



VPAT Summary Report Kahoot!

This report is a summary of the Voluntary Product Accessibility Template (VPAT) for a specific product. It is intended to offer a quick view of the technical information in the VPAT and offer guidance for the product's use in compliance with WCAG 2.1 level AA, for those less familiar with WCAG.

About

Reviewed by unit: Digital Learning Innovations (DLI)

Report Date (from VPAT): 12/26/2024

Date Reviewed: 3/27/2026

Highest Standard Used: WCAG 2.1

Application Name: Kahoot!

Access Type: Published on vendor website

Description and Primary Purpose or Most Common Use Case of Application:

A learning game application that allows faculty to create live quiz games in their in person and online courses.

Compliance Scope:

Application is accessed by end user directly (e.g. D2L, Banner, etc.): **Yes**

Application produces content accessed by end user through other platforms (e.g. Adobe InDesign, etc.) **No**

Overview

According to the VPAT, this is how many criteria are supported, partially supported, or not supported in the A and AA tables.

Supports: **38**

Partially Supports: **9**

Does Not Support: **0**

Not Applicable: **8**

Initial Concerns and Recommendation:

Some of the “Partially supports” items that Kahoot! reports in the VPAT have to do with the Price plan information on the Kahoot! website. There are multiple issues within game play that are identified.

Recommendation (See [term definitions](#)): **Use workarounds and accessibility features**

Workarounds and Compliant Use Options

In order to maintain WCAG compliance, we recommend the following:

Students who use the VoiceOver screen reader will get confusing results when emojis are used. Upon activating an emoji, they will be automatically redirected to another part of the page. Avoid using emojis in the game.

Contrast is an issue on the game buttons: the white text over the yellow background fails the contrast requirements, as does the grey text on the white background. Be aware that the game buttons may not all be accessible. If you can choose different colors, do so.

When the game is starting, the countdown prompt (3, 2, 1...) is not announced to students using a screen reader. Also, the Quiz 1 of 7, Question, and the time left are not announced to students who use a screen reader. This could set non-sighted students at a disadvantage in playing the game. Be sure to announce time left and the countdown prompt.

Faculty should make sure to familiarize themselves with the accessibility features, how to add heading structure and alt text for images, etc.

All other issues are on the website itself. Be aware that if you send students to purchase a plan on the website, some will have difficulty accessing that content.

Recommendation term definitions

- **Recommend find alternative:** The VPAT reveals accessibility gaps that are so numerous or severe that the application would be difficult or impossible to be used in a compliant manner.
- **Use cautiously with workarounds:** Minor accessibility gaps may be present but are limited to certain features. Avoiding using those features or modifying use of the application may help maintain compliance.
- **Use workarounds and accessibility features:** Minor accessibility gaps may be present but are limited to certain features. Avoiding using those features or modifying use of the application may help maintain compliance. Tool must be configured properly for

compliance or contains accessibility features that must be used correctly to ensure compliant product.

- **Use accessibility features:** Tool must be configured properly for compliance or contains accessibility features that must be used correctly to ensure compliant product.
- **No concerns. Application is ready:** The tool has no accessibility concerns and should produce accessible content with minimal effort.