



# Kahoot!

**Make learning awesome**

Q1 2021 presentation  
May 6, 2021





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

**28m+**

Active Kahoot accounts



Recognized market leader

**760K+**

Paid subscriptions

**100m+**

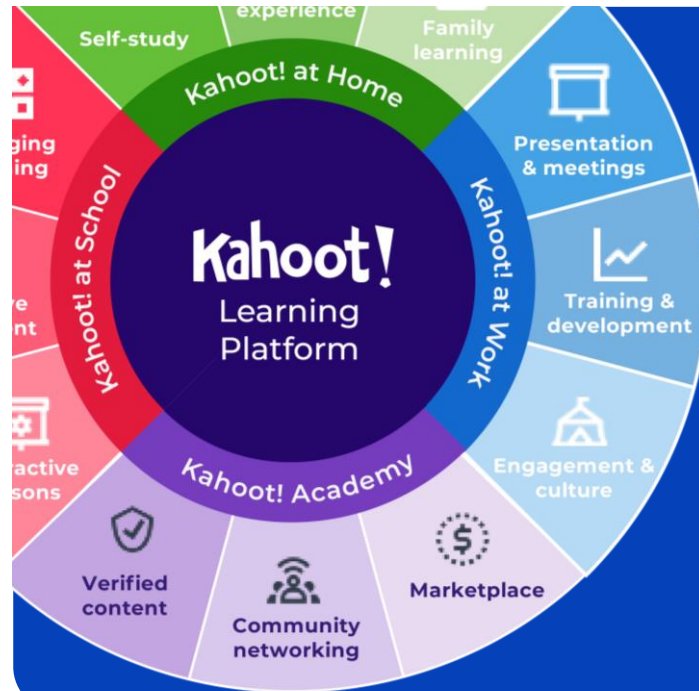
User generated kahoots

**DROPS**

Language learning apps for everyone

**K!360**

Employee engagement & corporate learning



**Kahoot!**  
Make learning awesome

**Kahoot! ACADEMY**

Connect, marketplace & content partners



Employee app for remote employees

**K!EDU**

Elevate learning at your school or district

**Kahoot!+**

Awesome learning for the entire family

**DRAGONBOX**

Learn math & algebra apps

**poio**  
by Kahoot!

Learn to read app

**motimate**  
a fun and easy mobile learning app

**WHITEBOARD.fi**

A collaborative online whiteboard tool

# Why everyone loves Kahoot!

## Embraced by 8m 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



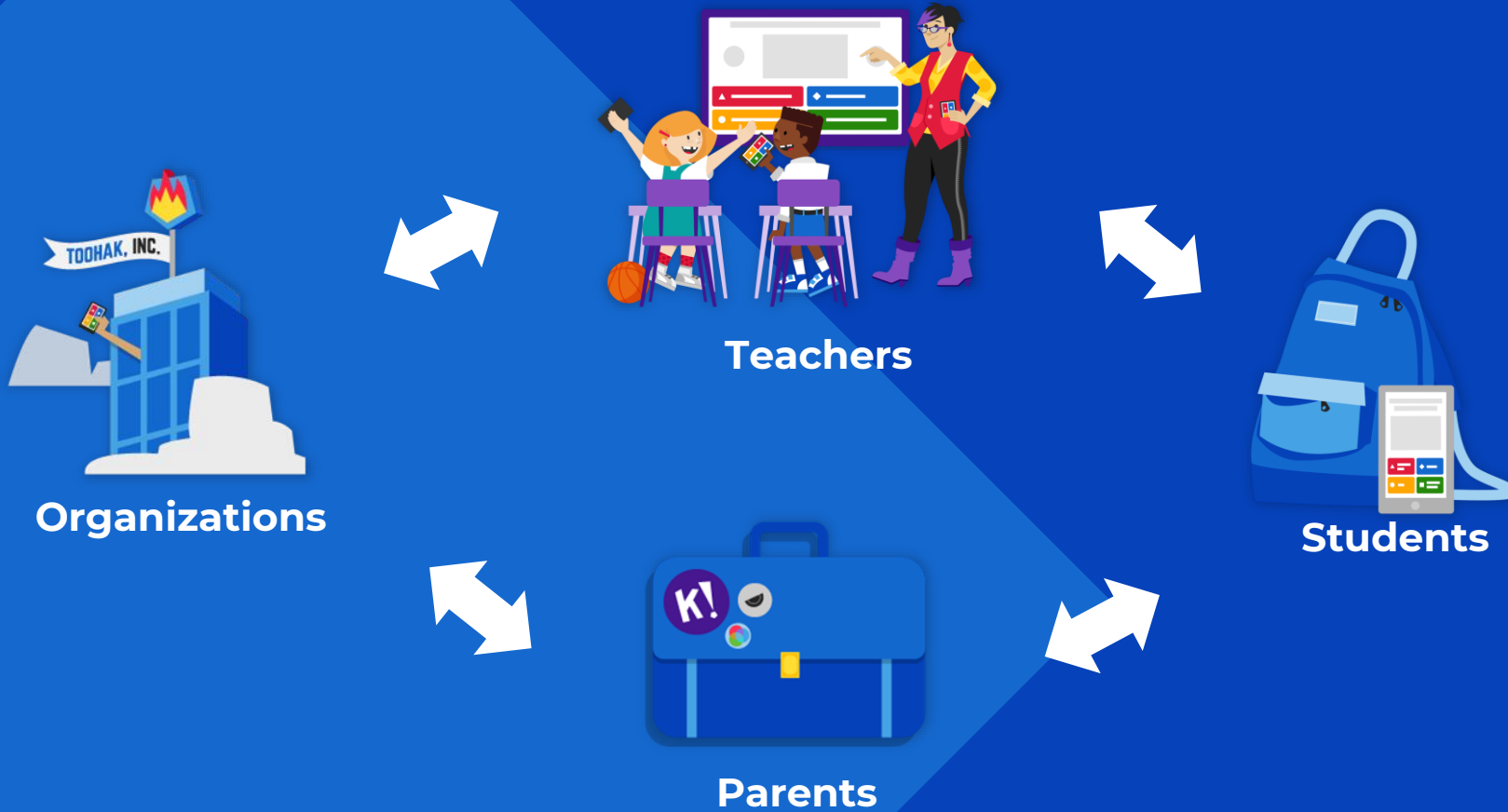
## Integral for corporate culture and learning

“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! Group highlights Q1 2021

- **Strong growth on the Kahoot! platform** with more than 28m active accounts last twelve months representing 68% YoY growth per Q1 2021
- **Continued growth in paid subscriptions, reaching more than 760K** in Q1 2021, an increase of 85K paid subscriptions from Q4 2020. The YoY growth in paid subscriptions including acquired units was 277% (560K) per Q1 2021 vs. Q1 2020
- **Q1 2021 invoiced revenue YoY growth of 195% to \$19.1m**, up from \$6.5m in Q1 2020. The QoQ invoiced revenue growth was 9% in Q1 2021
- **Positive cash flow from operations of \$5.4m** in Q1 2021, compared to \$1.1m in Q1 2020
- **EBITDA for Q1 2021** (not including share-based compensation expenses and related payroll taxes, acquisition related expenses and listing cost preparations) **was \$3.7m, representing 22.7% adjusted EBITDA margin**
- **Solid financial cash position of \$254m** per Q1 2021. The company has no interest-bearing debt
- In Q1 we completed the acquisition of **Whiteboard.fi**, the engaging online whiteboard tool for teachers and classrooms. In April we completed the acquisition of **Motimate** to strengthen Kahoot!'s offerings in employee engagement and corporate learning

**277%**

YoY growth in paid subscriptions per Q1

**195%**

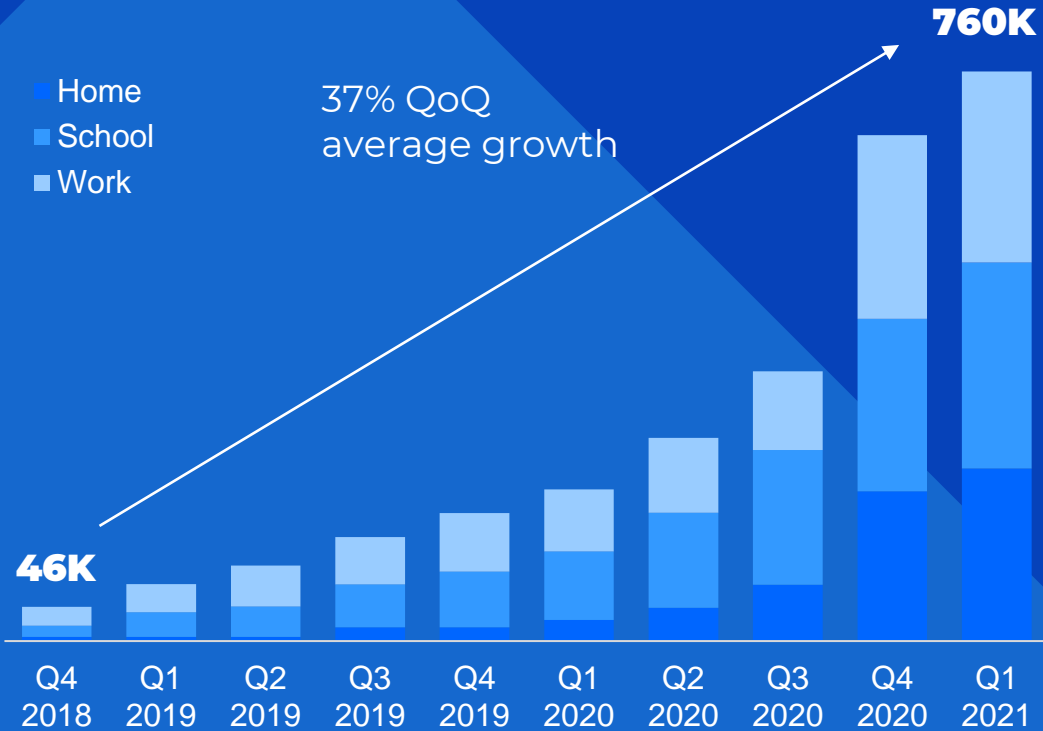
Q1 YoY growth in invoiced revenue

**28%**

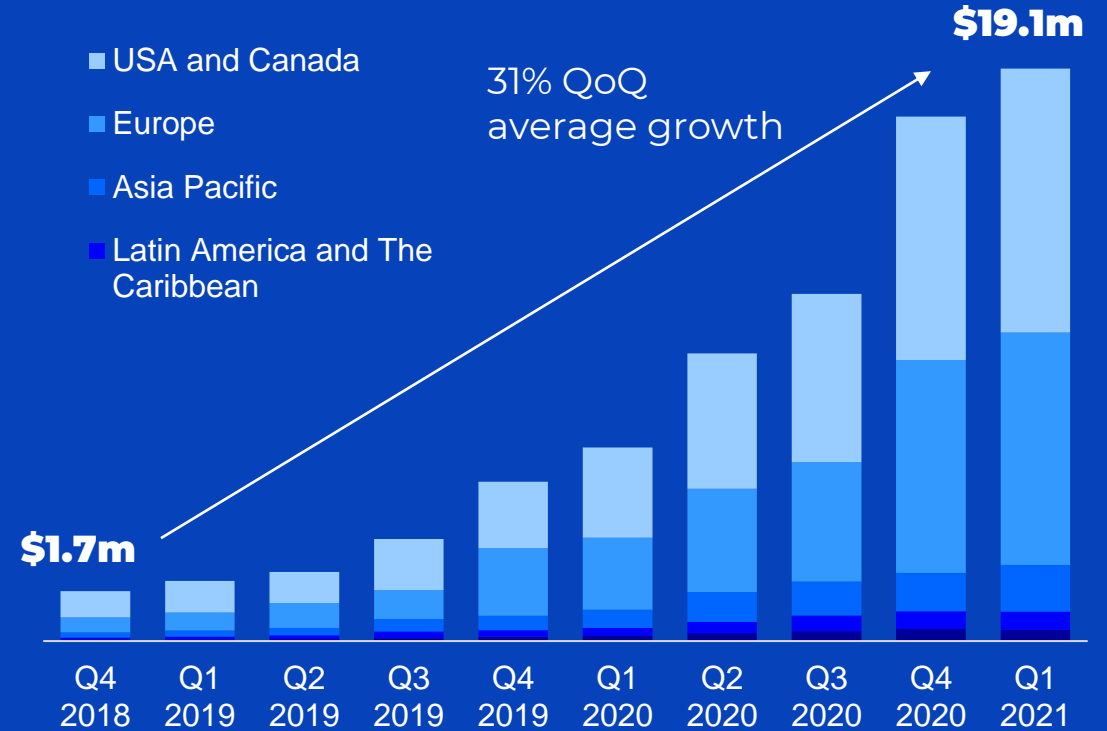
Q1 cash conversion from invoiced revenue

# Kahoot! Group accelerating momentum

## Paid subscriptions <sup>1)</sup>



## Invoiced revenue <sup>2)</sup>



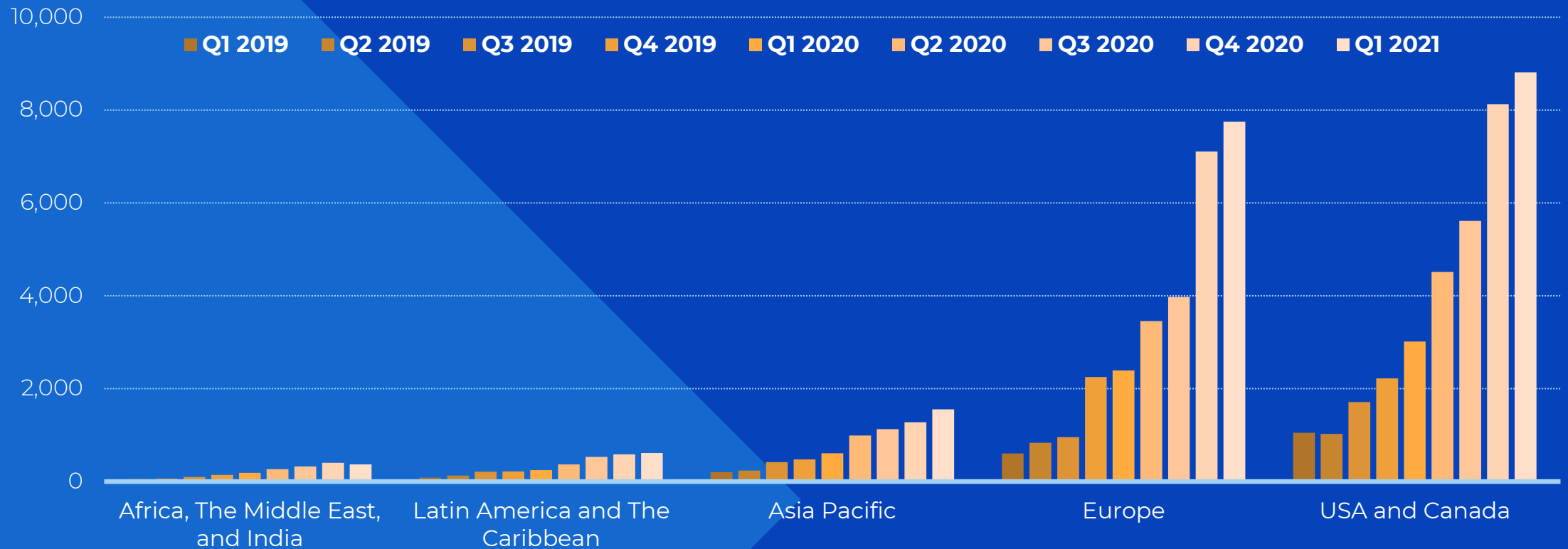
Kahoot! Group reached more than 760K paid subscriptions in Q1 2021, an increase of 85K from Q4 2020, whereof 44K Kahoot! licenses. The YoY growth including acquisitions, was 277% (approx. 560K) per Q1 2021 vs. Q1 2020. Subscription categories: 255K Work (including 131K active Actimo licenses), 275K School (including 6K Whiteboard), and 230K Home and Study (including 48K DragonBox math curriculum and 130K Drops language learning)

<sup>1)</sup> Paid subscriptions is defined as total number of users on paid subscription per the end of the period, including Actimo, Drops and Whiteboard from the time of acquisition

<sup>2)</sup> Conversion to paid subscriptions in all segments from customers in more than 150 countries

# Kahoot! Group invoiced revenue per region

(in thousands USD)

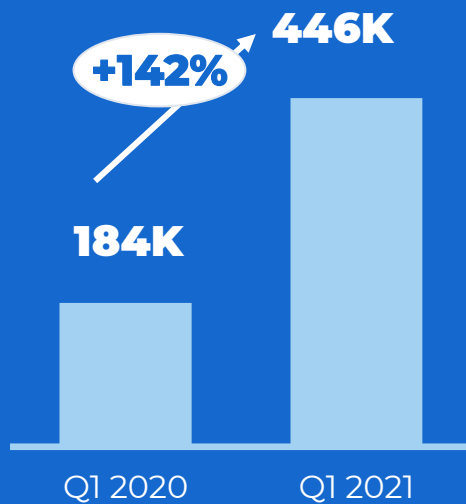


Kahoot! has paying subscribers in more than 150 countries, USA and Canada represent approx. 46% of invoiced revenue and Europe approx. 41% in Q1 2021

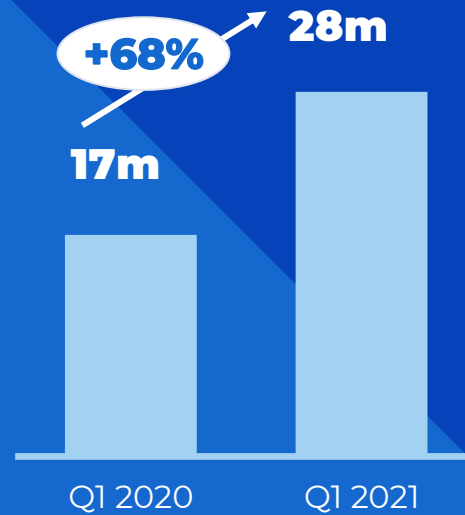


# Kahoot! Platform – continued growth

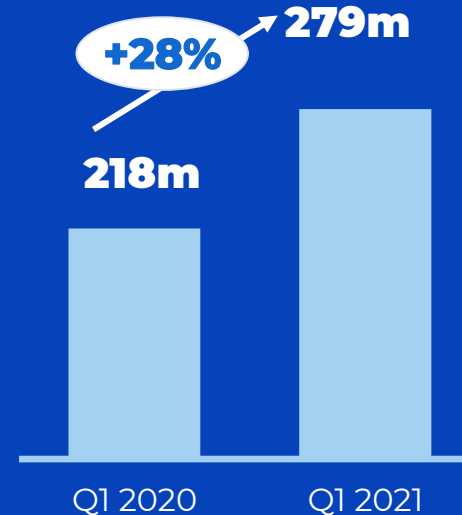
**Paid subscriptions**



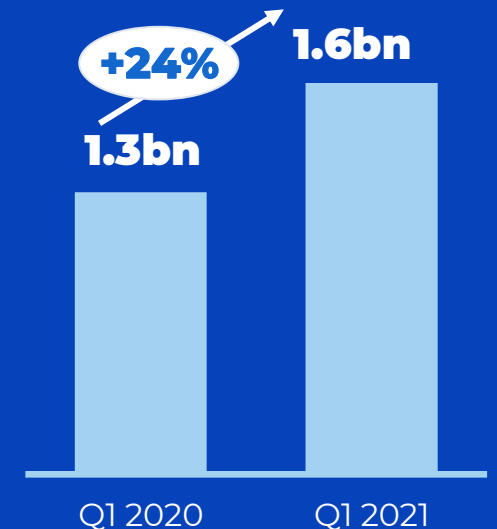
**Active accounts**



**Hosted games**



**Participants**



The user growth on the Kahoot! platform in the last twelve months continued, with more than 28m active accounts (68% YoY growth). Number of hosted games last twelve months was 279m (28% YoY growth) with 1.6bn participants (24% YoY growth) Paid subscriptions on core Kahoot! had YoY growth of 142%

# Key financial figures development

## Key financial figures development

Financial figures presented in USD millions

	Q1'21	Q4'20	Q3'20	Q2'20	Q1'20	Q4'19	Q3'19	Q2'19	Q1'19
<b>Invoiced revenue</b>	<b>19.1</b>	<b>17.5</b>	<b>11.6</b>	<b>9.6</b>	<b>6.5</b>	<b>5.3</b>	<b>3.4</b>	<b>2.3</b>	<b>2.0</b>
Invoiced revenue growth QoQ	1.6	5.9	2.0	3.1	1.1	1.9	1.1	0.3	0.3
<i>Invoiced revenue growth QoQ %</i>	9 %	50 %	21 %	49 %	21 %	56 %	48 %	15 %	
<b>Revenue and operating income</b>	<b>16.2</b>	<b>12.0</b>	<b>9.2</b>	<b>5.7</b>	<b>4.2</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>5.4</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>	28 %	40 %	45 %	41 %	17 %	27 %	-17 %	-63 %	-94 %
<b>Cash and cash equivalents</b>	<b>253.6</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>204</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:

- 195% Q1 YoY invoiced revenue growth
- Continued QoQ growth in Invoiced revenue and operating revenue
- Strong cash flow from operations representing 397% Q1 YoY growth
- Continued efforts to develop the company, adding product, development and commercial talents

# Condensed profit and loss statement

## Condensed profit and loss statement

Financial figures presented in USD millions

	Q1 2021	Q1 2020	FY 2020
<b>Total revenue and other operating income</b>	<b>16.2</b>	<b>4.2</b>	<b>31.0</b>
Cost of sales	1.3	0.4	3.8
Employee benefit expenses	9.6	2.8	31.6
Other operating expenses	6.4	1.9	11.6
<b>Total operating expenses</b>	<b>17.4</b>	<b>5.1</b>	<b>47.0</b>
<b>EBITDA before adjustments</b>	<b>-1.2</b>	<b>-0.9</b>	<b>-15.9</b>
Share based payment expenses	2.1	0.1	3.1
Social security tax share based payments	1.3	-0.2	14.2
Acquisition transaction and listing cost	1.4	0.0	1.0
<b>EBITDA adjusted</b>	<b>3.7</b>	<b>-1.0</b>	<b>2.3</b>
<i>Adjusted EBITDA margin (%)</i>	<i>22.7 %</i>	<i>-22.6 %</i>	<i>7.5 %</i>

## Main comments:

- Q1 2021 total revenue of \$16.2m, an increase of \$12.0m from Q1 2020 representing 284% YoY growth
- Employee benefit expenses excluding share-based payments and related social security taxes amounted to \$6.2 million in Q1 2021. The increase from Q1 2020 is mainly due to increased number of employees including effect of acquired companies
- EBITDA adjusted for share-based compensation expenses and related payroll taxes, acquisition-related expenses and listing cost preparations was \$3.7m for Q1 2021, compared to -\$1.0m for Q1 2020
- Adjusted EBITDA margin of 22.7% for Q1 2021

# Condensed balance sheet

## Condensed balance sheet statement

Financial figures presented in USD millions

	31.03.2021	31.03.2020	31.12.2020
Goodwill	82.3	16.8	77.7
Intangible assets	35.5	7.2	34.4
Property, plant and equipment	0.4	0.3	0.4
Right-of-use assets	3.0	2.5	3.2
<b>Total non-current assets</b>	<b>121.1</b>	<b>26.7</b>	<b>115.7</b>
Trade receivables	3.7	1.3	2.7
Other current assets	3.2	1.1	3.3
Cash and cash equivalents	253.6	34.0	256.1
<b>Total current assets</b>	<b>260.5</b>	<b>36.4</b>	<b>262.1</b>
<b>Total assets</b>	<b>381.6</b>	<b>63.1</b>	<b>377.8</b>
<b>Total equity</b>	<b>287.6</b>	<b>46.1</b>	<b>288.4</b>
Lease liabilities	2.1	2.0	2.3
Deferred tax liability	6.1	1.1	5.8
Other non-current liabilities	10.1	0.0	15.4
<b>Total non-current liabilities</b>	<b>18.3</b>	<b>3.1</b>	<b>23.6</b>
Lease liabilities	1.0	0.5	1.0
Trade payables	2.3	1.0	1.8
Contract liabilities (deferred revenue)	30.7	7.6	27.9
Other current liabilities	41.9	4.7	35.1
<b>Total current liabilities</b>	<b>75.8</b>	<b>13.9</b>	<b>65.8</b>
<b>Total equity and liabilities</b>	<b>381.6</b>	<b>63.1</b>	<b>377.8</b>

## Main comments:

- The increase in goodwill and intangible assets In Q1 2021 is due to the acquisition of Whiteboard
- Strong cash position of \$254m per 31 March 2021
- Deferred revenue reached \$30.7m per the end of Q1 2021, compared to \$7.6m per the end of Q1 2020, an increase of \$23.0m
- Solid balance sheet with no interest-bearing debt and equity ratio of 75%

# Cash flow statement

## Condensed cash flow statement

Financial figures presented in USD millions

	Q1 2021	Q1 2020	FY 2020
Net cash flow from operating activities	5.4	1.1	17.4
Net cash flow from investing activities	-7.5	-0.1	-34.4
Net cash flow from financing activities	-0.2	-1.2	231.1
Net change in cash and cash equivalents	-2.3	-0.2	214.1
Cash and cash equivalents at begin. of period	256.1	40.9	40.9
Effects of exchange rate changes on cash	-0.2	-6.7	1.2
Cash and cash equivalents at end of period	253.6	34.0	256.1

## Main comments:

- Strong development in cash flow from operations, improved with \$4.3m in Q1 2021 compared to Q1 2020
- Cash flow from investing activities in Q1 2021 was -\$7.5 million mainly due to the acquisition of Whiteboard and payment of earn-out consideration for the Drops acquisition

# Forward looking statement

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

- For the first half year 2021, the Kahoot! Group expects invoiced revenues to exceed \$40m
- For the full year 2021, the Kahoot! Group reiterate the ambition to reach \$90-100m in invoiced revenues with continued solid positive cash flow from operations and one million paid subscriptions
- The company will continue to explore non-organic growth initiatives
- 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>

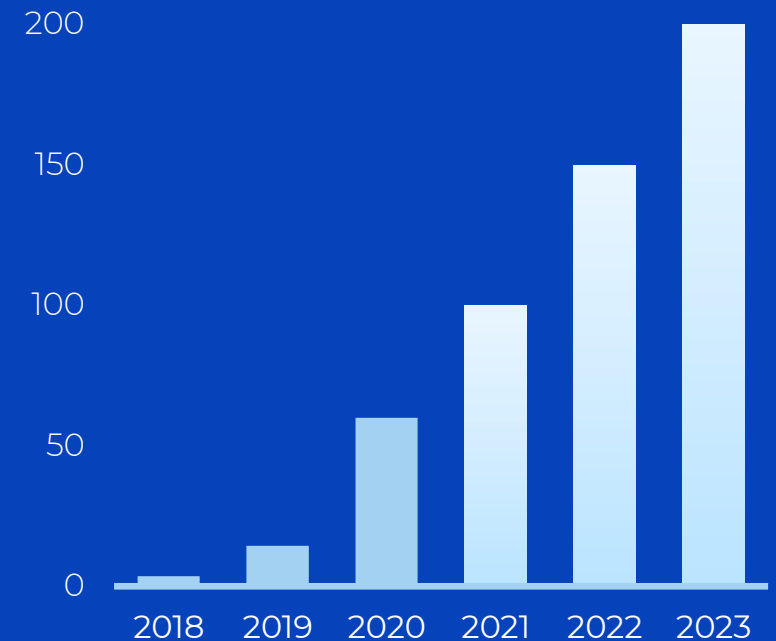
**Operating leverage**

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





Kahoot!

# Kahoot! *at home*

Kahoot! used for both personal use and for the entire family for engaged learning and knowledge sharing, inspiring millions of individuals

Free and from \$5 per user per month

Kahoot!+ DROPS DRAGONBOX poio by Kahoot!



# Kahoot! *at school*

Millions of teachers and thousands of educational institutions around the world are using premium editions to drive learning and engage students

Free and from \$3 per teacher per month

K!EDU DROPS DRAGONBOX poio by Kahoot! WHITEBOARD.fi

# Kahoot! *at work*

All kinds of organisations are using Kahoot! at work to engage employees, connect teams, ensure training and build team spirit and corporate culture

From \$10 per user per month

K!360 actimo motimate



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

connect marketplace content partners

K!



# Kahoot! *at home*

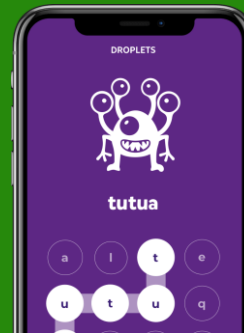


# 10m+

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

# DRÖPS + DRÖPLETS

Language learning for everyone from 8 years and above



## Engage communities

Premium features and content for any occasion



## Kahoot! *at home*

# Kahoot!+

Premium subscription for awesome learning for the entire family



Learn math & algebra

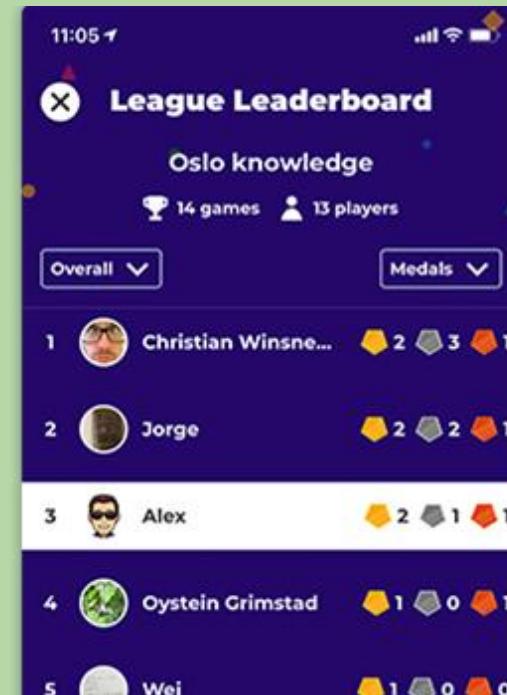


Learn to read



## Study at home

with flashcards, tests and challenging friends

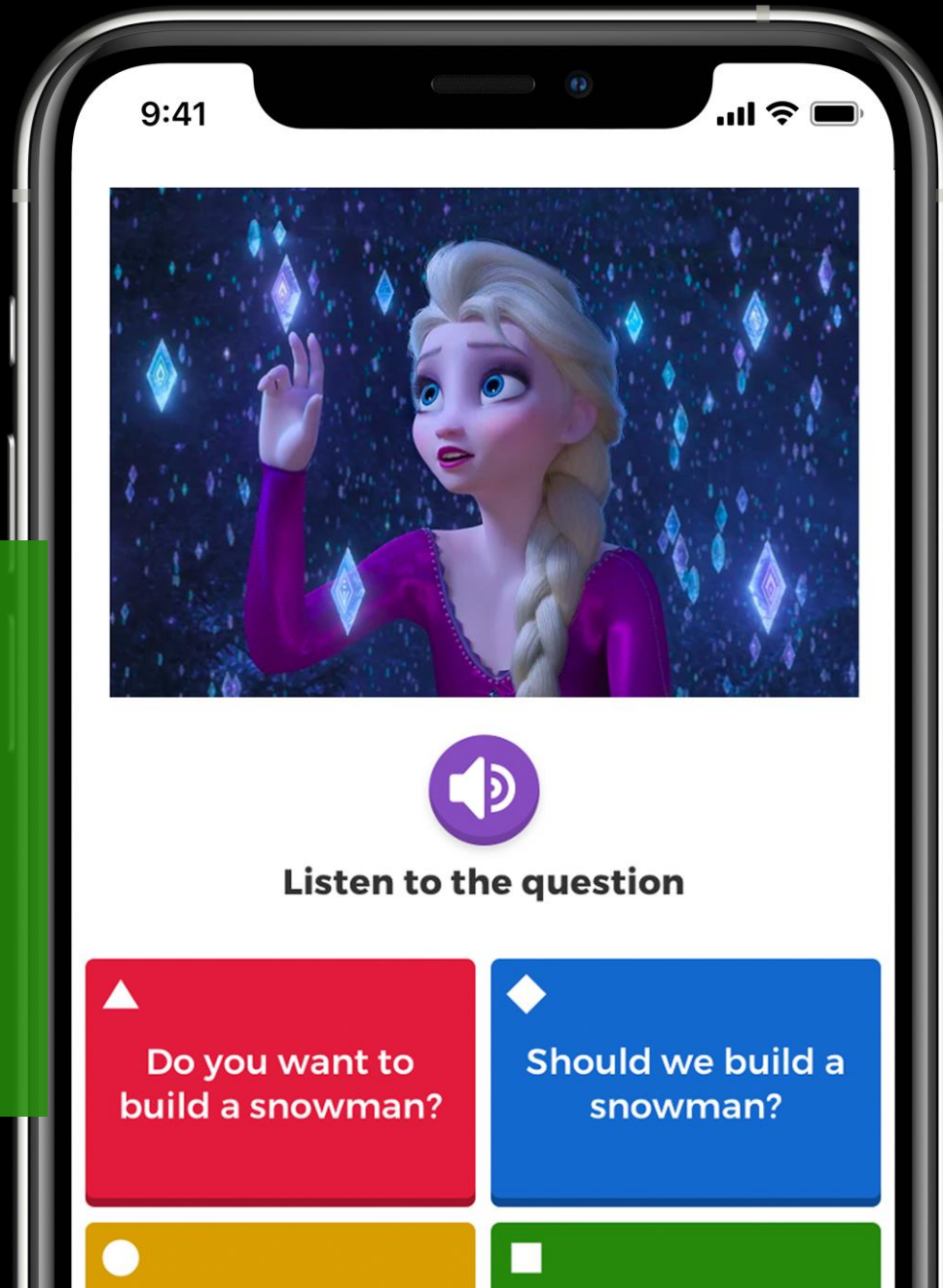


COMING SOON!

*Introducing*

# Language Learning

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



COMING IN Q2!



# Global learning unleashed!

The Kahoot! app and live game will soon be available in **Japanese, Turkish, Polish** and **Dutch**, in addition to the **7 languages** already available: English, Spanish, Portuguese (BR), French, Norwegian, German & Italian

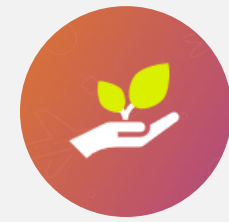
30 million app downloads

## Latest content releases

*\*1st Language App to offer all 3 African Languages (Swahili, Igbo & Yoruba)*



Animal Sounds



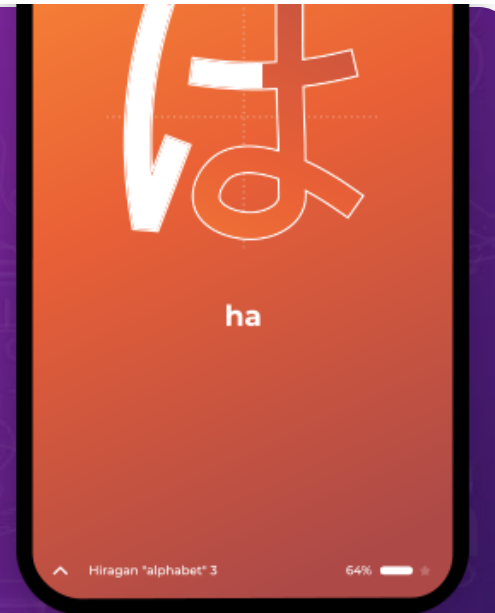
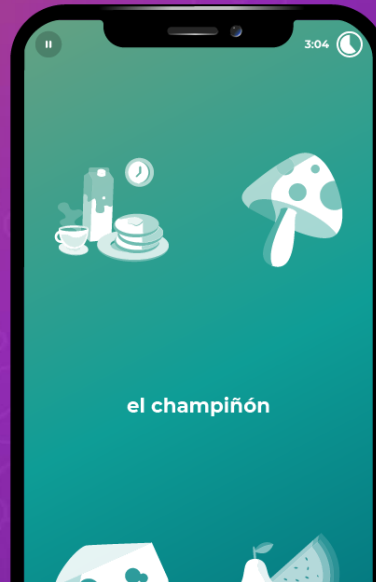
Climate Change



African Languages\*

# DROPS

Language Learning



120K monthly subscribers studying 42 languages in over 200 countries

Free for 5 minutes a day & premium subscriptions from \$9.99 per month available



**DROPS**



**DROPLETS**



**SCRIPTS**



# 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*

**WHITEBOARD.fi**

A collaborative, online whiteboard tool



**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!

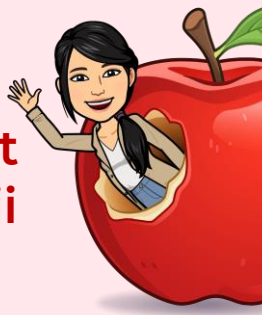
Upload file



**100s of millions**  
of students

Embraced by over  
**8 million**  
teachers globally

**Next level engagement with Bitmoji**

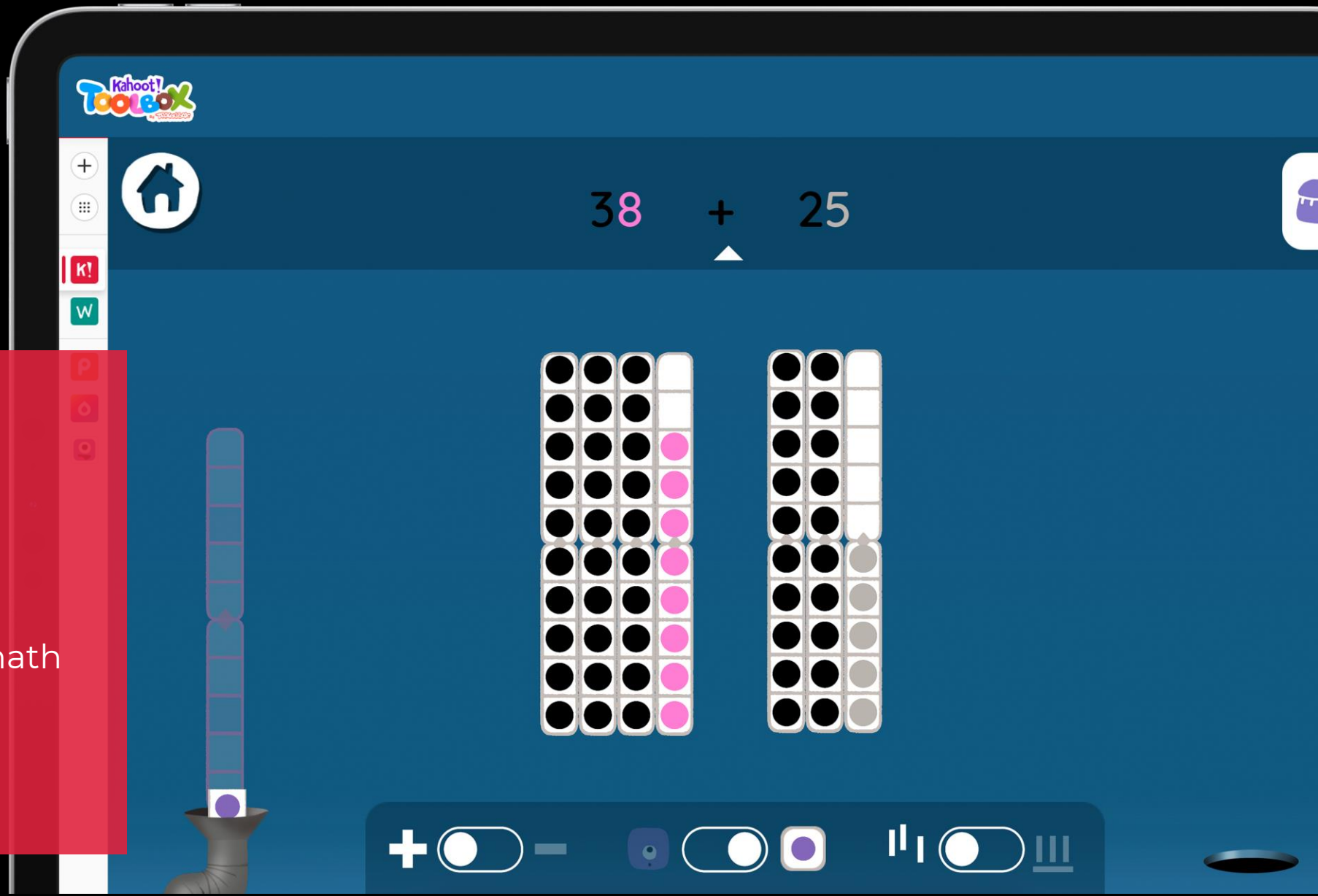


COMING SOON!

Introducing



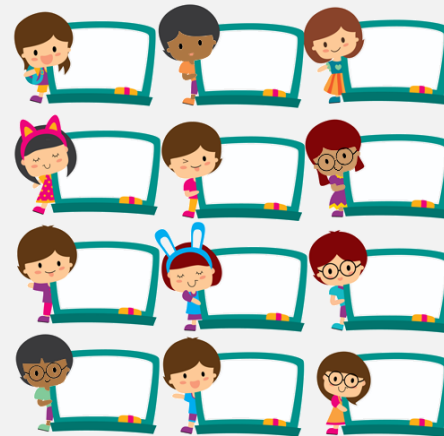
Awesome tools to visualize math and effective number talk sequences, designed for all teachers and educators



Over 800K daily users!

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

WHITEBOARD.fi  
a Kahoot! company



Online whiteboard tool!



Free & premium subscription from \$4.99 per month



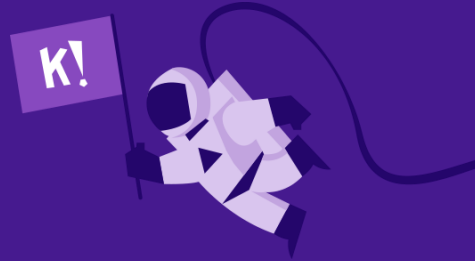
Live collaboration



Instant formative assessment



Engage everyone!



# Kahoot! ACADEMY



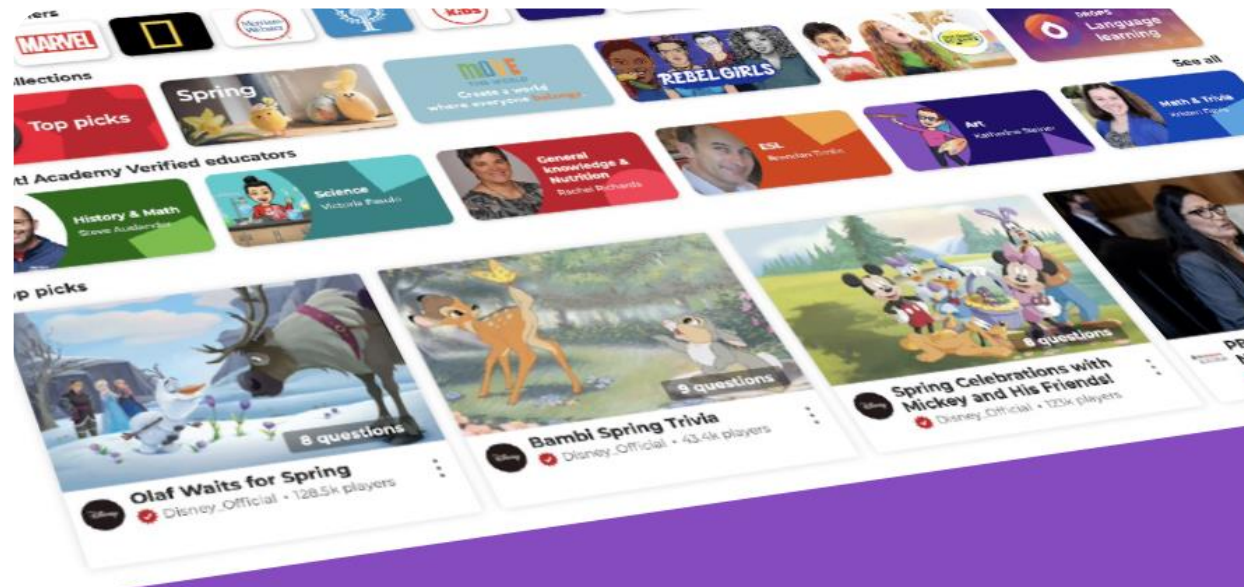
# 8m+

monthly players  
enjoying kahoots  
created by our  
partners

## Kahoot! Publisher

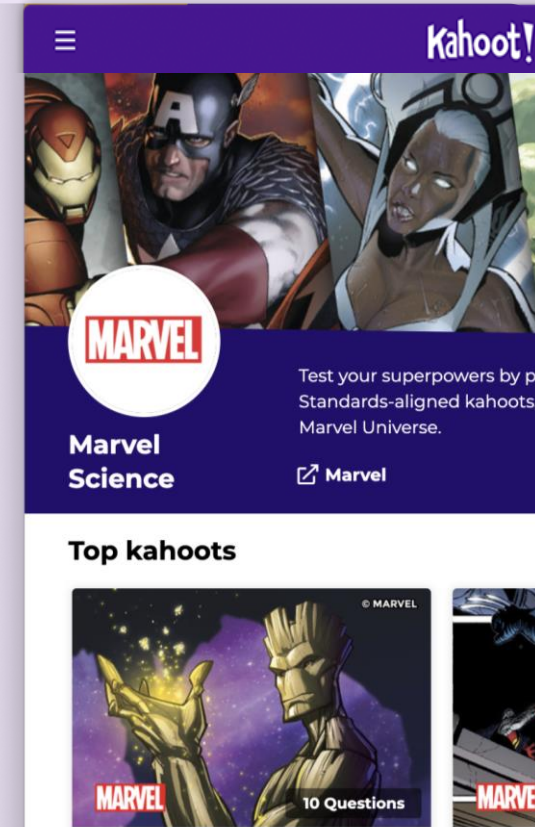
Premium subscription  
for publishers and  
content creators

## Premium learning content for students in the classroom and at home



# Kahoot! *content partners*

## Marketplace



## Partnering with leading publishers and organizations





Filters

Find me a kahoot about...

Math

Science

English Language Arts

Social Studies

General knowledge

Literature

History



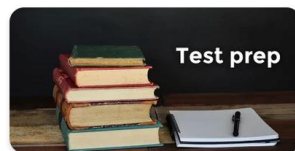
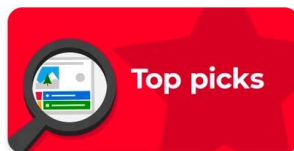
Premium partners

See all



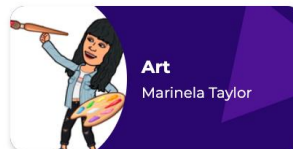
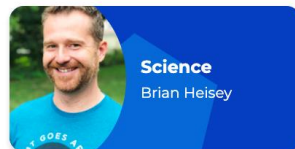
Partner collections

See all



Kahoot! Academy Verified educators

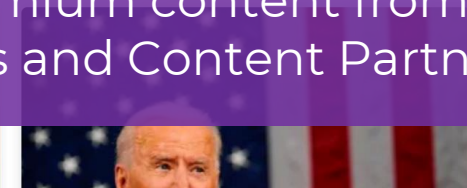
See all



# Content Discovery

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

Top picks

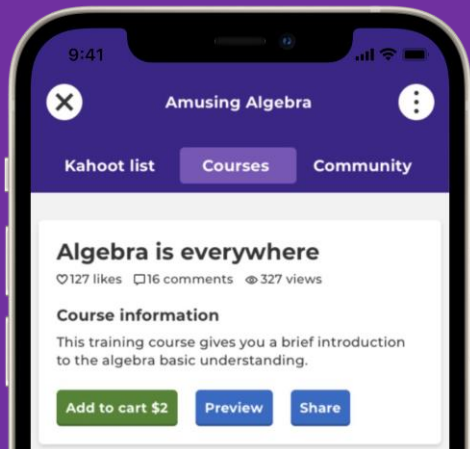


# 8m+

educators & teachers, and

hundreds of millions of students across the world use Kahoot! to make learning awesome

Marketplace for educators  
*(Launching 2021)*



Kahoot! Academy connect  
Community & Network

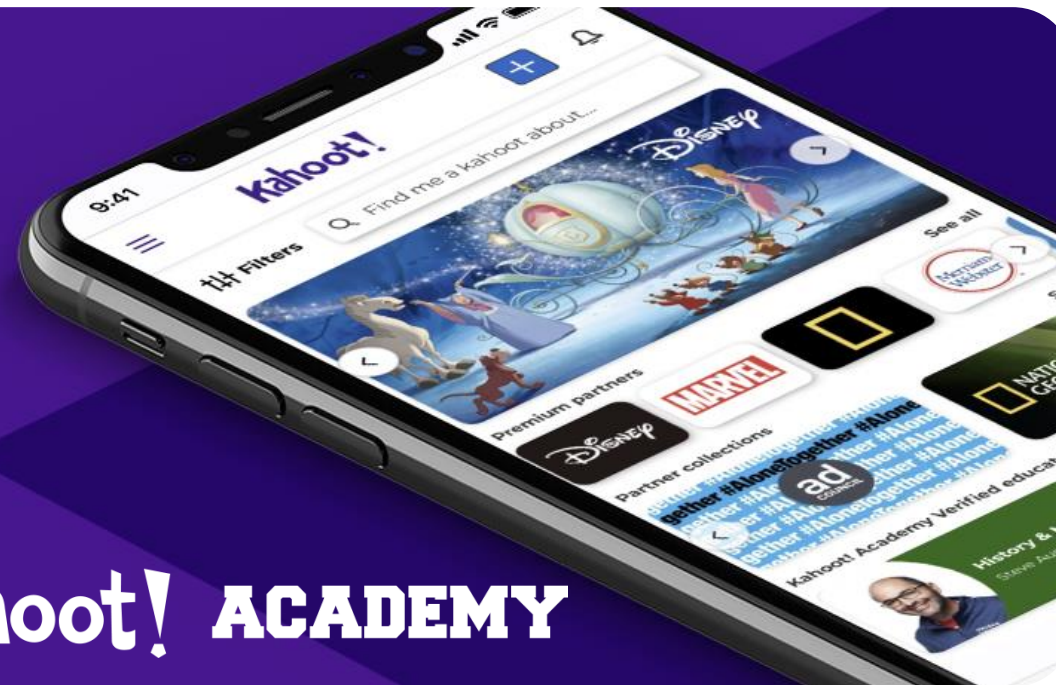


Embraced by over  
**20 million**  
players monthly



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

Aimee Copple

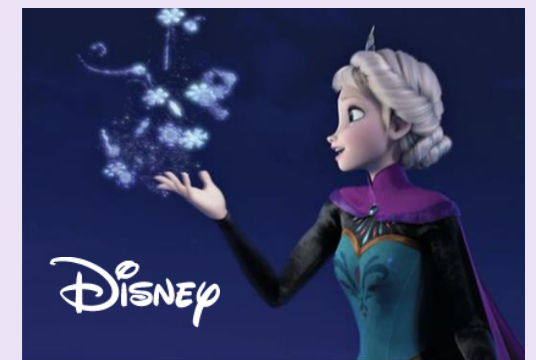
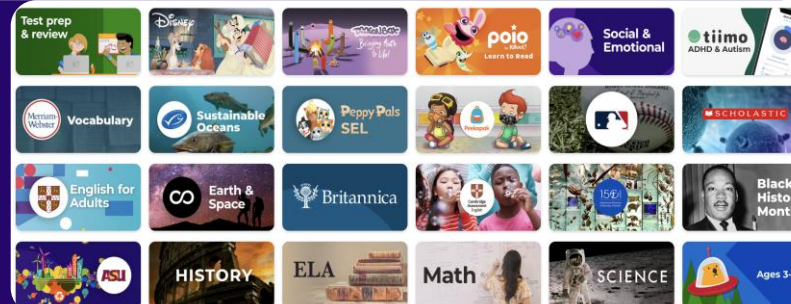


## Kahoot! ACADEMY

Premium learning content

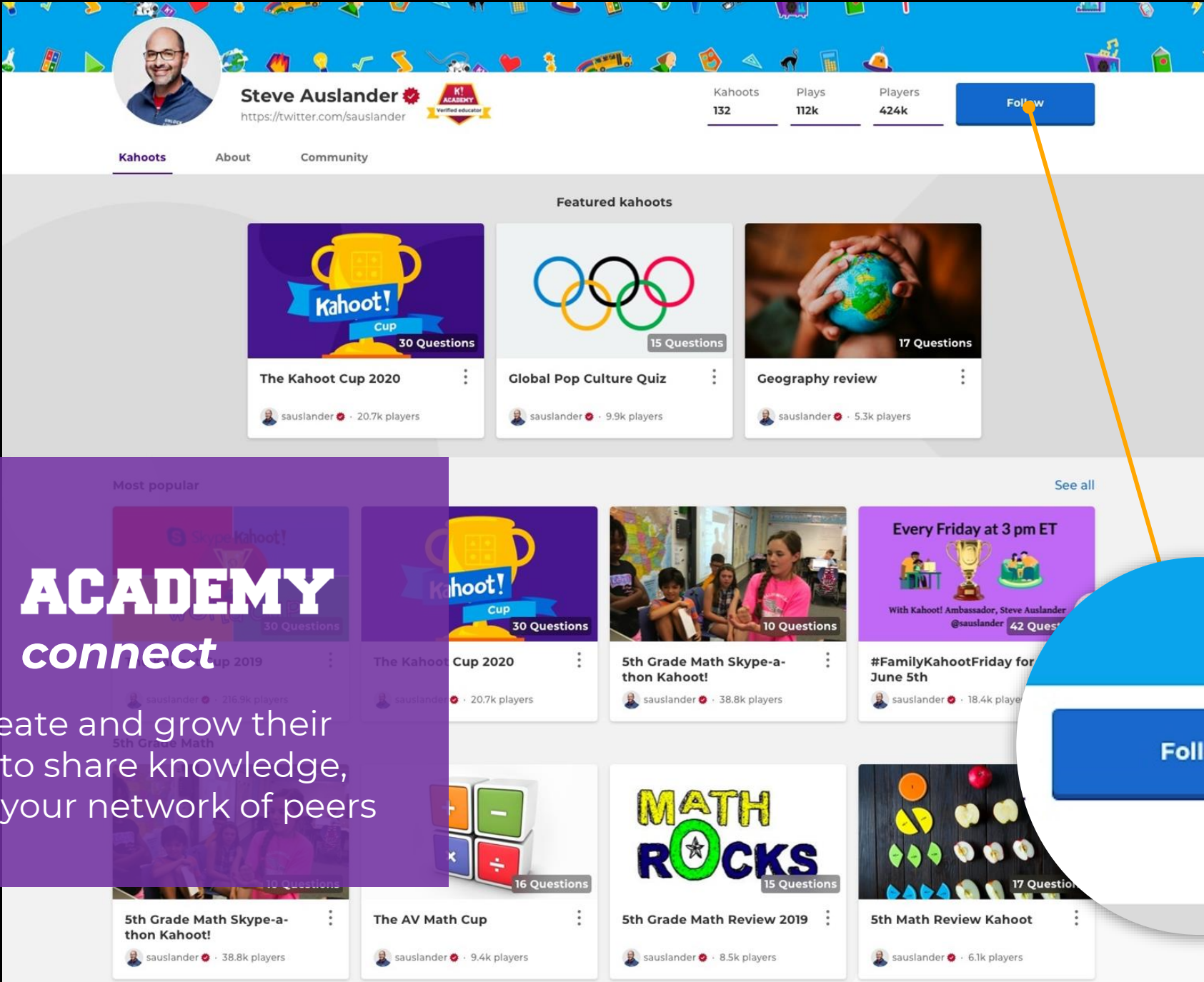
By verified educators and publishers to engage students

Knowledge portal



States of Matter: Frozen

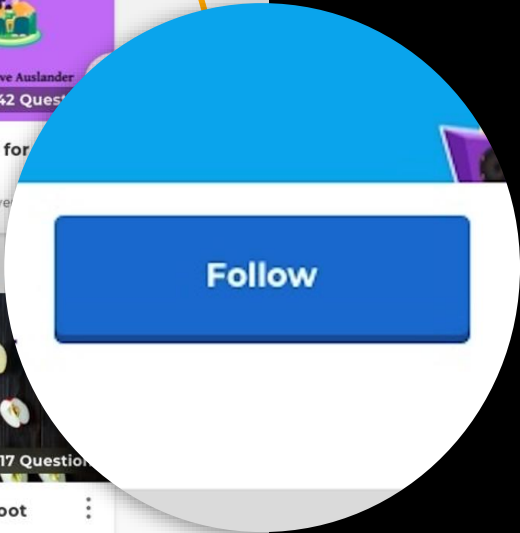
4.7k favorites 351.4k plays 797.7k players



*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!


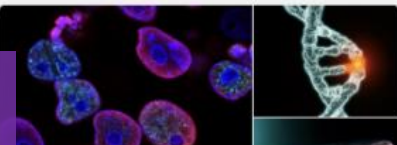

K! Premium Home Discover Library Reports Groups Create 

 **Jaye Schaffer**   
High school biology

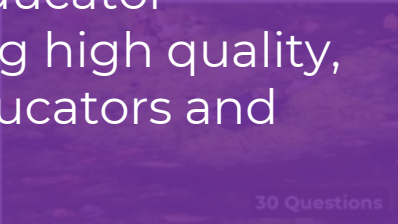





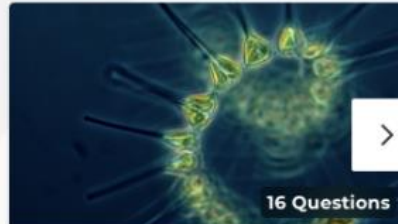

Kahoots 157 Plays 1.8M Players 307K [Follow](#)

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-   
**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



97% of the Fortune 500 are Kahoot!ing

# Kahoot! at work - for all organizations

## Corporate learning

“With Kahoot! I can measure product knowledge

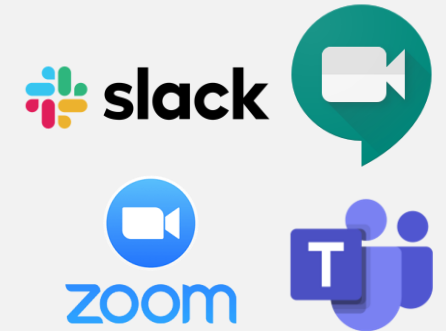
Courses, analytics, learner resources



## 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

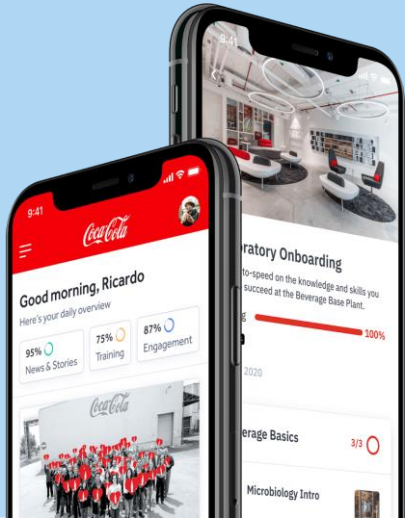
“Game-based learning is an easy way to assess learners’ retention. The trainer instantly knows what learners understand and what needs more clarification, helping us improve the learning for everyone”



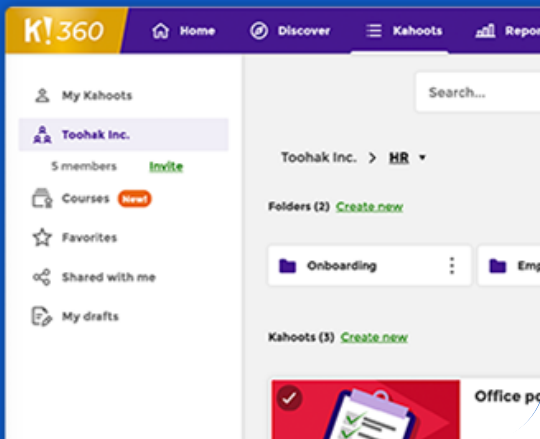
# Q1: New and existing customers are making learning awesome

# Engagement & Communication



# Company culture

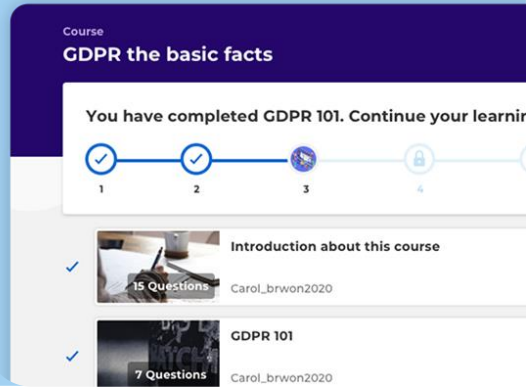


**97%**  
of the Fortune 500 are Kahoot!'ing

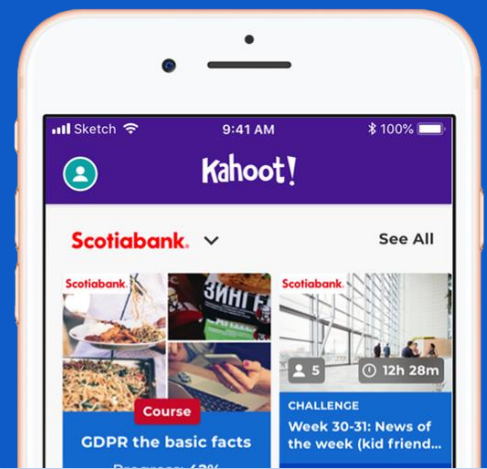
# Kahoot! at work

# Interactive presentations & meetings

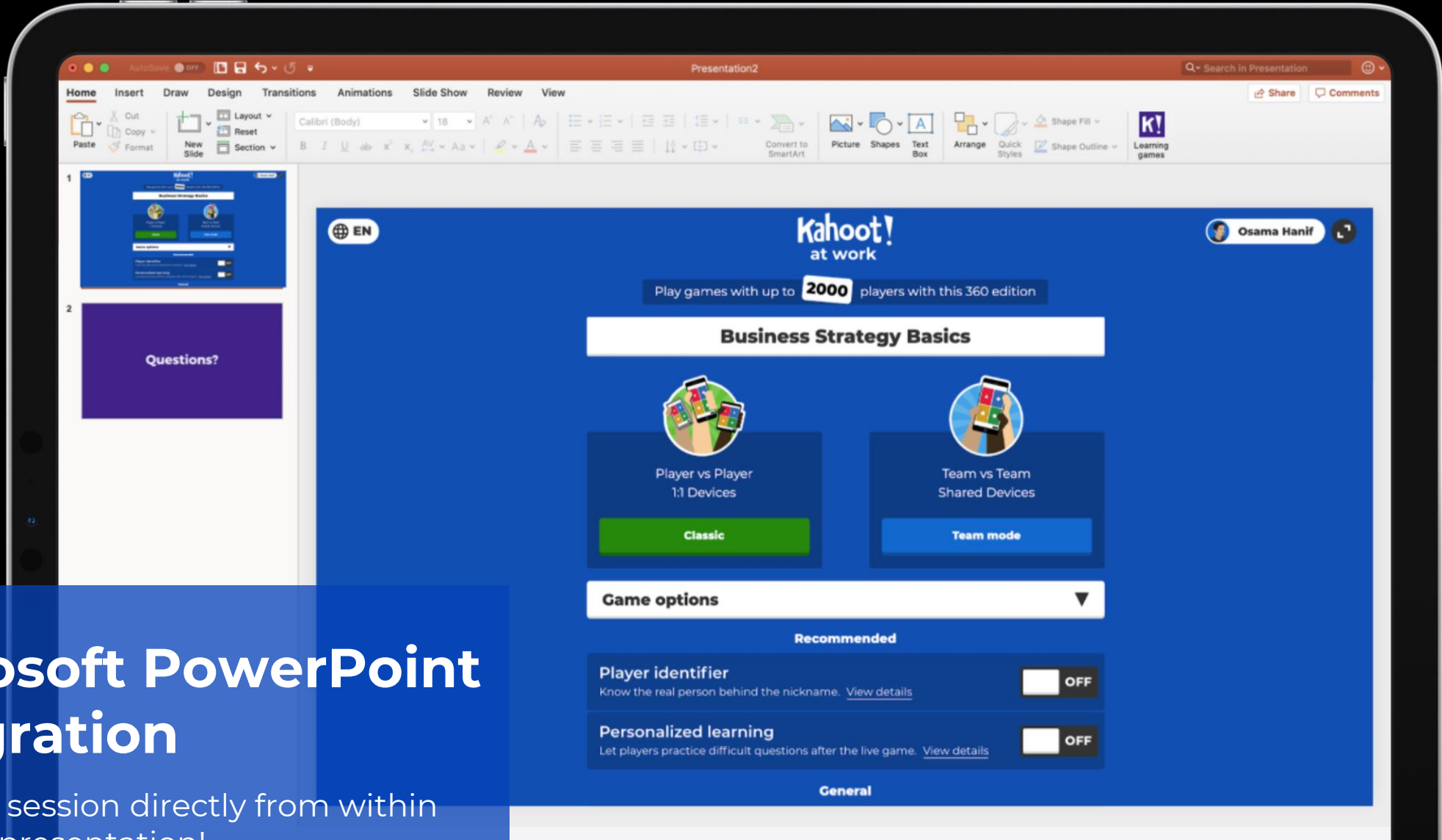
# Training & development



# A better experience for all learners



COMING MAY!



# Microsoft PowerPoint Integration

Start your kahoot session directly from within your PowerPoint presentation!



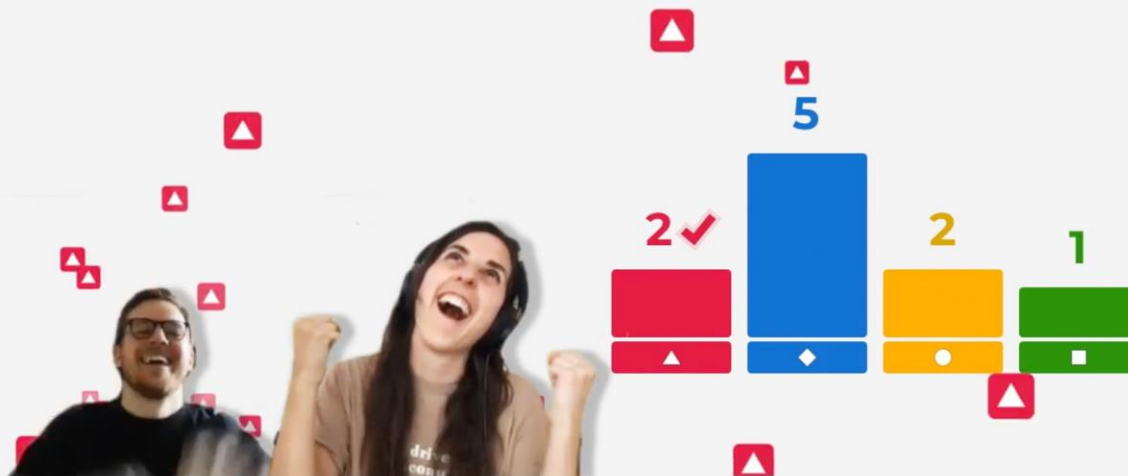
COMING 2021!

9:41 AM Wed Mar 18

100%

# When was Kahoot! founded?

Next

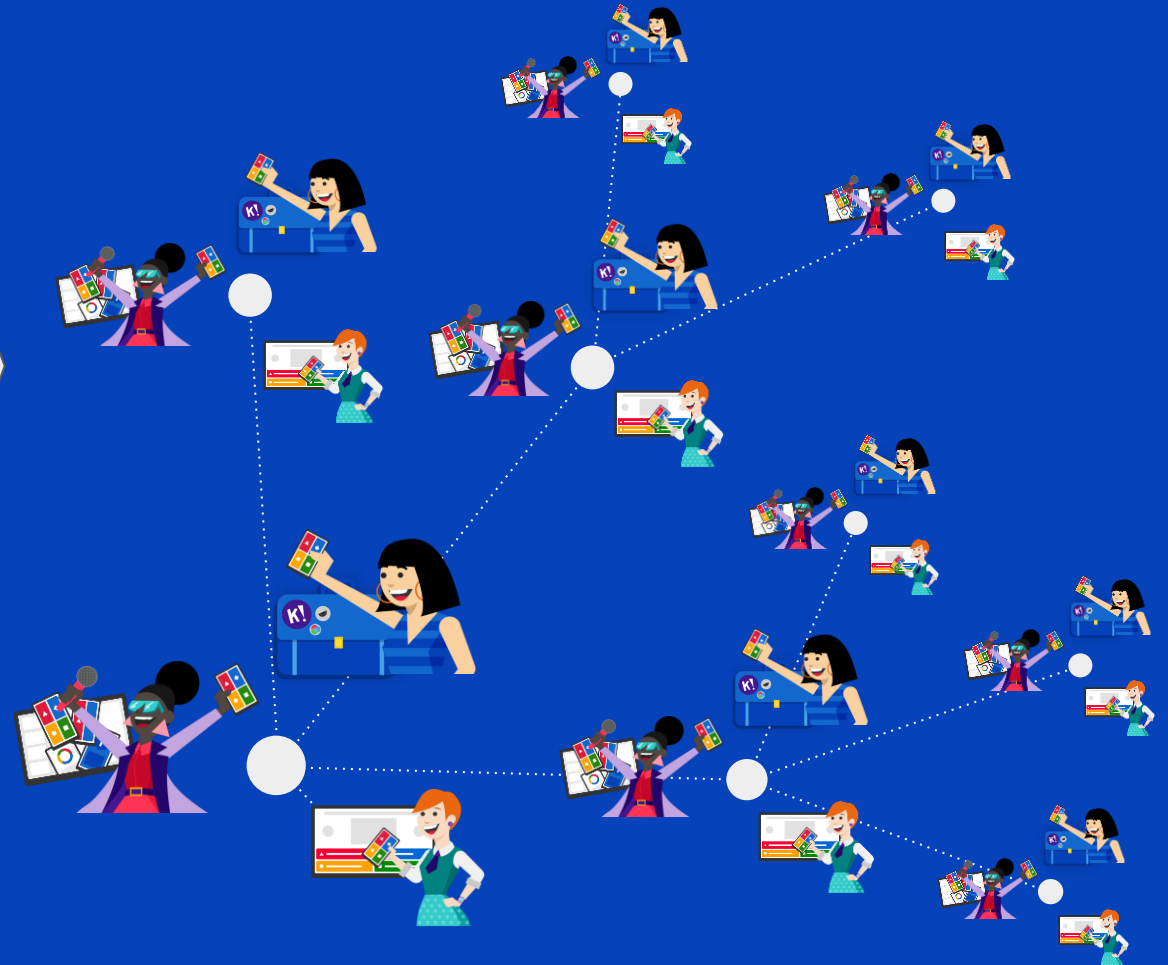
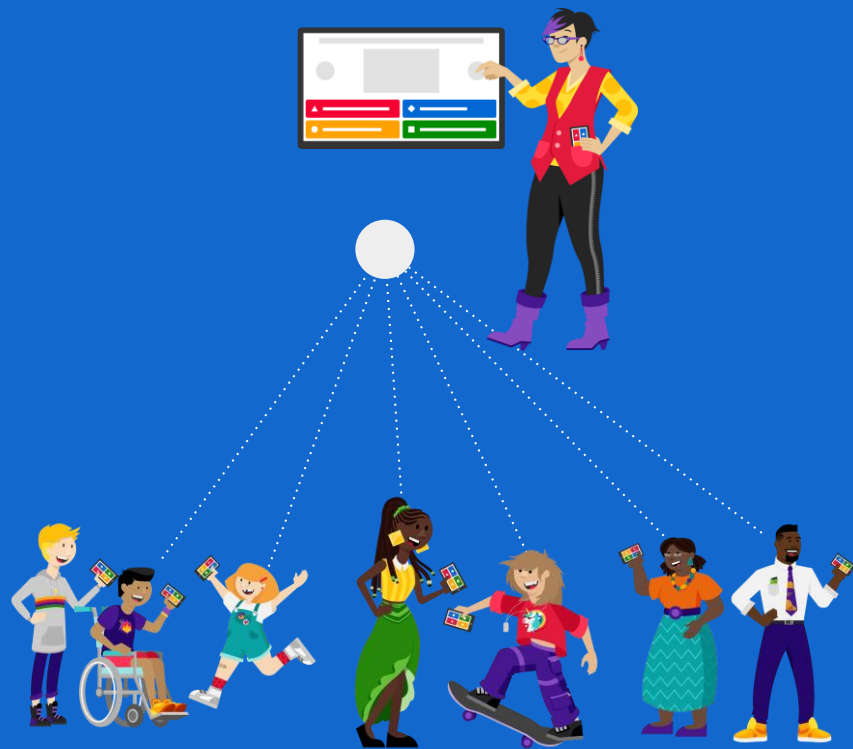


Introducing

# Kahoot! 360 Engage

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

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



COMING Q2!

Kahoot! **360 Spirit**

Home Discover Library Reports Groups

Good morning, Carol

Jump in



Feature packages

**K!** Take the stage  
**Become a host**  
[Add](#)

**K!** Improved training  
**Create courses**  
[Add](#)

**K!** Premium content  
**Kahoot! Academy**  
[Add](#)

**K!** Brain  
**Work**  
[Add](#)

Recommended Kahoot! apps

Employee engagement  
**Motimate**  
[View](#)

Non-desk workers  
**Actimo**  
[View](#)

Remote workshops  
**Whiteboard**  
[View](#)

Fun language learning  
**Drops**

Introducing

**Kahoot!** **360 Spirit**

The enterprise engagement toolbox

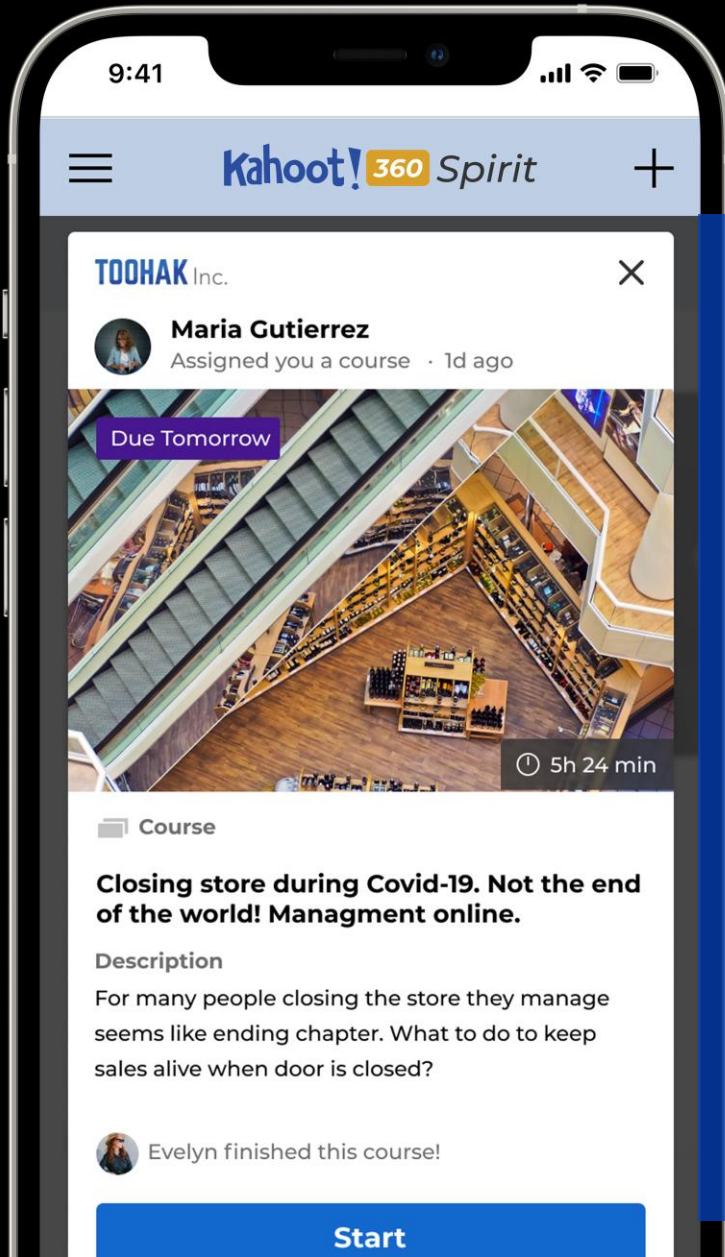


Introducing  
**Kahoot! 360 Spirit**

**The complete solution for Employee Engagement**

For all employees, to empower all individuals and teams to create, share and join engaging learning experiences and build organizational knowledge, including team spirit and company culture, corporate Learning, audience engagement!

# 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**

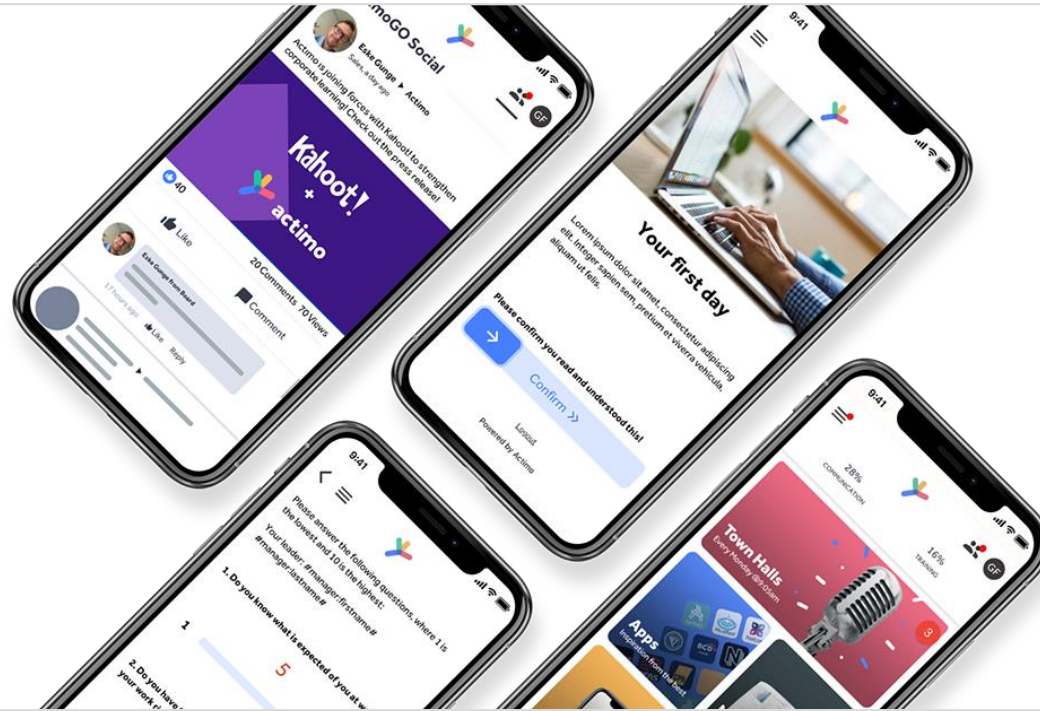
per employee per month

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

Full launch and general  
availability in Q2 2021

Over **130K** monthly active users

# The Employee Engagement platform for remote employees

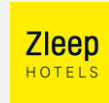


Helping more than **220** premium brands reaching **300K+** employees in **80** countries

## Selected new and recurring customers in Q1



SONOS



UPSHER-SMITH



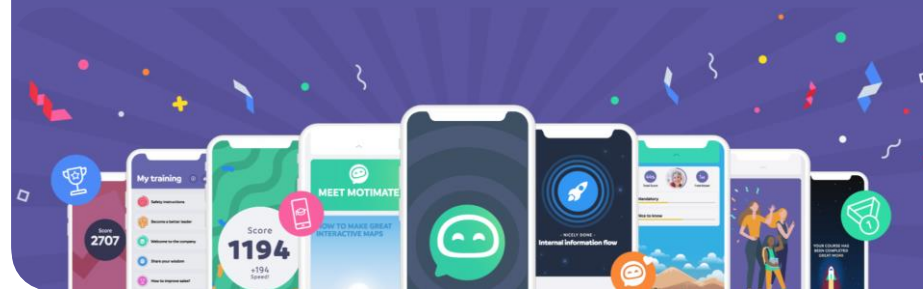
Over **120K** monthly active users

Learning made fun, easy and rewarding for everyone

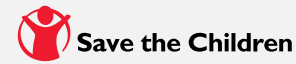
**motimate**   
a **Kahoot!** company  
Employee Engagement



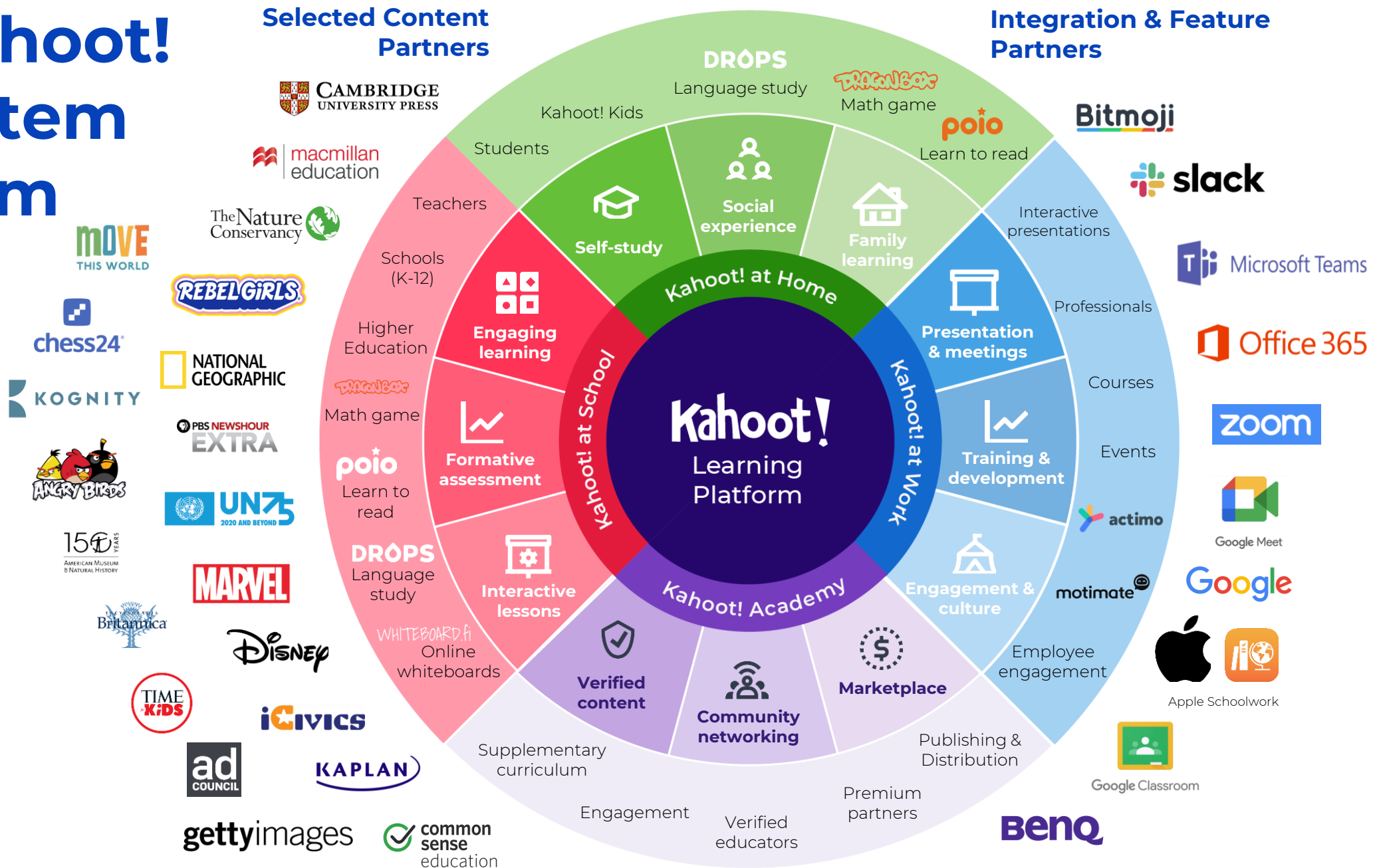
Over **230** companies & organizations in over **35** countries are already happily Motimating away



A selection of happy customers



# The Kahoot! ecosystem platform





# Kahoot!



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



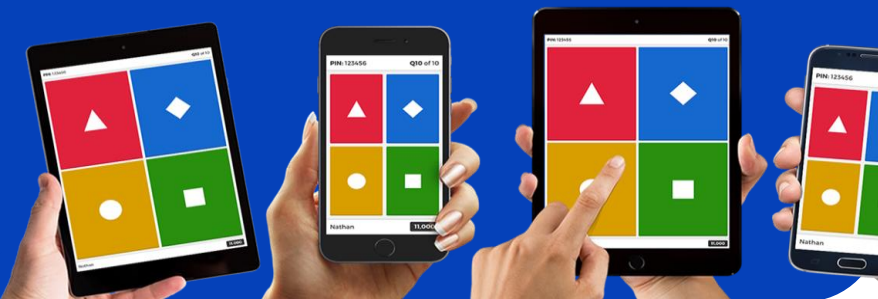
**Global recognized brand with a viral distribution model based on scalable technology platform**



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

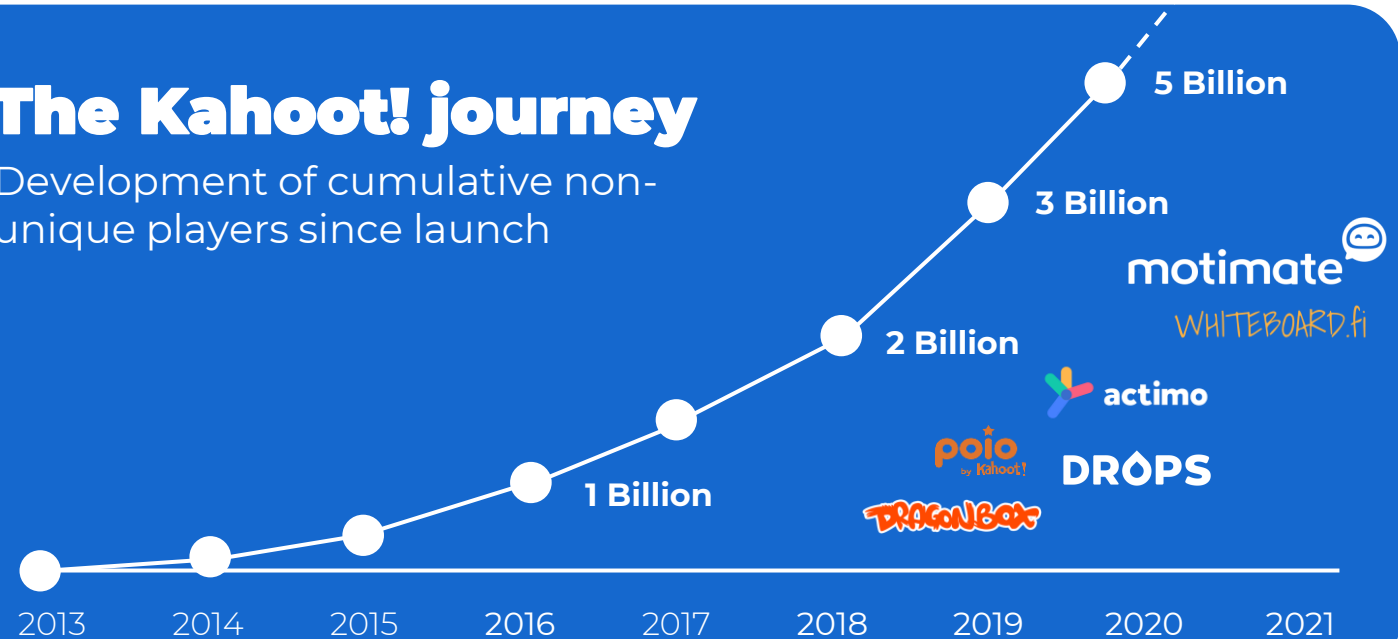


**Over 100m user generated Kahoots, 275m games** played last 12 months with **1.6bn participating players**



## 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**

### 2020-21

**More commercial offerings**, over 750k paid subscriptions

Launched first **platform service**

Acquisition of **Actimo, Drops, Whiteboard.fi** and **Motimate**

**250+ employees**

# 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**

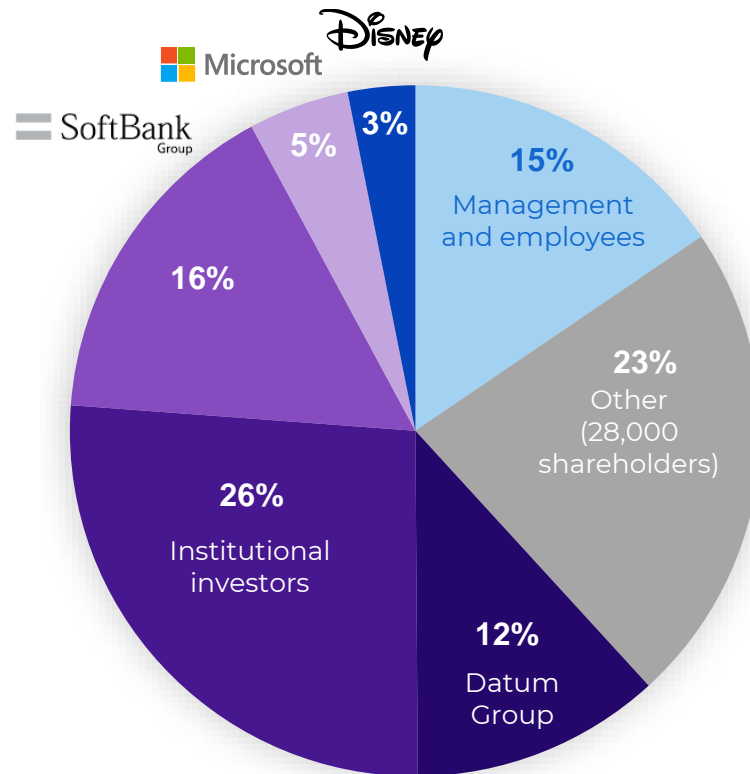
[kahoot.com/investor](https://kahoot.com/investor)

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

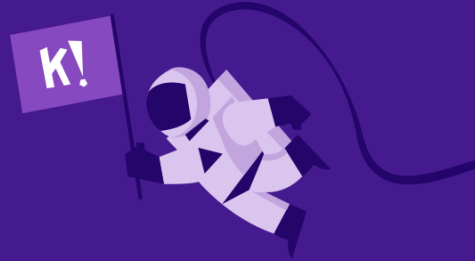
# Kahoot! shareholder overview

Kahoot! ASA has a total of 447.7m registered common shares and more than 28,000 shareholders. The shares are listed on Oslo Stock Exchange with ticker code KAHOT

Shareholders per May 4, 2021	Shares (m)	%
1 SoftBank	71.0	15.9 %
2 Datum Group	52.1	11.6 %
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 State Street Bank and Trust Comp	10.7	2.4 %
9 Newbrott AS	7.6	1.7 %
10 State Street Bank and Trust Comp	6.3	1.4 %
11 Gamification AS	5.2	1.2 %
12 MP Pensjon PK	5.1	1.1 %
13 Nordnet Bank AB	4.8	1.1 %
14 Sanden AS	4.3	1.0 %
15 The Bank of New York Mellon SA/NV	3.5	0.8 %
16 Adrian AS	3.2	0.7 %
17 The Bank of New York Mellon SA/NV	3.1	0.7 %
18 J.P. Morgan Bank Luxembourg S.A.	3.0	0.7 %
19 J.P. Morgan Bank Luxembourg S.A.	2.9	0.6 %
20 Skøien AS	2.8	0.6 %
Other	154.6	34.5 %
<b>Total outstanding shares</b>	<b>447.7</b>	<b>100.0 %</b>
Outstanding share options	20.0	
<b>Total no. of shares (fully diluted)</b>	<b>467.7</b>	



Oslo Stock Exchange:	KAHOT
Yahoo! Finance	KAHOT.OL
Reuters:	KAHOT.OL
Bloomberg:	KAHOOT:NO
Number of registered shares:	447,689,510
Outstanding share options:	20,047,850
Total no. of shares (fully diluted):	467,737,360
Share price (May 4, 2021):	NOK 76.85
Avg. daily trading volume YTD (shares):	2,192,000
Market Cap total (May 4, 2021):	NOK 34.4bn



# Kahoot!

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

