

Kahoot! to integrate with Google Classroom and Google Search to make learning awesome!

The upcoming integrations will make it easier to use Kahoot! with Google services, supporting educators and engaging students in new ways, whether in the classroom or through distance learning.

Oslo, Norway (February 18, 2021) – [Kahoot!](#), the global learning platform company, today announced upcoming integrations with Google that will enable seamless use of Kahoot! with Google services, such as Google Classroom and Google Search, for millions of Kahoot! and Google users. The upcoming integrations were presented at the [Learning with Google](#) event for educators on February 17 and 18.

More than 1.5 billion participating players have accessed the Kahoot! platform in the last 12 months to bring engagement to learning, including more than 7.5 million teachers and hundreds of millions of students across the globe. In 2019, Kahoot! was selected to become a [Google for Education Partner](#), and in a recent Kahoot! poll, over half (51%) of Kahoot!’s U.S. educator base said they use Google Classroom.

“We are excited to work closely with Google to support educators, inspire students in new ways and make learning awesome worldwide,” said Eilert Hanoa, CEO, Kahoot!. “Through these integrations, Kahoot! and Google can make it easier for students to discover new ideas and learn in an exciting way, whether they’re in the classroom, connecting virtually or learning independently at home.”

Extending the Kahoot! experience with Google Classroom

Kahoot! is extending the Kahoot! learning experience by developing a Google Classroom add-on that will be available later this year. This enables educators to access Kahoot! features and distribute Kahoot! games directly to all

students. Educators can launch live Kahoot! games hosted either face to face, or through video conferencing.

Kahoot! and Google Search practice problems

Google will be launching a new interactive experience, in collaboration with several educational websites including Kahoot!, that simplifies access to engaging learning tools across the web. In the coming weeks, students (and parents!) will be able to practice problems and deepen their understanding of STEM concepts right on Google Search.

It will be powered by an integration with schema.org, and include a sample of practice problems from [Kahoot! Academy](#), Kahoot!'s knowledge platform and online teacher community.

Both of these upcoming integrations offer a great, convenient way for teachers and students to connect, virtually and in-person, all in support of reaching their goals and making learning awesome.

Please visit [Kahoot! News](#) to stay up to date on company news and updates.

About Kahoot!

Kahoot! is on a mission to make learning awesome! We want to empower everyone, including children, students, and employees to unlock their full learning potential. Our learning platform makes it easy for any individual or corporation to create, share, and play learning games that drive compelling engagement. In addition, our family of apps takes math learning to a new level and empowers children to learn to read through play. Learners of all ages can make language learning natural with immersive visuals and play through our Drops apps. Organizations can connect and engage their work teams with Actimo, our employee engagement platform. Launched in 2013, Kahoot!'s vision is to build the leading learning platform in the world. In the last 12 months, more than 250 million games have been played on the Kahoot! platform with 1.5 billion participating players in 200 countries. The company is headquartered in Norway with offices in the US, the UK, France, Finland, Estonia, Denmark and Spain. Let's play!