  **Classic Genetics**  
10 kahoots · 704 plays [Buy](#)
-  **Chromosome structure and number**  
7 kahoots · 704 plays [Buy](#)
-  **Ecology**  
9 kahoots · 704 plays [Buy](#)

**Most popular** [See all](#)

-  **Darwin in nutshell**  
30 Questions  
 Jaye Schaffer · 33K plays
-  **Chromosome**  
16 Questions  
 Jaye Schaffer · 33K plays
-  **Arctic ecology**  
16 Questions  
 Jaye Schaffer · 33K plays
-  **What life is?**  
16 Questions  
 Jaye Schaffer · 33K plays

Introducing

# Kahoot! **ACADEMY** marketplace

Connecting the global educator community and providing high quality, verified content, from educators and premium partners



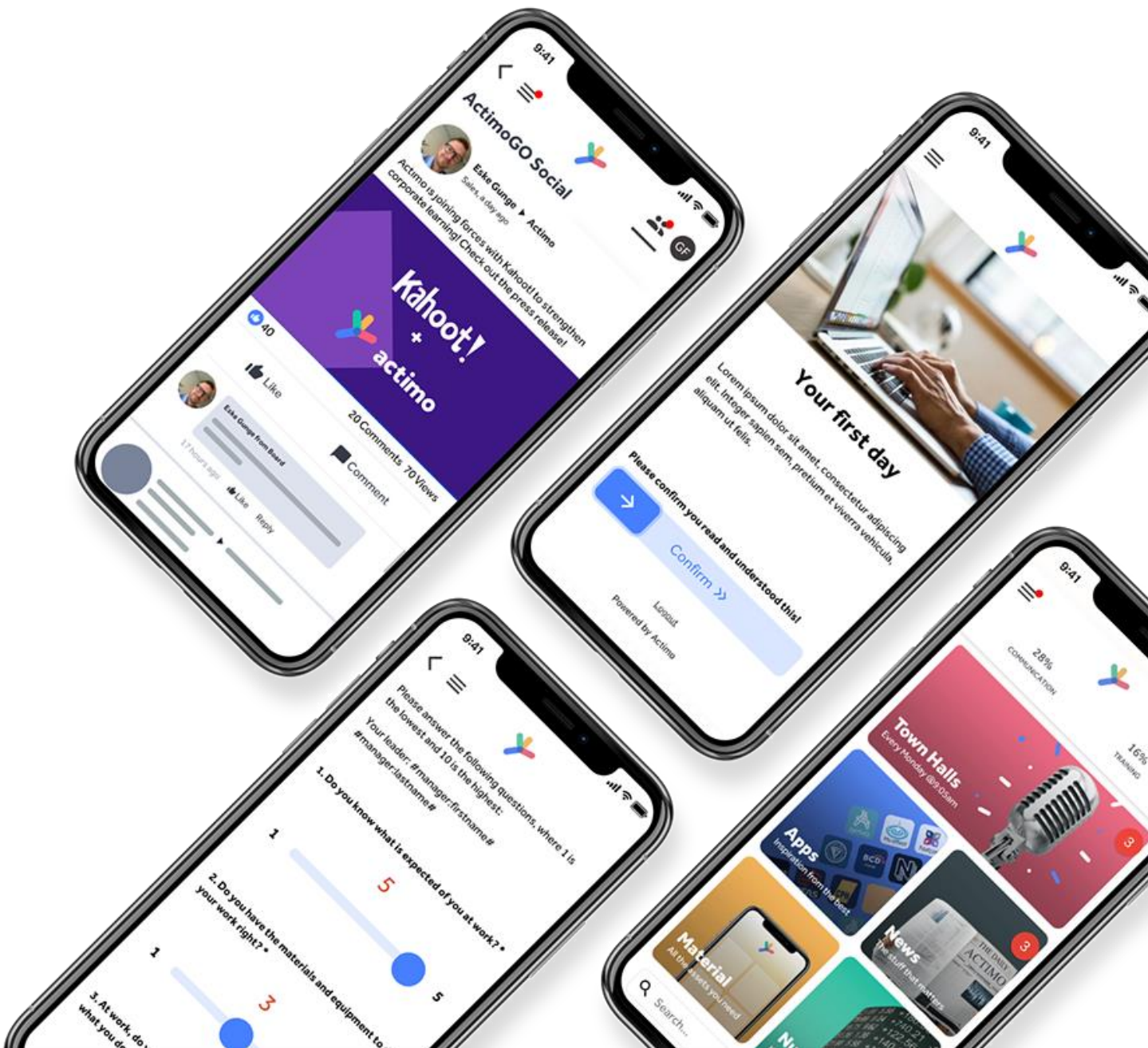


**actimo**  
a Kahoot! company

# The next-level employee app for remote employees

Fuelled by actionable insights, Actimo intuitively increases productivity and engagement levels in daily communication, tasks, and training.

**Over 100K active  
monthly users**



# DRÔPS

Language Learning

Fun and easy



Beautiful, visual learning



Gradually nurtures commitment



Anywhere, anytime swipe-only freedom

Short 5-min sessions



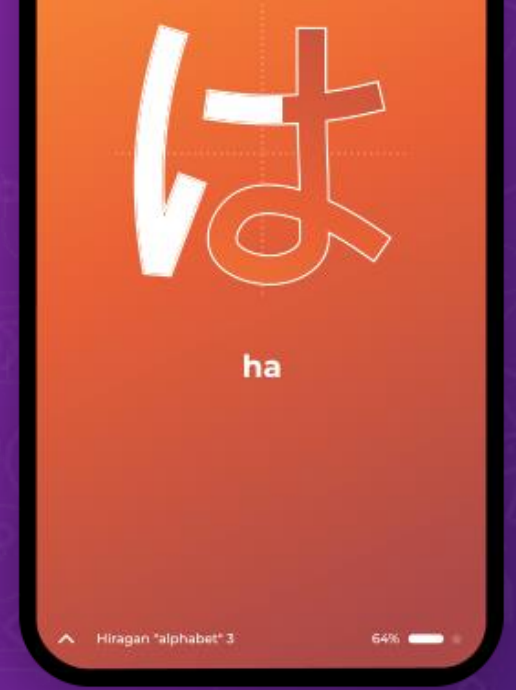
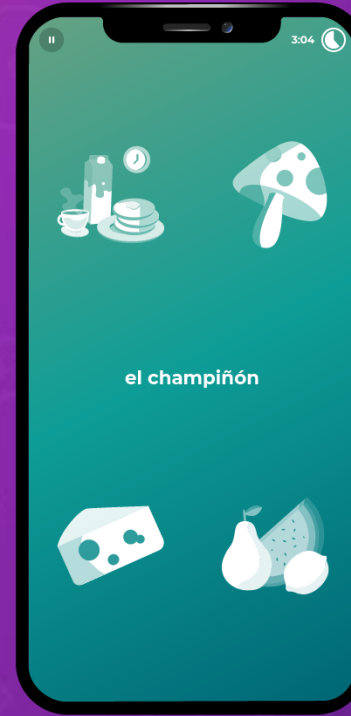
Game-like motivation



Vocab-focused



Self-guided learners & auxiliary tool for instructors



**100K** subscribers studying **42**  
languages in over **200** countries —  
almost every country and territory across the world...  
Even Antarctica!

**Free & premium subscriptions from \$9.99 per month available**



**DRÔPS**



**DRÔPLETS**



**SCRIPTS**

# WHITEBOARD.fi

a **Kahoot!** company

Collaborative, online whiteboard tool  
for teachers and classrooms!



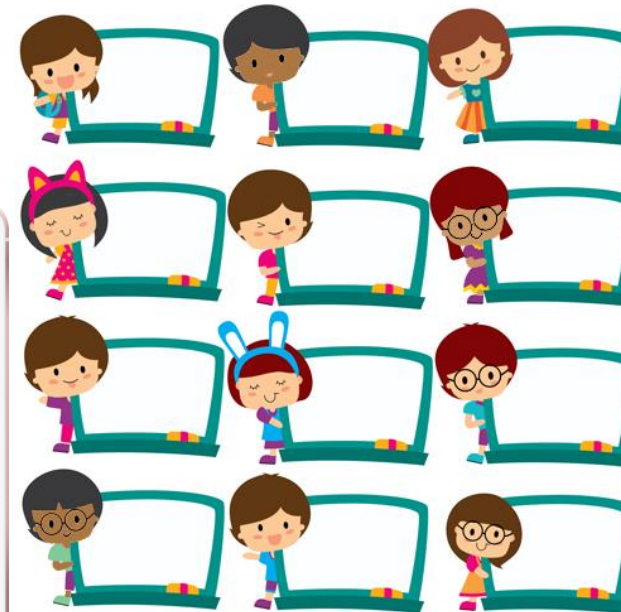
Live overview and collaboration



Instant formative assessment



Include and engage everyone

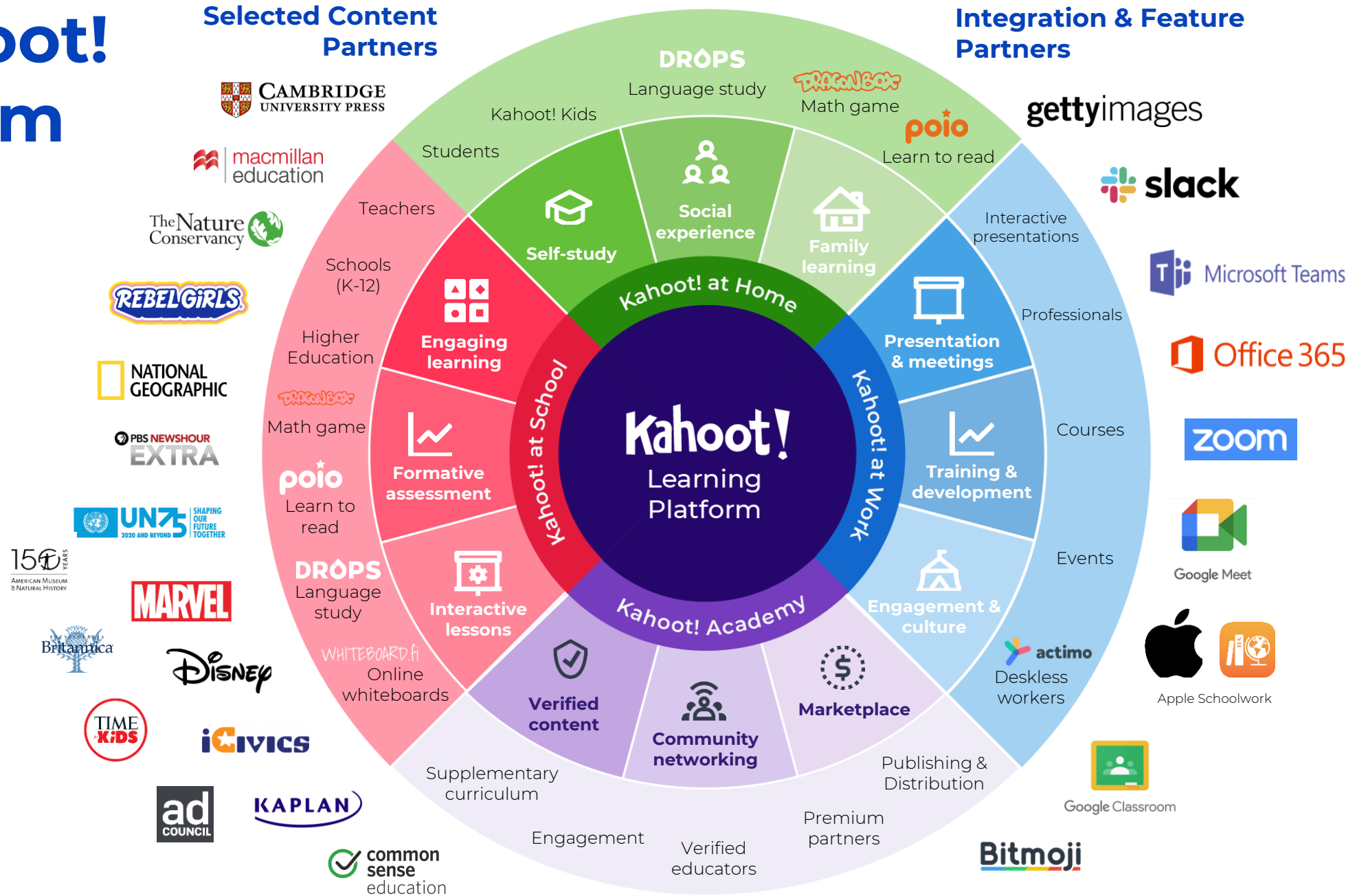


**400% user growth** the last 6  
months reaching **more than 7**  
**million** unique monthly users

**Free & premium subscription from \$4.99 per month**



# The Kahoot! ecosystem platform





# Kahoot!

Company Update



# Highlights Q4 2020

- **Continued growth on the Kahoot! platform** with more than 24m active accounts last twelve months representing 57% year on year growth per Q4 2020
- **Strong growth in paid subscriptions, reaching 550K** in Q4 2020, an increase of 190K paid subscriptions from Q3 2020 including 100K Drops subscriptions
- **Q4 2020 invoiced revenue growth of 230% to \$17.5m**, up from \$5.3m in Q4 2019. The quarter over quarter growth in invoiced revenue was 50% in Q4 2020. For the full year \$45.3m, a 247% growth.
- **Positive cash flow from operations of approx. \$7m** in Q4 2020 representing 40% cash conversion from invoiced revenue, compared to \$1.4m in Q4 2019. For the full year \$17.4m.
- **Adjusted EBITDA in Q4 2020 was \$0.8m and \$2.3m for the full year 2020** (adjusted for share-based compensation expenses, related payroll taxes and acquisition-related expenses)
- **Solid financial cash position of \$256m** per Q4 2020. The company has no interest-bearing debt
- **Completed the acquisitions in Q4 of Actimo**, the employee engagement platform empowering organizations to more efficiently build corporate culture, and **Drops**, the language learning platform with 42 languages and 25 million users since launch

## 220%

YoY growth in paid subscriptions per Q4

## 230%

Q4 YoY growth in invoiced revenue

## 40%

Q4 cash conversion from invoiced revenue



# Key financial figures development

## Key financial figures development

Financial figures presented in USD millions

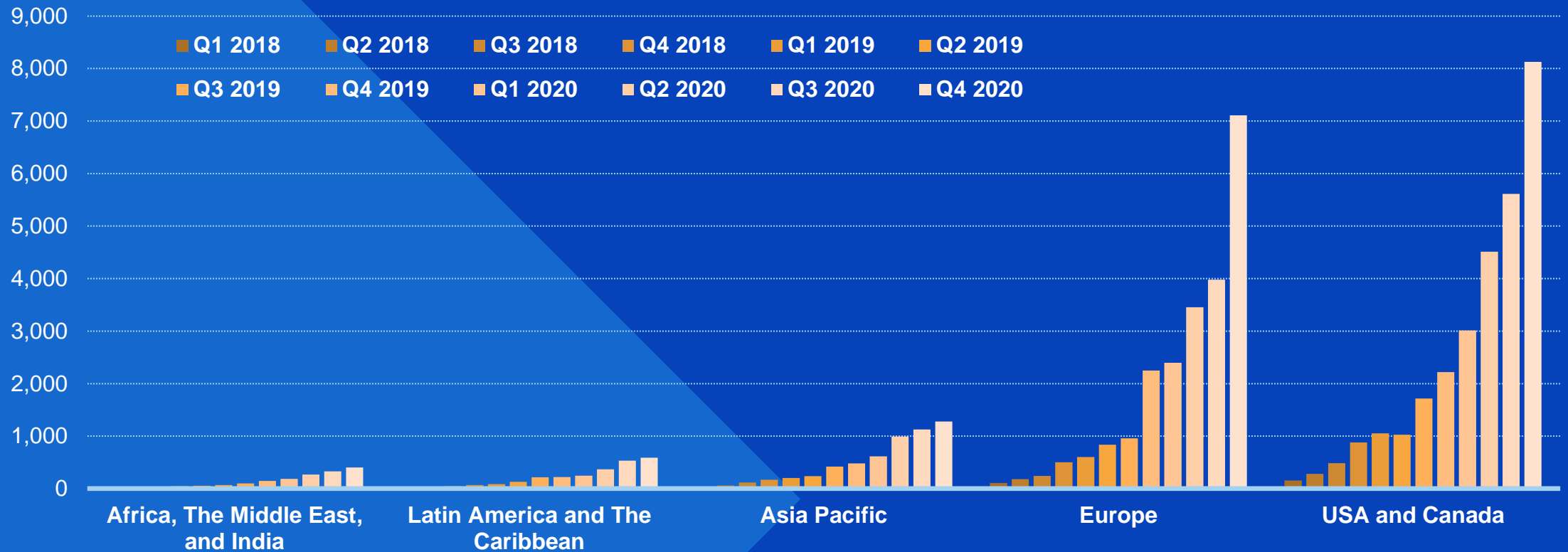
|  | Q4'20        | Q3'20       | Q2'20       | Q1'20       | Q4'19       | Q3'19       | Q2'19       | Q1'19       |
|--|--------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| <b>Invoiced revenue</b>                      | <b>17,5</b>  | <b>11,6</b> | <b>9,6</b>  | <b>6,4</b>  | <b>5,3</b>  | <b>3,4</b>  | <b>2,3</b>  | <b>2,0</b>  |
| Invoiced revenue growth QoQ                  | 5,9          | 2,0         | 3,2         | 1,1         | 1,9         | 1,1         | 0,3         | 0,3         |
| <i>Invoiced revenue growth QoQ %</i>         | 50 %         | 21 %        | 49 %        | 21 %        | 56 %        | 48 %        | 15 %        |             |
| <b>Operating revenue</b>                     | <b>12,0</b>  | <b>9,2</b>  | <b>5,7</b>  | <b>4,1</b>  | <b>2,8</b>  | <b>3,1</b>  | <b>1,4</b>  | <b>1,2</b>  |
| <b>Net cash flow from operations</b>         | <b>7,0</b>   | <b>5,2</b>  | <b>3,9</b>  | <b>1,1</b>  | <b>1,4</b>  | <b>-0,6</b> | <b>-1,5</b> | <b>-1,9</b> |
| <i>Cash flow from oper. in % of invoiced</i> | 40 %         | 45 %        | 41 %        | 17 %        | 27 %        | -17 %       | -63 %       | -94 %       |
| <b>Cash and cash equivalents</b>             | <b>256,1</b> | <b>72,5</b> | <b>73,4</b> | <b>34,0</b> | <b>40,9</b> | <b>13,4</b> | <b>24,7</b> | <b>26,5</b> |
| <b>Full time employee equivalents</b>        | <b>182</b>   | <b>127</b>  | <b>128</b>  | <b>120</b>  | <b>110</b>  | <b>100</b>  | <b>73</b>   | <b>62</b>   |

## Main comments:

- Continued strong QoQ growth in Invoiced revenue and Operating revenue
- Cash flow from operations exceeding 40% of invoiced revenue for three consecutive quarters
- Continued efforts to develop the company, adding product, development and commercial talents
- 40+ employees added through acquisitions in Q4 2020

# Invoiced revenue per region

(in thousands USD)



Kahoot! has paying subscribers in more than 150 countries, USA and Canada represent approx. 46% of invoiced revenue and Europe approx. 41% in Q4 2020

# Forward looking statement

|                           | Actual<br>FY 2018 | Actual<br>FY 2019 | Actual<br>FY 2020 | Guidance<br>FY 2021 |
|---------------------------|-------------------|-------------------|-------------------|---------------------|
| <b>Invoiced revenue</b>   | \$3.5m            | \$13m             | \$45m             | \$90-100m           |
| <b>Paid subscriptions</b> | 46K               | 170K              | 550K              | 1m                  |

- In 2021, Kahoot! will continue to expand with new free and premium tools and functionality for interactive presentations for school and work, corporate training, language learning, Academy Marketplace and additional content offerings from publishing partner, to make learning even more awesome for all users
- For the full year 2021, the Kahoot! Group's ambition is to reach \$90-100m in invoiced revenues with continued solid positive cash flow from operations and one million paid subscriptions
- The company is preparing for a main listing at Oslo Stock Exchange which could be completed as early as in Q1 2021. In addition, the company will explore the opportunity for a secondary listing during 2021

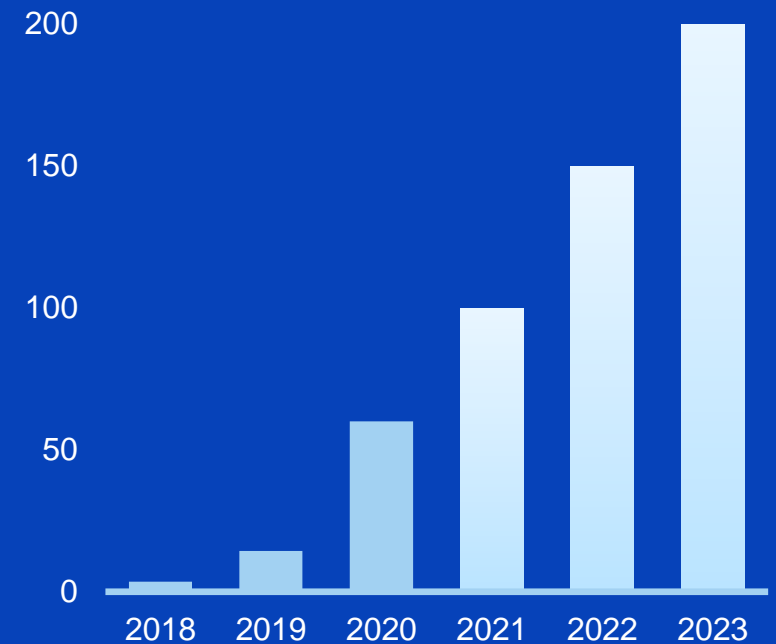


# Kahoot! ambitions next three years

- Significant scale** → \$200m+ Annual Recurring Rev. end of 2023
- Retention & expansion** → 100%+ net \$ retention for larger organizations
- Engagement** → Adding net 3m+ active accounts annually
- Commercial** → Adding net new 250K subscriptions annually <sup>1)</sup>
- Operating leverage** → 40%+ EBITDA margin
- Cash flow** → Cash flow from operations exceeding EBITDA

Target Kahoot! ARR end of year <sup>2)</sup>

(in millions USD)



<sup>1)</sup> Not including Home & Study subscriptions

<sup>2)</sup> Not including ARR from future acquisitions

# Summary



A globally recognized brand across sectors and segments



A scalable cloud platform supported by a viral business model



Experienced organization with growth track record from the industry



Clear path to profitable growth with positive cash flow from operations



Continuously improving all services for all segments and user groups



Solid funding for strategic partnerships and non-organic growth

# Join the Kahoot! journey



**Teacher**

[kahoot.com/school](https://kahoot.com/school)



**Student**

[kahoot.com/study](https://kahoot.com/study)



**Parent**

[kahoot.com/home](https://kahoot.com/home)



**Professional**

[kahoot.com/work](https://kahoot.com/work)



**Investor**

[kahoot.com/investor](https://kahoot.com/investor)

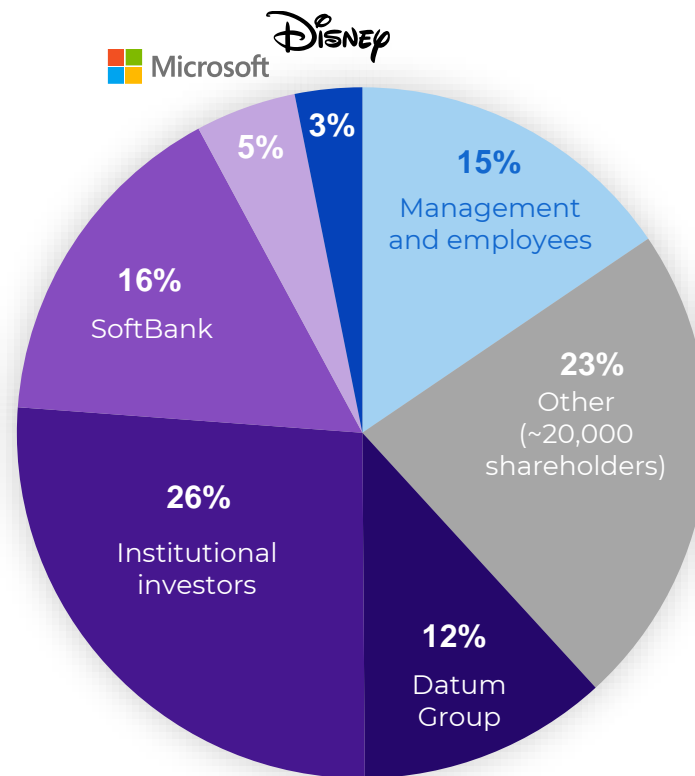
Stay up to date, visit [kahoot.com/news](https://kahoot.com/news)



# Kahoot! shareholder overview

Kahoot! ASA has a total of 446.4m registered common shares and more than 20,000 shareholders. The shares are listed on Oslo Stock Exchange with ticker code KAHOT

| Shareholders per March 17, 2021            | Shares (m)   | %              |
|--|--------------|----------------|
| 1 SoftBank                                 | 71,0         | 15,9 %         |
| 2 Datum Group                              | 52,1         | 11,7 %         |
| 3 Glitrafjord                              | 40,2         | 9,0 %          |
| 4 The Bank of New York Mellon              | 20,8         | 4,7 %          |
| 5 Creandum III LP                          | 20,0         | 4,5 %          |
| 6 Citigroup Global Markets Inc.            | 13,5         | 3,0 %          |
| 7 Versvik Invest AS                        | 13,0         | 2,9 %          |
| 8 Newbrott AS                              | 7,6          | 1,7 %          |
| 9 State Street Bank and Trust Comp         | 6,1          | 1,4 %          |
| 10 Gamification AS                         | 5,2          | 1,2 %          |
| 11 MP Pensjon PK                           | 5,1          | 1,1 %          |
| 12 Nordnet Bank AB                         | 5,1          | 1,1 %          |
| 13 Sanden AS                               | 4,3          | 1,0 %          |
| 14 The Bank of New York Mellon SA/NV       | 3,5          | 0,8 %          |
| 15 Brown Brothers Harriman & Co.           | 3,5          | 0,8 %          |
| 16 Verdipapirfondet DNB Norden             | 3,2          | 0,7 %          |
| 17 Adrian AS                               | 3,2          | 0,7 %          |
| 18 Goldman Sachs & Co. LLC                 | 3,1          | 0,7 %          |
| 19 J.P. Morgan Bank Luxembourg S.A.        | 3,0          | 0,7 %          |
| 20 J.P. Morgan Bank Luxembourg S.A.        | 2,9          | 0,6 %          |
| Other                                      | 159,9        | 35,8 %         |
| <b>Total outstanding shares</b>            | <b>446,4</b> | <b>100,0 %</b> |
| Outstanding share options                  | 20,1         |                |
| <b>Total no. of shares (fully diluted)</b> | <b>466,5</b> |                |



|   |             |
|---|-------------|
| Oslo Stock Exchange:                    | KAHOT       |
| Yahoo! Finance                          | KAHOT.OL    |
| Reuters:                                | KAHOT.OL    |
| Bloomberg:                              | KAHOOT:NO   |
| Number of registered shares:            | 446,398,477 |
| Outstanding share options:              | 20,081,975  |
| Total no. of shares (fully diluted):    | 466,480,452 |
| Free float:                             | ~95%        |
| Share price (March 18, 2021):           | NOK 112.00  |
| Avg. daily trading volume YTD (shares): | 2,241,000   |
| Market Cap total (March 18, 2021):      | NOK 49.9bn  |



# Kahoot!

[www.kahoot.com/investor](http://www.kahoot.com/investor)

