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# Kahoot! Accessibility Conformance Report

## WCAG Edition

(Based on VPAT® Version 2.5)

### Name of Product:

Kahoot! Website and Game Experience for Participants

### Report Date:

July 12<sup>th</sup>, 2024

### Product Description:

Kahoot! Website:

Specifies the login and registration flow, excluding the payment form (to be updated soon).

Kahoot! Game Experience for Participants:

- Assumes that the "Show question and answer" option has been enabled by the host (see: <https://trust.kahoot.com/accessibility-settings/>).
- Focuses on **Quiz, True or False, Quiz + Audio, Poll**, and content slides.

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### Evaluation Methods Used:

Accessibility testing as per WCAG 2.2 AA guidelines.

The evaluation was performed using below tools/ tests:

- Screen readers:
  - NVDA on Win/ Chrome

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- VoiceOver on iOS/ Safari
  - Color contrast
  - Browser zoom
  - Keyboard-only

## Notes:

The scope of assessment to prepare the VPAT has been majorly focused upon the following:

**Kahoot! Website:** Includes the login and registration flow, and excludes the payment form (to be updated soon).

**Kahoot! Game Experience for Participants:** Includes Quiz, True or False, Quiz + Audio, Poll, and content slides.

Prerequisite- The "Show question and answer" option has been enabled by the host (see: <https://trust.kahoot.com/accessibility-settings/>).

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## Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standards/guidelines:

Standard/Guideline	Included in Report
Web Content Accessibility Guidelines 2.2 at <a href="https://www.w3.org/TR/WCAG22/">https://www.w3.org/TR/WCAG22/</a>	Level A (Yes) Level AA (Yes) Level AAA (No)

## Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports:** The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports:** Some functionality of the product does not meet the criterion.
- **Does Not Support:** The majority of product functionality does not meet the criterion.
- **Not Applicable:** The criterion is not relevant to the product.
- **Not Evaluated:** The product has not been evaluated against the criterion.

## WCAG 2.x Report

Note: When reporting on conformance with the WCAG 2.x Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the [WCAG 2.0 Conformance Requirements](#).

**Table 1: Success Criteria, Level A**

Criteria	Conformance Level	Remarks and Explanations
<a href="#"><u>1.1.1 Non-text Content</u></a> (Level A)	Partially Supports	Most images on the products contain relevant alternative text.  <b>Exceptions include:</b> <ul style="list-style-type: none"> <li>• The informative image is not focused and announced while navigating using the arrow keys on the Price plan – Student screen.</li> </ul>
<a href="#"><u>1.2.1 Audio-only and Video-only (Prerecorded)</u></a> (Level A)	Not Applicable	No audio-only or video-only content is present on the products.
<a href="#"><u>1.2.2 Captions (Prerecorded)</u></a> (Level A)	Supports	Captions are provided for multimedia content present on the products.
<a href="#"><u>1.2.3 Audio Description or Media Alternative (Prerecorded)</u></a> (Level A)	Supports	Alternatives are provided for multimedia content present on the products.
<a href="#"><u>1.3.1 Info and Relationships</u></a> (Level A)	Partially Supports	The products have consistent headers and global table structures to establish clear information and relationships within most parts of the products. Screen readers properly identify most of the information available on the products. Visually impaired users are easily able to perceive the relationships between a particular element and its role.  <b>Exceptions include:</b> <ul style="list-style-type: none"> <li>• Multiple visual headings are not announced as such by the screen reader on the Price plan – Student screen</li> <li>• Incorrect heading structure is implemented on the Price plan – Kids screen</li> <li>• The programmatic table implementation does not</li> </ul>

		correspond to the visual implementation on the Price plan – Student screen.
<a href="#">1.3.2 Meaningful Sequence</a> (Level A)	Supports	The sequence of the content present on the products is meaningful and appropriate and does not affect the meaning of the provided content.
<a href="#">1.3.3 Sensory Characteristics</a> (Level A)	Supports	No information is present on the products which is based on sensory characteristics such as shape, size, location, sound, etc.
<a href="#">1.4.1 Use of Color</a> (Level A)	Partially Supports	Color is not used as the only visual means of conveying most information, indicating an action, prompting a response, or distinguishing a visual element. <b>Exceptions include:</b> <ul style="list-style-type: none"> <li>The 'Your answers' that the user has already selected are identified only by the use of color and shapes in the game.</li> </ul>
<a href="#">1.4.2 Audio Control</a> (Level A)	Not Applicable	No audio content is present on the products that play automatically for more than 3 seconds.
<a href="#">2.1.1 Keyboard</a> (Level A)	Partially Supports	The products support standard keyboard navigation and input functions in most parts (including swiping to move between input fields and pressing [Double tap] to make selections). <b>Exceptions include:</b> <ul style="list-style-type: none"> <li>The image cannot be zoomed out using the Esc key with the screen reader turned on in the game</li> <li>The 'Relisten' button is not focusable using the VoiceOver screen reader in the game.</li> </ul>
<a href="#">2.1.2 No Keyboard Trap</a> (Level A)	Supports	Keyboard focus is moving sequentially throughout the products

		without the focus getting trapped in any section and it is convenient to access the functionality.
<a href="#">2.1.4 Character Key Shortcuts</a> (Level A 2.1 and 2.2)	Not Applicable	No functionalities are dependent on or controlled by character key shortcuts.
<a href="#">2.2.1 Timing Adjustable</a> (Level A)	Supports	The timing can be adjusted, turned off, or extended wherever applicable.
<a href="#">2.2.2 Pause, Stop, Hide</a> (Level A)	Supports	A mechanism is provided for moving content to be stopped, paused, or hidden.
<a href="#">2.3.1 Three Flashes or Below Threshold</a> (Level A)	Not Applicable	There is no flashing content present on the products.
<a href="#">2.4.1 Bypass Blocks</a> (Level A)	Partially Supports	A bypass mechanism for skipping to the main content is implemented on most screens. <b>Exceptions include:</b> <ul style="list-style-type: none"> <li>The skip to main content link is not provided on the Login screen.</li> </ul>
<a href="#">2.4.2 Page Titled</a> (Level A)	Supports	Descriptive and correct page titles are present for pages throughout the products.
<a href="#">2.4.3 Focus Order</a> (Level A)	Partially Supports	The focus moves in a correct sequence order on the products from left to right and top to bottom. <b>Exceptions include:</b> <ul style="list-style-type: none"> <li>Incorrect focus management is observed in the reactions emoji buttons using the VoiceOver screen reader, as the focus lands at the top of the page upon activating any emoji in the game.</li> </ul>
<a href="#">2.4.4 Link Purpose (In Context)</a> (Level A)	Partially Supports	Most links are provided with appropriate link text and the user would be able to understand the purpose of the link from its link text.

		<p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>The social media links 'Skype', 'Google Meet', 'Microsoft Teams', 'Zoom', and 'SharePlay' links are not announced with the hint that it opens in a new tab on the Price plan – Student screen.</li> </ul>
<a href="#">2.5.1 Pointer Gestures</a> (Level A 2.1 and 2.2)	Supports	All functionalities present in the products can be operated with a single pointer without a path-based gesture unless a multipoint or path-based gesture is essential.
<a href="#">2.5.2 Pointer Cancellation</a> (Level A 2.1 and 2.2)	Supports	No down-event of the pointer is used in the products to execute any part of the action.
<a href="#">2.5.3 Label in Name</a> (Level A 2.1 and 2.2)	Supports	All labels on the products include text and the same text is defined in the code as well to assist speech recognition technologies.
<a href="#">2.5.4 Motion Actuation</a> (Level A 2.1 and 2.2)	Not Applicable	No functionality is present on the products that is operable only by device motion.
<a href="#">3.1.1 Language of Page</a> (Level A)	Supports	The language attribute is correctly defined for the screens.
<a href="#">3.2.1 On Focus</a> (Level A)	Supports	No interactive element is triggered automatically on receiving the focus.
<a href="#">3.2.2 On Input</a> (Level A)	Supports	Change of context does not happen when the user changes the setting of any input controls.
<a href="#">3.2.6 Consistent Help</a> (Level A 2.2 only)	Supports	A sufficient help mechanism is provided in a consistent place on multiple screens.
<a href="#">3.3.1 Error Identification</a> (Level A)	Supports	Errors present on the products are notified to the users correctly.
<a href="#">3.3.2 Labels or Instructions</a> (Level A)	Supports	The products provide support for motor-impaired and cognitive users as the labels and instructions are provided for the form fields, which are

		clearly visible and readable to such users.
<a href="#">3.3.7 Redundant Entry</a> (Level A 2.2 only)	Supports	Users are not required to enter the same details in the same process multiple times.
<a href="#">4.1.2 Name, Role, Value</a> (Level A)	Partially Supports	<p>Most products' elements have a proper label associated with their role and the screen reader is recognizing them correctly with updated values as well.</p> <p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>• The expanded/ collapsed state is not announced for all the FAQ buttons on the Price plan-Student screen</li> <li>• The label and role of the 'Re Listen' control are not announced using the NVDA screen reader in the game</li> <li>• An incorrect role is announced for multiple buttons on the Price plan – Student screen.</li> </ul>

**Table 2: Success Criteria, Level AA**

Criteria	Conformance Level	Remarks and Explanations
<a href="#">1.2.4 Captions (Live)</a> (Level AA)	Not Applicable	No live multimedia content is present on the products.
<a href="#">1.2.5 Audio Description (Prerecorded)</a> (Level AA)	Supports	Alternatives are provided for multimedia content present on the products.
<a href="#">1.3.4 Orientation</a> (Level AA 2.1 and 2.2)	Supports	The products do not restrict its view and operation to a single display orientation.
<a href="#">1.3.5 Identify Input Purpose</a> (Level AA 2.1 and 2.2)	Supports	Interactive fields on the products are clearly labeled to direct the user to enter the data expected in the fields.
<a href="#">1.4.3 Contrast (Minimum)</a> (Level AA)	Partially Supports	<p>The products adhere to minimum contrast standards for most elements.</p> <p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>• The white text over the yellow background fails the contrast requirements in the game</li> <li>• The grey text on the white background fails the contrast ratio on the Price plan – Kids screen.</li> </ul>
<a href="#">1.4.4 Resize text</a> (Level AA)	Partially Supports	<p>The products are mostly responsive. At a zoom of 200%, almost no loss of content or functionality is observed.</p> <p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>• The ‘Game experience’, ‘Start now’, and ‘Buy now’ links are missing at 200% zoom on the Price plan – Student screen.</li> </ul>
<a href="#">1.4.5 Images of Text</a> (Level AA)	Supports	No information is conveyed to the user via an image of the text.

<p><a href="#"><u>1.4.10 Reflow</u></a> (Level AA 2.1 and 2.2)</p>	<p>Partially Supports</p>	<p>The products do not require scrolling in two dimensions to present content without loss of most information in 400% zoom.</p> <p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>• The price plan table and its content (available just above FAQs) disappear on 400% zoom on the Price plan – Kids screen.</li> </ul>
<p><a href="#"><u>1.4.11 Non-text Contrast</u></a> (Level AA 2.1 and 2.2)</p>	<p>Supports</p>	<p>The products' user interface components have a contrast ratio of at least 3:1 against adjacent color(s).</p>
<p><a href="#"><u>1.4.12 Text Spacing</u></a> (Level AA 2.1 and 2.2)</p>	<p>Supports</p>	<p>The products are compliant with WCAG text spacing requirements.</p>
<p><a href="#"><u>1.4.13 Content on Hover or Focus</u></a> (Level AA 2.1 and 2.2)</p>	<p>Supports</p>	<p>The content that is triggered by hover or focus is dismissible, hoverable, and persistent.</p>
<p><a href="#"><u>2.4.5 Multiple Ways</u></a> (Level AA)</p>	<p>Supports</p>	<p>A proper navigation header is provided to access the different types of pages of the products.</p>
<p><a href="#"><u>2.4.6 Headings and Labels</u></a> (Level AA)</p>	<p>Supports</p>	<p>Headings and Labels on the products provide sufficient detail of the content they are describing.</p>
<p><a href="#"><u>2.4.7 Focus Visible</u></a> (Level AA)</p>	<p>Partially Supports</p>	<p>Most elements present in the products have focus visibility.</p> <p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>• The focus is not visible on the 'Annual Monthly' toggle switch on the Price plan – Student screen.</li> </ul>
<p><a href="#"><u>2.4.11 Focus Not Obscured (Minimum)</u></a> (Level AA 2.2 only)</p>	<p>Supports</p>	<p>All elements that receive keyboard focus are at least partially visible upon receiving the focus.</p>
<p><a href="#"><u>2.5.7 Dragging Movements</u></a> (Level AA 2.2 only)</p>	<p>Supports</p>	<p>All actions that involve dragging, are provided with a simple pointer alternative.</p>

<a href="#"><u>2.5.8 Target Size (Minimum)</u></a> (Level AA 2.2 only)	Supports	All the interactive pointer targets are at least 24 by 24 CSS pixels or have sufficient spacing around them.
<a href="#"><u>3.1.2 Language of Parts</u></a> (Level AA)	Not Applicable	English is the primary and only language of the products. There are no phrases or sentences written in any other language, which need to be defined separately.
<a href="#"><u>3.2.3 Consistent Navigation</u></a> (Level AA)	Supports	Navigational mechanisms are repeated on the products and occur in the same relative order each time they are repeated. Hence, consistent navigation is provided to the user.
<a href="#"><u>3.2.4 Consistent Identification</u></a> (Level AA)	Supports	Components that provide the same functionality throughout the products can be easily identified by the user.
<a href="#"><u>3.3.3 Error Suggestion</u></a> (Level AA)	Supports	The provided error messages are descriptive enough to understand the error and identify the location where they occur.
<a href="#"><u>3.3.4 Error Prevention (Legal, Financial, Data)</u></a> (Level AA)	Not Applicable	There are no critical forms available where error prevention is required. Error suggestions are enough to fill out the form and correct the errors.
<a href="#"><u>3.3.8 Accessible Authentication (Minimum)</u></a> (Level AA 2.2 only)	Supports	Sufficient mechanisms are provided to assist users with mental effort during authentication or login steps.
<a href="#"><u>4.1.3 Status Messages</u></a> (Level AA 2.1 and 2.2)	Partially Supports	<p>Most of the updated content automatically notifies the visually impaired users via a screen reader.</p> <p><b>Exceptions include:</b></p> <ul style="list-style-type: none"> <li>The sequence of content that is displayed upon starting a game, such as the username prompt, '3,2,1 ..' countdown, 'Quiz, 1 of 7', Question, and the time left at the top right is not announced by the screen reader in the game.</li> </ul>