



ISTE Seal Review Findings Report

Kahoot!

2026



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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is home to a community of global educators and solution providers who are passionate about using technology to revolutionize learning. Our vision is to create a bold community where education innovators are supported in reimagining and redesigning learning with a focus on using technology to create transformational and equitable experiences for learners. We're making this vision a reality by delivering practical guidance, evidence-based professional learning, virtual networks, thought-provoking events and the ISTE Standards.

ISTE SEAL

The ISTE Seal serves as a mark of high-quality product design for solutions that enable and guide high-quality learning. By choosing to demonstrate their commitment to supporting best practices for teaching and learning, these products show a purposeful and meaningful dedication to practical usability, digital pedagogical implementation, and the ISTE Standards. With a focus on user experience, product usability, and the most essential elements of instructional technology today, the ISTE Seal provides a set of criteria and simple indicators to guide educators, students, and technology directors toward the very best products on the market.

ISTE awards a seal only after an extensive analysis conducted by trained ISTE reviewers that ensures a product meets all critical elements under specific review criteria.



By earning an ISTE Seal, ISTE verifies that this product:

- Promotes critical technology skills.
- Supports the use of technology in appropriate ways.
- Incorporates digital pedagogy and the learning sciences.
- Addresses key elements of tech usability, user experience and user interface.
- Aligns to ISTE Standards in specific ways.

RESOURCE DESCRIPTION

WHAT IS *Kahoot!*?

Kahoot! is a user-friendly platform that enables teachers and students to create interactive quizzes, fostering engaging formative assessments within a gamified environment. It seamlessly integrates into teachers' formative assessment workflows, providing accessible content to streamline assessment creation. Kahoot! learning games and quizzes can be played anywhere, in person or virtually, using any device with an internet connection. Kahoot! is used by over nine million teachers globally and hundreds of millions of students and families.

HOW IS *Kahoot!* IMPLEMENTED?

Educators and students can create learning games and quizzes in minutes or choose from over 50 million publicly available examples, including user-generated content and premium collections from content partners. Kahoot! brings gamified joy to students by making reviewing content fun.

Learning games or formative assessments can be played live or virtually in the classroom, or students can complete them asynchronously at their own pace. Educators use Kahoot! to create interactive lessons, introduce new topics, review content to reinforce knowledge, deliver formative assessments, and more. Teachers, students, and families can access high-quality learning content and join communities on Kahoot! Academy, where educators can build communities, network, and share knowledge.



ISTE SEAL REVIEW

Product: Kahoot!

Product Type: Assessment Tool

Organization: Kahoot!

Date of Award: May 2024, Updated March 2026

REVIEW METHODOLOGY

ISTE Seal reviews are conducted by a distinguished panel of experts in education, instruction, and technology. These experts utilize the most up-to-date data provided by the organization to conduct thorough evaluations of each solution. The evaluations focus on assessing the solution's performance in addressing specific elements outlined in the technical and pedagogical usability framework and the ISTE Standards.

To complete their rigorous evaluations, the reviewers utilize a comprehensive rating system, categorizing each solution as either "meets expectations" or "does not meet expectations." This assessment covers both the required and optional "Look Fors" outlined in the application. To ensure the validity and reliability of their results, the reviewers regularly engage in calibrations. Final review findings are then analyzed and combined, providing an overall score for alignment with each indicator.

At ISTE, we take great pride in our unwavering commitment to delivering results that schools and districts can have full confidence in. To be deemed education-ready learning solutions, products must meet the high standards in learning sciences, user experience and interface, accessibility, and content quality.



SCOPE OF REVIEW

Kahoot! was reviewed against the technical, pedagogical usability framework and the ISTE Standards to determine whether **the solution is education-ready**. ISTE reviewers examined all evidence provided by the organization and interacted directly with the product.

REVIEW FINDINGS

ISTE STANDARDS: The ISTE Standards provide the competencies for learning, teaching, and leading in the digital age, providing a comprehensive roadmap for the effective use of technology in schools worldwide. Grounded in learning science research and based on practitioner experience, the ISTE Standards ensure that using technology for learning can create high-impact, sustainable, scalable, and equitable learning experiences for all learners.

Empowered Learner 1.1.c

Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Digital Citizen 1.2.c

Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

Creative Communicator 1.6.a, 1.6.b, & 1.6.d

Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. Students create original works or responsibly repurpose or remix digital resources into new creations. Students publish or present content that customizes the message and medium for their intended audiences.



FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • Through the “learners to leaders” model, students can create learning games or presentations that demonstrate mastery, receive feedback, and compile work into a portfolio. • The content library features examples of partner and teacher-created learning games that address intellectual property topics. • Students can create dynamic and interactive presentations from scratch or remix from the library, seamlessly integrating polling and discussion questions to engage their audience and facilitate active participation. • Multiple media formats, such as videos and images, may be used within a presentation, allowing students to customize it for the topic or the audience. 	
<p>DIMENSION 1: USER INTERFACE AND AGENCY</p> <p>Definition: The design of the product interface and user experience helps teachers quickly and reliably achieve instructional goals. This dimension includes features related to interface design, learnability, navigation, maximizing time on task, control over actions, and general usability.</p>	
FEEDBACK	OUTCOME



<ul style="list-style-type: none"> • Pop-ups and hints guide first-time users when they create a new learning game. • Intuitive navigation features, including a pinned menu, categorized collections, and keyword search with filtering, make locating content straightforward. • A preview button gives educators immediate access to the student view when creating or selecting a quiz from the library. • The help button is consistently available in the left-hand navigation at the bottom of the page and contains a search function, a chatbot, and a ticket request system. • The product demonstrates strong interoperability through a dedicated integrations page with supporting documentation and instructional videos. • Privacy and security information is exceptionally well-organized in the “Trust Center,” layering content to remain navigable for a range of audiences. 	
<p>DIMENSION 2: LEARNING DESIGN</p> <p>Definition: The product has features that exhibit and promote design and customization of learning episodes in ways that align with research-based best practices, including those rooted in the learning sciences.</p>	
<p>FEEDBACK</p>	<p>OUTCOME</p>



<ul style="list-style-type: none"> • Students receive instant feedback on their incorrect answers after a quiz and have the autonomy to establish a reflective weekly goal with built-in progress monitoring. • Games and quizzes deliver compact, bite-sized formative learning experiences; recommended quizzes model this concise format. • The platform's primary purpose is to facilitate quizzes to assess learning outcomes and student understanding, ensuring active participation by requiring students to answer questions before moving forward. • Teachers can mix, match, customize, and personalize questions, drawing from their quizzes and those created by other educators. 	
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DIMENSION 3: DIGITAL PEDAGOGY

Definition: The product is designed to support the development of digital age learning skills, capacities and knowledge. This dimension focuses on how technology can help students and teachers experience the best possible learning experiences, including the social and learning affordances that digital educational products uniquely offer.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • The library contains partner content from well-respected organizations, enriching the learning experience with high-quality resources. 	



<ul style="list-style-type: none"> • The "Learners to Leaders" feature empowers students to transition from participants to facilitators by enabling them to create and lead quizzes in their classrooms. • A collection of premade quizzes and episodes engages students in information curation, digital identity, and media literacy, complemented by partner content. 	
<p>DIMENSION 4: INCLUSIVITY</p> <p>Definition: The product helps teachers provide learning experiences that are relevant to students of many cultures, backgrounds, and abilities, and support learner motivation and agency in the learning process. The product meets current guidelines around accessibility, and supports a positive classroom culture.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • Equity-focused content collections reflect multiple aspects of diversity, and diverse representation within the image library makes it easy for educators and students to create games using diverse images. • Some partner content creates opportunities for students to develop empathy by engaging with diverse perspectives that center their identities and strengths. • A Voluntary Product Accessibility Template (VPAT) reflects a commitment to accessibility standards, and font, text, speed, and color settings are all adjustable during content creation. 	



<ul style="list-style-type: none"> • Partner content encompasses topics that promote inclusion and highlight the perspectives of marginalized and oppressed groups. 	
<p>DIMENSION 5: ASSESSMENT AND DATA</p> <p>Definition: The product uses formative assessments – learning experiences that help make visible what students know and don’t yet know – to generate data that inform teachers about student knowledge and skill gaps, and provide students assessment feedback that is specific, actionable, and constructive. As such, it guides teachers’ instructional decisions and students’ learning journeys.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • Formative assessment is a core feature of the platform, enabling continuous evaluation and feedback throughout the learning process. • When creating quizzes, teachers can access 10 question types, offering various options to assess student understanding. • Student-created and student-led learning games allow students to showcase their work, promoting collaboration and peer learning. • The platform's reports section provides educators with detailed assessment results and immediate insight into individual and group performance. 	<div style="text-align: center;">  </div>

CONCLUSION

Kahoot! is an easy-to-use platform that allows teachers and students to build interactive quizzes, facilitating engaging formative assessments within a gamified setting. Seamlessly integrating into any subject area, the platform provides accessible and diverse content to streamline the creation process. A vast library of educator-made quizzes and resources from reputable content partners gives educators and students extensive media options for content creation.

Gamification enhances instructional programs with ease and facilitates joyful engagement. Onboarding pop-ups and hints guide first-time users through creating new learning games, while features such as filtered library browsing, student-view quiz previews, persistent help support, and collaboration with content partners give learners access to tangible, real-world examples. Incorrect answers function as instructive non-examples, reinforcing concept clarification and deepening learning.

Instant feedback on incorrect answers, personalized weekly goal-setting with progress monitoring, and compact one-question-at-a-time learning experiences keep learners focused and on track. High-quality partner content elevates the overall learning experience throughout the platform. Ultimately, Kahoot! serves as a game-based learning platform that simplifies formative assessment creation for educators while delivering engaging, enjoyable experiences for students, all while generating meaningful data to inform instructional decisions.