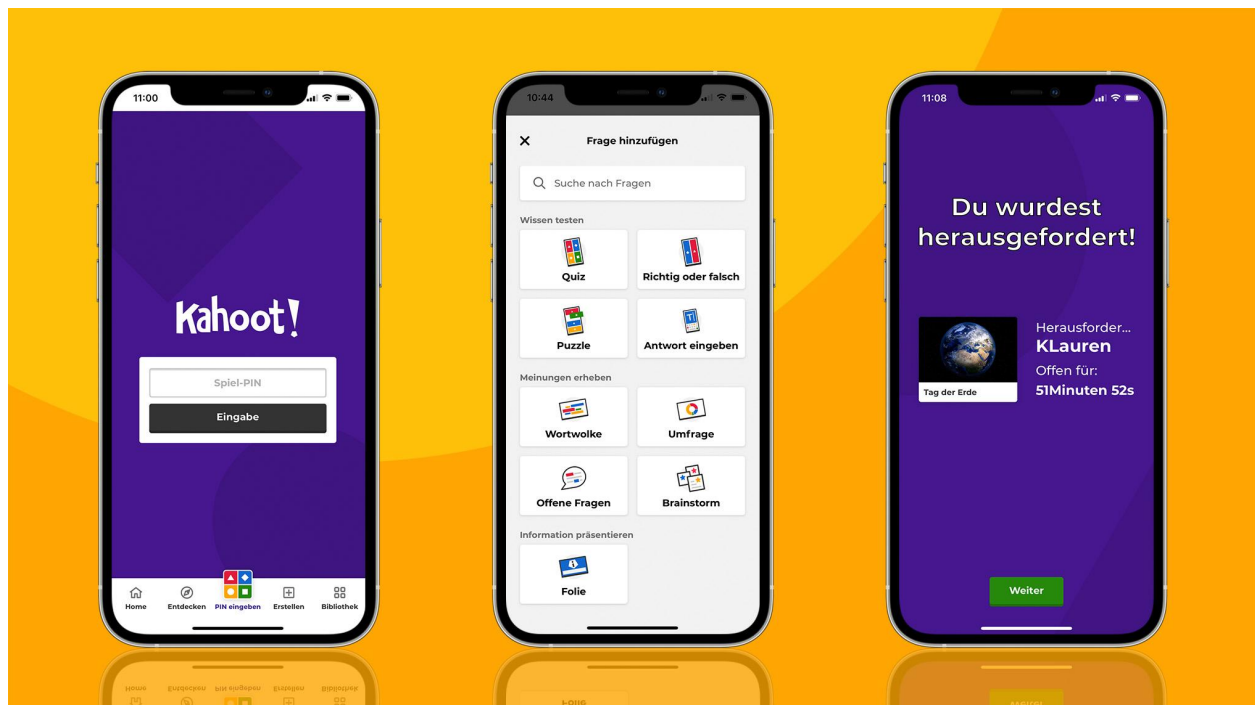


Kahoot!'s mobile app now also available in German and Italian, in addition to Spanish, French, Portuguese to make learning awesome globally

Kahoot! adds German and Italian language support to its mobile app, in addition to five other languages, making it even easier for users to enjoy the Kahoot! learning platform in their native language.

Oslo, Norway (March 24, 2021) - Kahoot!, the global learning platform company, today announced that the Kahoot! mobile app is now available in seven languages—English, Spanish, French, Brazilian Portuguese, Norwegian, with the addition of German and Italian today, making Kahoot! more accessible for its global user community.

"We at Kahoot! are committed to helping everyone unlock their learning potential, no matter where they live or what language they speak," said Eilert Hanoa, CEO, Kahoot!. "Enabling users to experience Kahoot! in more languages is key to making our platform's learning benefits more accessible and relevant for our users around the world. We're excited to now offer the Kahoot! mobile app for free in seven languages as we continue in our mission of making learning awesome for our users worldwide."



Empowering learners globally with the Kahoot! experience

Since launching in 2013, Kahoot! has grown from a classroom learning tool to a favorite platform for connecting classroom-based and virtual learning, supporting independent and home-based study, engaging company teams and bringing families and friends together, in-person or online. Now, users will be able to navigate the Kahoot! mobile app, host live Kahoot! games, assign challenges, share and join games in seven languages, creating a more intuitive experience for global users across all learning contexts.

"Kahoot has given me the opportunity to help my students learn in a deeper and more fun way," said Maurizio Esposito, an Italian language teacher in Dornbirn, Austria. "Having the app in the German

language is also perfect for approaching students who have difficulties with English due to their age."

Making learning awesome for all ages worldwide

With Kahoot!, educators can make learning fun and engaging for their students, whether in a physical or virtual classroom. Students can also complete games at their own pace with Kahoot! challenges, practice independently at home with flashcards and study modes, as well as connect with peers virtually in study leagues. Families and friends can find, create and play kahoots on any topic and suited for any age, while professionals can use Kahoot! to create interactive presentations, engage work teams in e-learning, events and more.

As many schools around the world reopen with hybrid learning—mixing classroom-based instruction and virtual learning—digital education platforms that connect and engage students anywhere are now more important than ever. As learning, working and socializing continues virtually or in-person with social distancing, Kahoot! has seen extraordinary growth in usage globally, with more than 1.5 billion players in 200 countries in the last year.

A more intuitive experience for millions of players in German and Italian-speaking regions

Kahoot! has also seen significant growth in Germany and German-speaking regions (DACH) and Italy, with 50 million participating players in the last 12 months, including over 400,000 teachers engaging millions of participating students every month. In the DACH region, 40 million participating players used Kahoot! in the last year. The number of teachers in the region using Kahoot! also grew over 50% in this time, now with over 300,000 teachers and millions of participating students monthly. In Italy, more than 10 million participating players accessed Kahoot! in the last 12 months, including over 80,000 teachers. Thousands of companies in the DACH and Italy regions are using Kahoot! to bring engagement in the workplace.

Kahoot! now further increases accessibility for its worldwide community by enabling even more users to learn and engage in their native language.

The Kahoot! app is available to download now on the [App Store](#) for iOS, [Google Play](#) for Android. Kids or students can also engage in math learning with Kahoot! DragonBox Numbers, Kahoot! DragonBox Big Numbers, Kahoot! DragonBox Algebra 5+ and Kahoot! DragonBox Algebra 12+ [now available](#) in all seven languages. The [Kahoot! Poio Read app](#), which helps kids learn to read through play, is now available in English, Spanish and Norwegian, and will be available in Italian, French, German and Portuguese soon. To learn a new language through immersive visuals and play, users can download the Drops suite of language learning apps, part of the Kahoot! family of learning apps, for [iOS](#) or [Android](#).

To learn more about the new language support in the Kahoot! mobile app, read our [blog post](#).

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. 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 Kahoot! family also includes award-winning DragonBox math learning apps, the Poio learn to read app, the Drops language learning apps, the Actimo employee engagement platform and Whiteboard.fi, the online whiteboard tool for all educators, teachers and

classrooms. The Kahoot Group is headquartered in Oslo, Norway with offices in the US, the UK, France, Finland, Estonia, Denmark and Spain. Let's play!