

**UNITED STATES DISTRICT COURT
FOR THE WESTERN DISTRICT OF TEXAS
WACO DIVISION**

AVIEL D. RUBIN, an individual person,

Plaintiff,

v.

KAHOOT! ASA and KAHOOT EDU, Inc.,

Defendants.

Case No. 6:22-cv-236-ADA-DTG

JURY TRIAL DEMANDED

Hon. Alan D. Albright

**PLAINTIFF AVIEL D. RUBIN'S
DISCLOSURE OF PRELIMINARY INFRINGEMENT CONTENTIONS**

Pursuant to the Court's September 16, 2022 STANDING ORDER GOVERNING PROCEEDINGS (OGP) 4.2—PATENT CASES (the "Standing Order"), Dr. Aviel D. Rubin ("Dr. Rubin" or "Plaintiff") serves the following Preliminary Infringement Contentions to Defendants Kahoot! ASA and Kahoot EDU, Inc. (collectively, "Defendants" or "Kahoot!"). This disclosure is made solely for the purpose of this action. Discovery in this matter is ongoing, and Kahoot! has provided no discovery to date. Dr. Rubin's investigation regarding these and other potential grounds of infringement is ongoing. This disclosure is therefore based upon information that Dr. Rubin has been able to obtain publicly, together with Dr. Rubin's current good faith beliefs regarding the accused instrumentalities, and is given without prejudice to Dr. Rubin's right to obtain leave to supplement or amend its disclosures as additional facts are ascertained, analyses are made, research is completed, and claims are construed. Specifically, Dr. Rubin expects that information obtained during discovery but not publicly available, including but not limited to the inspection of source code, and design documents, may form the basis to assert additional patent claims against the accused instrumentalities contemplated in these disclosures.

This disclosure is based upon Dr. Rubin's present understanding of the meaning and scope of the claims of U.S. Patent No. 9,064,376 (the "'376 Patent") in the absence of claim construction proceedings. Dr. Rubin reserves the right to amend this disclosure to the full extent consistent with the Court's Rules and Orders.

I. Preliminary Infringement Contentions Claim Chart.

The claim chart setting forth where in the accused products each element of the asserted claims are found is attached as **Exhibit A**.

II. Priority Dates.

The asserted claims of the '376 Patent are entitled to priority dates at least as early as June 6, 2014.

III. Document Production Accompanying Disclosure

Pursuant to the Standing Order, Dr. Rubin produces concurrently herewith the following documents as being the file history for the '376 Patent: AR0000001-AR0000569.

Dated: September 28, 2022

Respectfully submitted,

/s/ William Davis

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CERTIFICATE OF SERVICE

The undersigned certifies that a true and correct copy of the above and foregoing PLAINTIFF AVIEL D. RUBIN'S DISCLOSURE OF PRELIMINARY INFRINGEMENT CONTENTIONS is being served on this September 28, 2022, via email on all counsel of record for Defendants Defendants Kahoot! ASA and Kahoot EDU, Inc., each of whom is deemed to have consented to electronic service.

/s/ Eric W. Benisek
Eric W. Benisek

Exhibit A: Infringement of U.S. Patent No. 9,064,376 by the Kahoot! System

Aviel Rubin (“Rubin”) is accusing Defendants Kahoot! ASA and Kahoot! EDU, Inc. (“Kahoot!”) of manufacturing using, selling, and/or offering for sale in the United States, or importing into the United States, a system using multiple electronic devices as detailed below of infringing claims 1-5, 9-10, 14 and 23-25 of U.S. Patent No. 9,064,376 (the “’376 patent”). Rubin’s initial infringement contentions are based on the information available to Rubin at this time, including data and inferences reasonably drawn from material regarding the Kahoot! System that are available to Rubin from public sources.

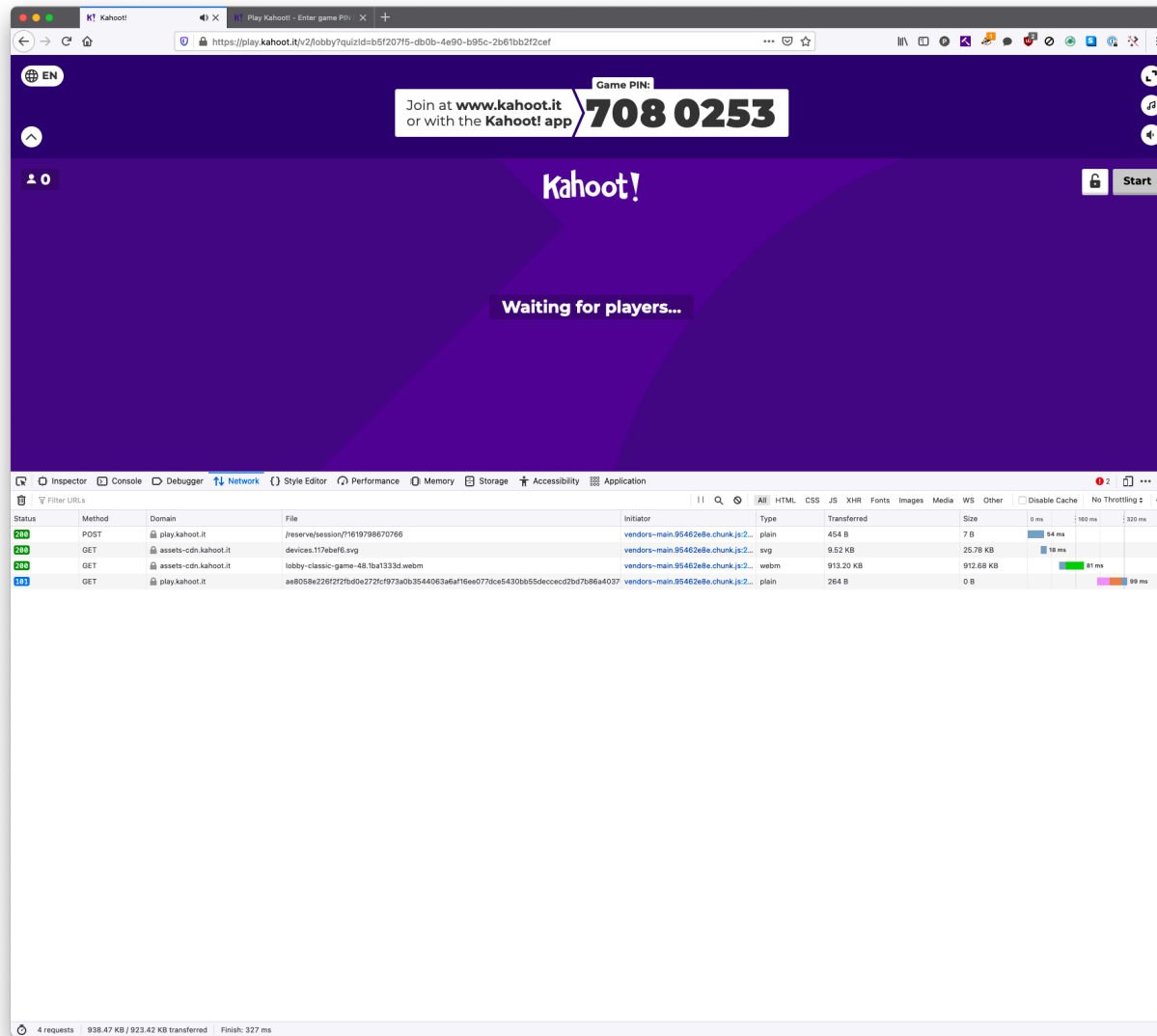
’376 Claim Limitation	Exemplary Examples of Infringement
Claim 1	
1[pre] A method for transmitting information to multiple electronic devices, the method comprising:	The Kahoot! System is method for transmitting information to multiple electronic devices. In the Kahoot! System https://kahoot.com/ a Kahoot! server transmits information to multiple electronic devices. There is a shared screen on a device such as a computer or a tablet (first device), that the users can all see, and each user has their own mobile device (second devices). The Kahoot! server transmits information to all the devices. For example, in a Kahoot! multiple choice quiz, the Kahoot! server transmits the questions and answers to the first device and also transmits at the very least a session token to each user’s mobile device when a user is joining the quiz.
1[a] electronically storing a set of information at a server;	The Kahoot! System electronically stores a set of information at a server. In the Kahoot! System, the quiz is managed from a Kahoot! server. The server electronically stores information about the particular quizzes, such as questions and answers, and the names of the players at the server. It also stores session tokens that are generated to communicate with each participant. All of this collectively (the questions, answers, and the session tokens) is the set of information.
1[b] identifying a first subset of the information and identifying a second subset of the information, wherein the first and second subsets of information are generated by the	The Kahoot! System identifies a first subset of the information and identifies a second subset of the information, wherein the first and second subsets of information are generated by the same application at the server and are specific to that application. The Kahoot! System runs an application on its server such as a quiz. The application generates information for purposes of the quiz. In each quiz, there is a first subset of that information that is identified contains text such as questions in the quiz. The Kahoot! server generates and sends to each player a unique session token which is used by the server to link that player’s answers to their identity. The Kahoot! server generates the session token and does not send the same session

'376 Claim Limitation	Exemplary Examples of Infringement
same application at the server and are specific to that application;	token to any two players or to the shared screen. The server therefore stores session tokens as part of the global set of information that it tracks. The server sends a subset of this information, a particular session token, to each user.
1[c] determining at the server whether both a first device in possession of and being directly operated by a first user and a second device also in possession of and being directly operated by the first user are accessible over at least one electronic communications network based on the first user being logged into the application at both the first and second devices;	The Kahoot! System determines at the server whether both a first device in possession of and being directly operated by a first user and a second device also in possession of and being directly operated by the first user are accessible over at least one electronic communications network based on the first user being logged into the application at both the first and second devices. A user, the host, sets up a quiz, which is displayed on a screen on a first device, that is shared with all the players. In many cases the host also participates in the quiz. In particular when a host first sets up a quiz, he/she will often test the quiz by running the game with no other players. In these instances, that user is a first user, and the first device is the device with the screen that displays the questions and answers, and the second device is the user's mobile device. The user is in possession of and directly operates the both the first and second devices. The server determines whether both of the first user's devices are accessible over the user's network because the user is logged into the Kahoot! server with their Kahoot! hosting account, and is also logged into the application on their mobile device using a code generated by the application.
1[d] if and only if both the first and second devices are determined to be accessible by the server, then: transmitting a first subset of the information to the	If and only if both the first and second devices are determined to be accessible by the server, the Kahoot! System then transmits a first subset of the information to the first device from the server; and transmits a second subset of the information to the second device from the server, wherein the second subset of the information includes information not transmitted to the first device If both the device that displays the questions and answers, and the mobile device are not accessible to the Kahoot! server, then the server cannot and does not transmit any subset of any information to either of them.

'376 Claim Limitation	Exemplary Examples of Infringement
first device from the server; and transmitting a second subset of the information to the second device from the server, wherein the second subset of the information includes information not transmitted to the first device.	If both the device that displays the questions and answers and the mobile device are accessible to the server, then the server transmits the first subset of information that is identified in 1B that contains the questions and answers to be displayed for all users to the first device, and transmits the second subset of information that is identified in 1B that contains a session token to the mobile device. Kahoot! sends the session token to each device specifically after the user has entered the room code but before the user has entered a user name.

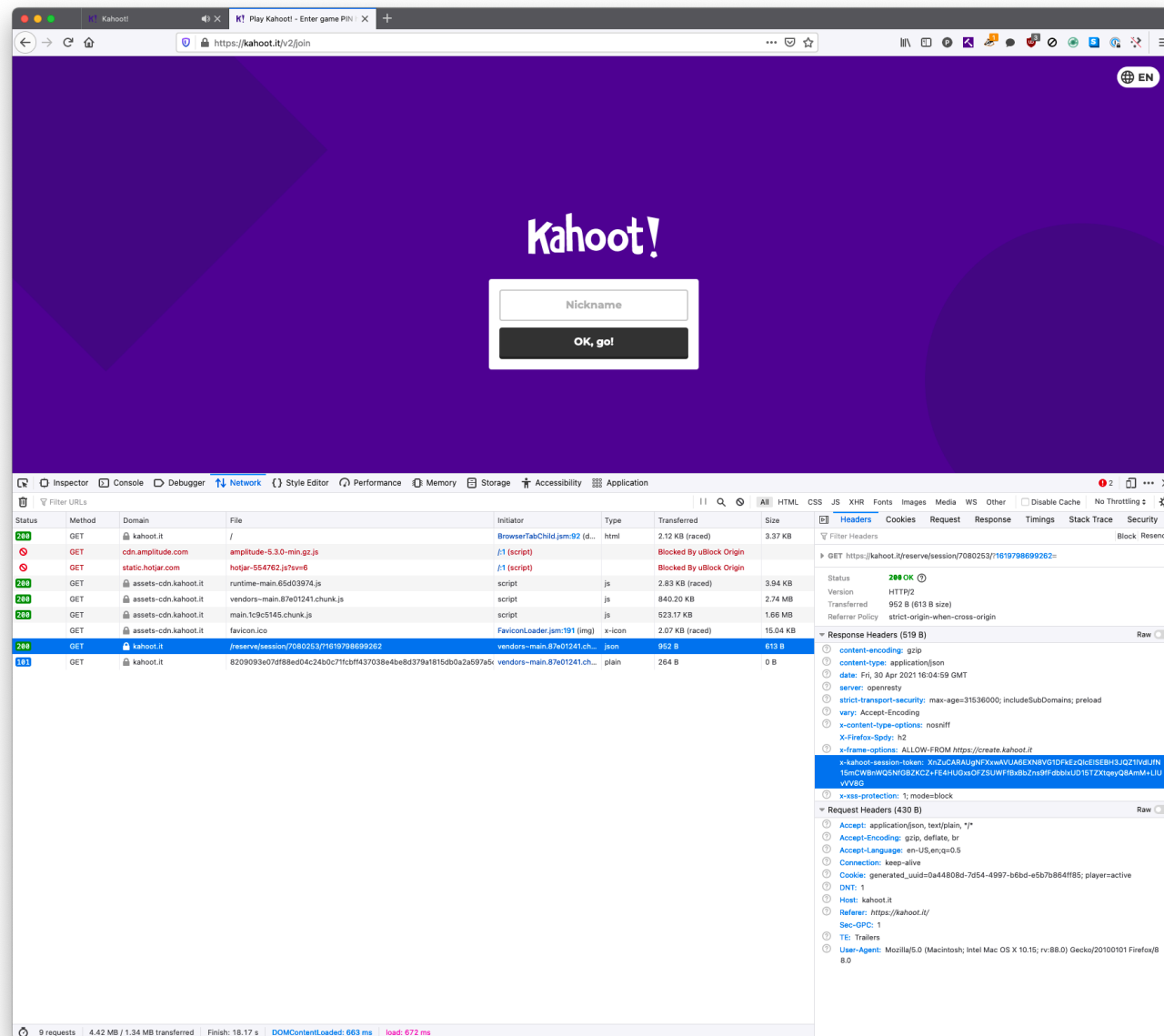
'376 Claim Limitation

Exemplary Examples of Infringement



'376 Claim Limitation

Exemplary Examples of Infringement

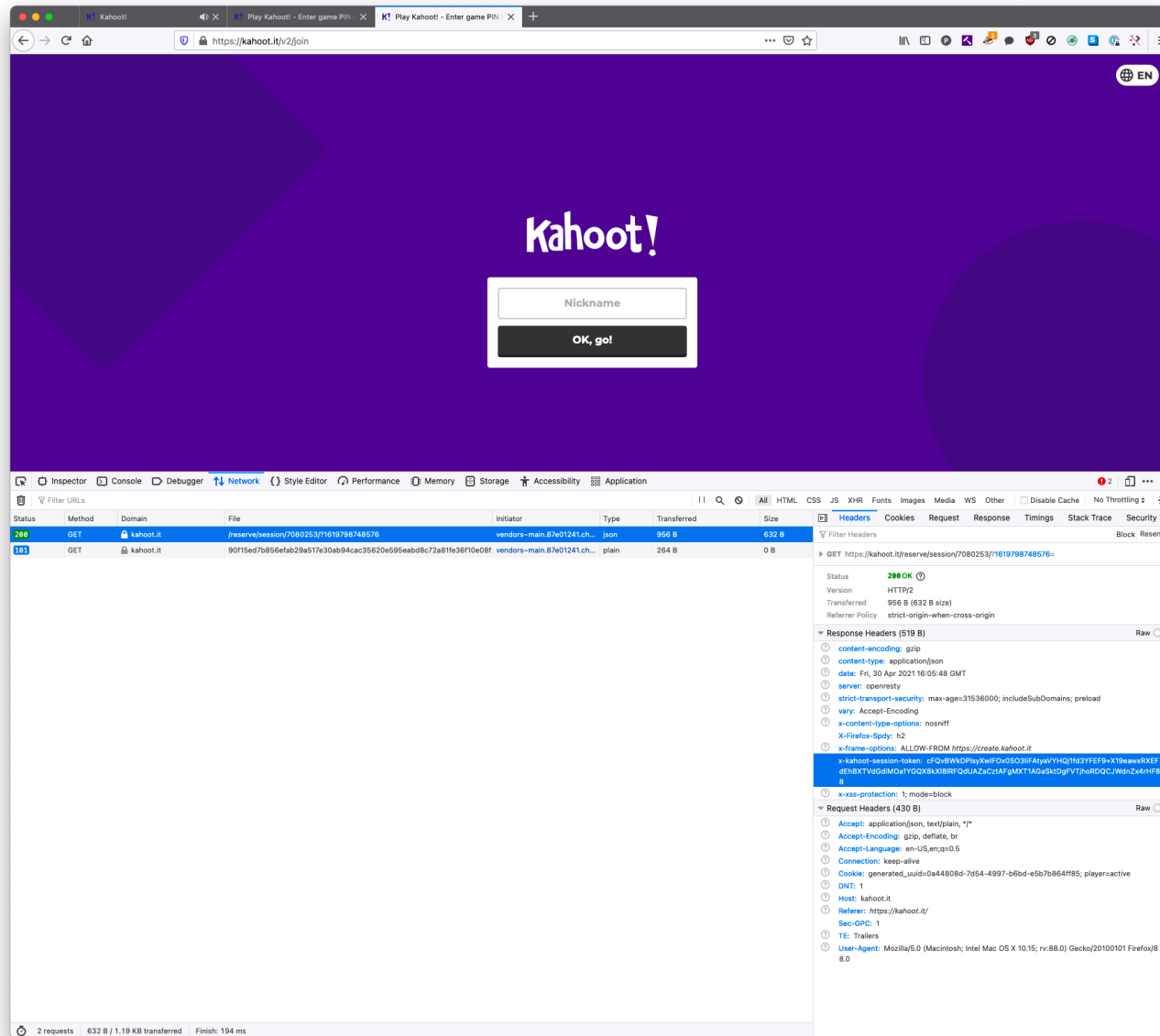


The session token shown in more detail:

'376 Claim Limitation	Exemplary Examples of Infringement
	▼ Response Headers (519 B) ⓪ content-encoding: gzip ⓪ content-type: application/json ⓪ date: Fri, 30 Apr 2021 16:04:59 GMT ⓪ server: openresty ⓪ strict-transport-security: max-age=31536000; includeSubDomains; preload ⓪ vary: Accept-Encoding ⓪ x-content-type-options: nosniff X-Firefox-Spdy: h2 ⓪ x-frame-options: ALLOW-FROM <i>https://create.kahoot.it</i> x-kahoot-session-token: XnZuCARAUgNFXxwAVUA6EXN8VG1DFkEzQlcEISEBH15mCWBnWQ5NfGBZKCZ+FE4HUGxsOFZSUWFfBxBbZns9fDbblxUD15TZxtge vVV8G ⓪ x-xss-protection: 1; mode=block It is important to note that no two users receive the same session token, as highlighted below with a second user. Also, the session token is not sent to the device with the shared screen.

'376 Claim Limitation

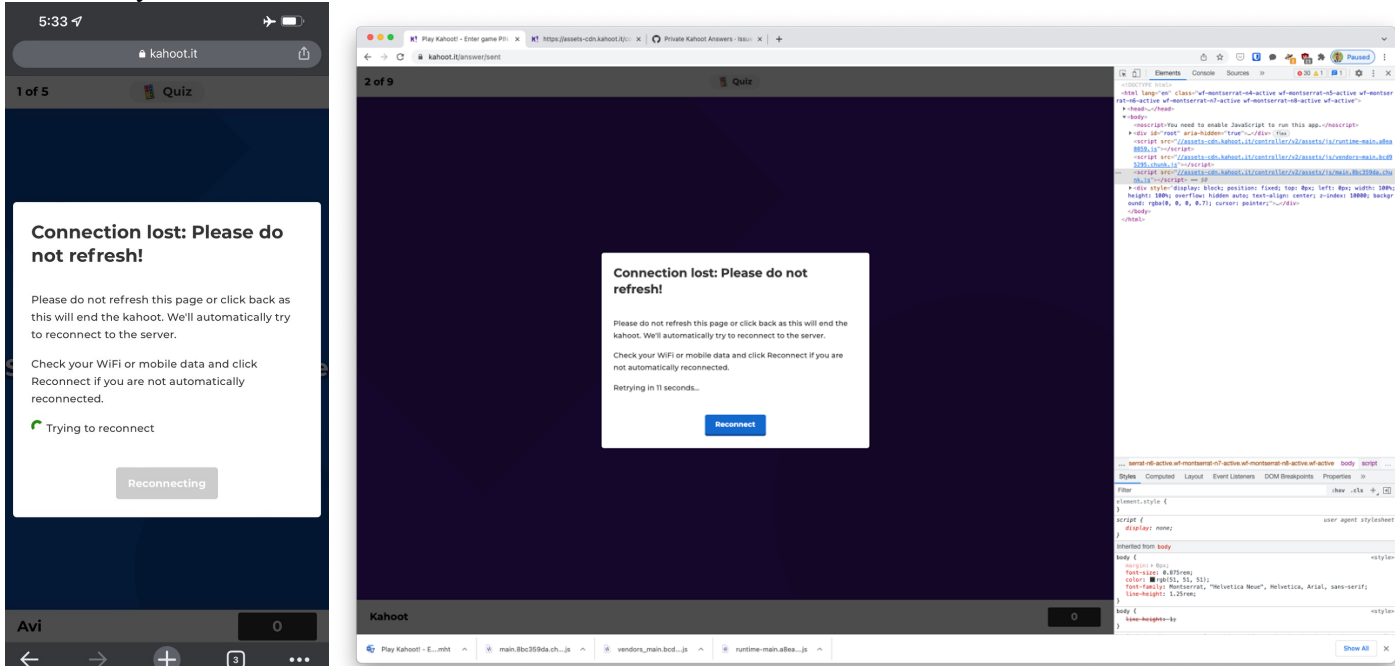
Exemplary Examples of Infringement

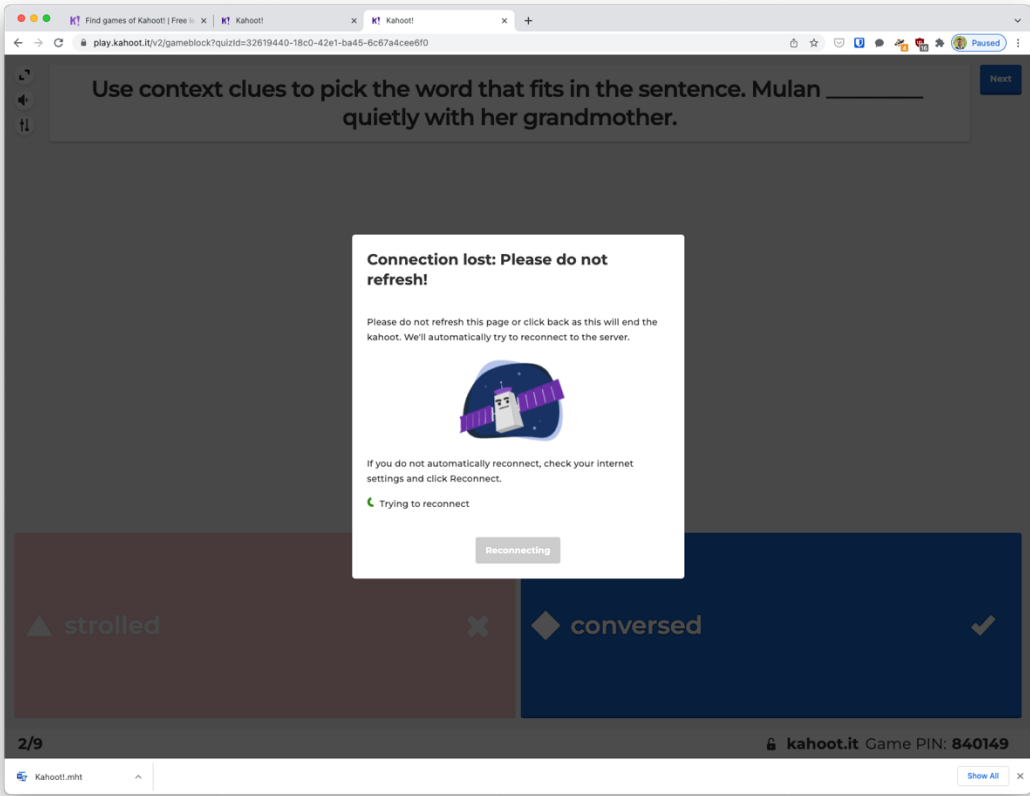


The second session token, which is different from the first, shown in more detail:

'376 Claim Limitation	Exemplary Examples of Infringement
	▼ Response Headers (519 B) ① content-encoding: gzip ① content-type: application/json ① date: Fri, 30 Apr 2021 16:05:48 GMT ① server: openresty ① strict-transport-security: max-age=31536000; includeSubDomains; preload ① vary: Accept-Encoding ① x-content-type-options: nosniff X-Firefox-Spdy: h2 ① x-frame-options: ALLOW-FROM https://create.kahoot.it x-kahoot-session-token: cFQvBWkDPlsyXwIFOx0SO3liFAtyaVYHQj1fd3YFEF9+>dEhBXTVdGdiMOa1YGQX8kXI8IRFQdUAZaCztAFgMXT1AGaSkDgFVTjhoRDQC.8 ① x-xss-protection: 1; mode=block
Claim 2	
2[pre] The method of claim 1,	See Claim 1 analysis <i>supra</i> .
further comprising transmitting at least a portion of the first subset of the information to the second device from the server only if both the first and	The Kahoot! System further comprises transmitting at least a portion of the first subset of the information to the second device from the server only if both the first and second devices are determined to be accessible by the server. If either the shared device or the mobile device become inaccessible to the Kahoot! server, the server will not transmit the questions and answers to the shared device nor the session token to the mobile device.

'376 Claim Limitation	Exemplary Examples of Infringement
second devices are determined to be accessible by the server.	
Claim 3	
3[pre] The method of claim 1, wherein	<i>See Claim 1 analysis supra.</i>
3[a] the first subset of the information comprises non-sensitive information;	The Kahoot! System is a method wherein the first subset of the information comprises non-sensitive information. The Kahoot! questions are not sensitive information. Everyone gets to see them.
3[b] and the second subset of the information comprises sensitive information.	The Kahoot! System is a method wherein the second subset of the information comprises sensitive information. The user tokens are specific to each user and are sensitive in that they should not be seen by other users. A compromised session token could be used to hijack a user's connection
Claim 4	
4[pre] The method of claim 1,	<i>See Claim 1 analysis supra.</i>
4 [a] wherein the information received at the second device is more sensitive than the information received at the first device.	The Kahoot! System is a method wherein the information received at the second device is more sensitive than the information received at the first device. The user's mobile device receives the session token, which is not sent to nor received by the shared computer. The session token is more sensitive than the questions that are received by the first device. A compromised session token could be used to hijack a user's connection.
Claim 5	
5[pre] The method of claim 1,	<i>See Claim 1 analysis supra.</i>

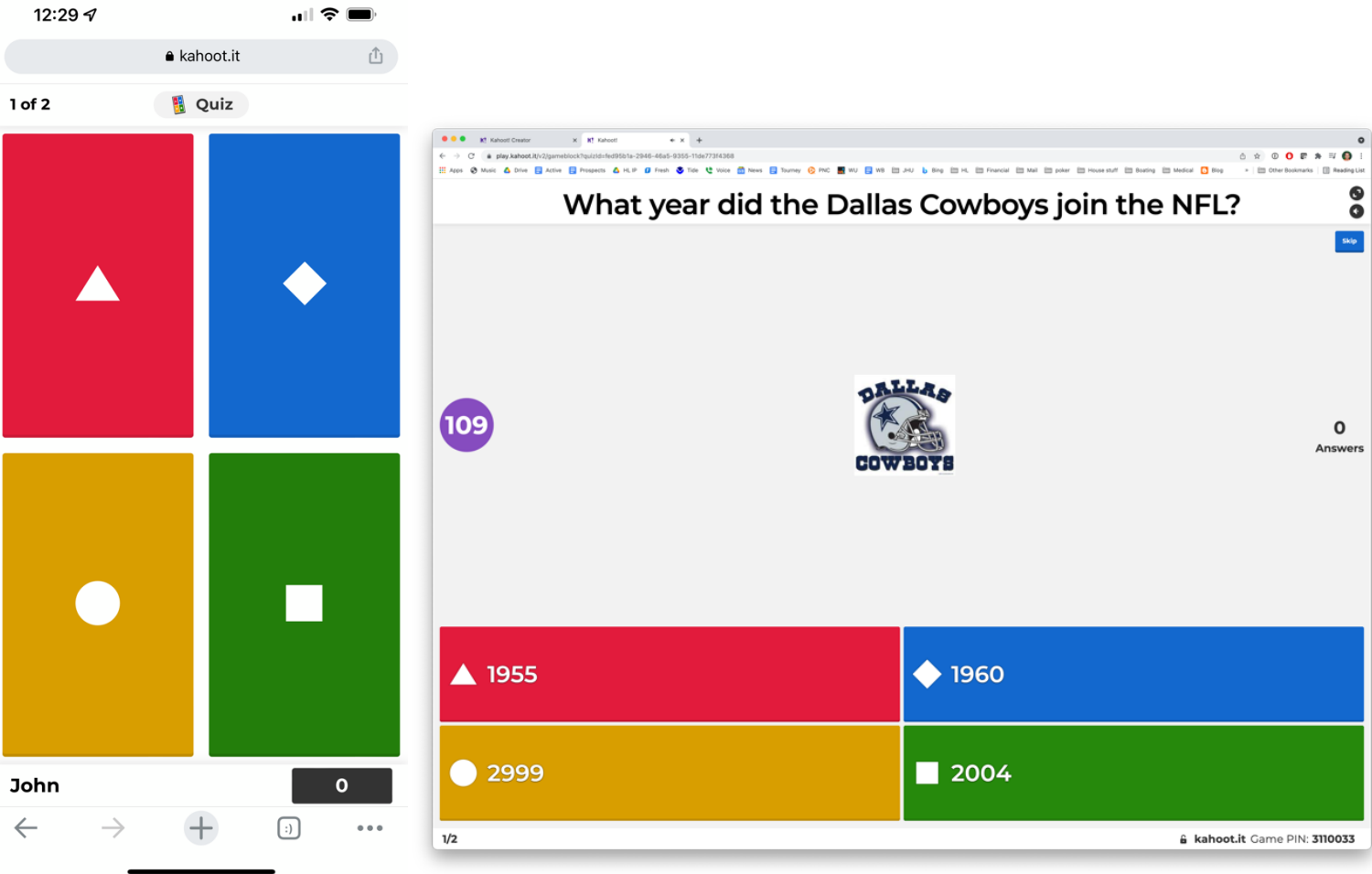
'376 Claim Limitation	Exemplary Examples of Infringement
5 [a] further comprising, determining if connectivity between the server and the second device has been disrupted; and providing a notification on the second device that the connectivity has been disrupted.	The Kahoot! System is a method comprising, determining if connectivity between the server and the second device has been disrupted; and providing a notification on the second device that the connectivity has been disrupted. The Kahoot! System monitors connectivity between the server and the second device. If the connection is disrupted, the Kahoot! System notifies the second device of a connection failure. 

'376 Claim Limitation	Exemplary Examples of Infringement
	 A screenshot of a web browser displaying a Kahoot! game. The browser's address bar shows the URL 'play.kahoot.it/v2/gameblock?quizId=32619440-18c0-42e1-ba45-6c67a4cee6f0'. The game interface has a dark background. At the top, a text prompt reads: 'Use context clues to pick the word that fits in the sentence. Mulan _____ quietly with her grandmother.' Below this, a white modal box is centered on the screen with the heading 'Connection lost: Please do not refresh!'. The modal contains the text: 'Please do not refresh this page or click back as this will end the kahoot. We'll automatically try to reconnect to the server.' and an illustration of a satellite. It also says 'If you do not automatically reconnect, check your internet settings and click Reconnect.' and 'Trying to reconnect' with a green circular arrow icon. At the bottom of the modal is a 'Reconnecting' button. In the background, two answer choices are visible: 'strolled' with a triangle icon and 'conversed' with a diamond icon and a checkmark. The bottom of the game screen shows '2/9' on the left and 'kahoot.it Game PIN: 840149' on the right. The browser's taskbar at the bottom shows a 'Kahoot!.mht' file and a 'Show All' button.

```
main.8bc359da.chunk.js
~/Downloads/Disconnection Message/main.8bc359da.chunk.js (no function selected)
15025 |   }, _ye={selectionData:e=[],chooseCollaboaration:t,brandLogo:a})=>{const
... | i=Object(o.useTheme()),N=Object(Ye.a)(),d=Lo()?"left":"right",E={()=>{i=null?void
... | 0:i.logo)!=void 0?r.a.createElement(Vc,{logoUrl:i==null?void
... | 0:i.logo,isThemeLogo:!0}):a!=void
... | 0&&(a!=null?a:"")!=r.a.createElement(Vc,{logoUrl:Object(n1.b)(a)}):r.a.createElement(
... | Ac,{isTeamMode:!0,isNewDesign:!0,isControllerLogo:!0});return
... | r.a.createElement(dM.PageWrapper,{"data-functional-selector":"collaboration-selection-page
... | "},r.a.createElement(qa,{position:c.a.Bottom}),r.a.createElement(t1,null,r.a.createElement
... | (XM,{marginDown:"1rem",align:d,component:"controller",screenName:sM.instructions})),r.a.
... | createElement(dM.Content,null,r.a.createElement(dM.Scrollable,null,r.a.createElement(dM.
... | InnerContent,null,r.a.createElement(Z0,null,E()),r.a.createElement(dM.
... | CollaborationOrTeamModeBadge,null,"\u2605
... | ",r.a.createElement(ue.a,$ne({},Hne.collaborationMode)),
... | "\u2605"),r.a.createElement(dM.TeamsWrapper,null,e.length>0&&r.a.createElement(dM.
... | CollaborationSelectionHeader,{shadowSize:.5,text:r.a.createElement(ue.a,$ne({},Hne.
... | selectCollaboration)})),e.map(({nameInfo:L,memberCount:A},S)=>r.a.createElement(dM.
... | ChooseCollaborationButton,{"data-functional-selector":"choose-collaboration-${S}",key:S,
... | onClick:()=>t(S)},r.a.createElement(dM.Name,{"data-functional-selector":"collaboration-
... | name"},Object(ane.d)(L,N,!1)),r.a.createElement(dM.Count,{"data-functional-selector":"
... | collaboration-member-count"},A,r.a.createElement(dM.Icon,{iconPath:T.a.PLAYER,color:g.a.
... | grey4}))))),r.a.createElement(hr,null),r.a.createElement(kn,null),r.a.createElement(Or,
... | null)),kye=Object(F.c)(e=>({brandLogo:Object(bt.d)(e),selectionData:Object(Ir.i)(e)}),{
... | chooseCollaboaration:hye.c.chooseCollaboration})(_ye);var
... | Pye=M(1500),Rye=M(1524),Yye=M(1508),Qye=M(228),Gye=M(1501),Bye=M(1517),Zye=M(814),Hye=M(
... | 1507),Wye=M(142),CY=M(1497),Fye=M(425),$ye=M(1354),Vye=M(1502),Jye=M(804);const
... | Zi="controller.components.network-dialog";var
... | Hi=Object(ae.d)({reconnectingDialogTitle:{id:`${Zi}.reconnectingDialogTitle`,
... | defaultMessage:({reconnectingDialogTitleTitle:{id:`${Zi}.reconnectingDialogTitle`,
... | loss"},reconnectingMessage:{id:`${Zi}.reconnectingMessage`,defaultMessage:"Please do not
... | refresh this page or click back as this will end the kahoot. We'll automatically try to
... | reconnect to the server.",description:"Message to notify the user about the connection
... | loss"},manualRetry:{id:`${Zi}.manualRetry`,defaultMessage:"Check your WiFi or mobile data
... | and click Reconnect if you are not automatically reconnected.",description:"Manual
... | reconnection
... | instructions"},playerGoneDialogTitle:{id:`${Zi}.playerGoneDialogTitle`,defaultMessage:"
... | Connection issues",description:"Title of the dialog to notify that the game host has some
... | connection
... | issues"},playerGoneExitOrRetry:{id:`${Zi}.playerGoneExitOrRetry`,defaultMessage:"
... | Alternatively, you can exit the game or try to reconnect now.",description:"Reconnection
... | instructions"},retryingIn:{id:`${Zi}.retryingIn`,defaultMessage:"Retrying in {number,
... | plural, zero {0 seconds} one {1 second} two {2 seconds} few {seconds} many {seconds} other
... | {number} seconds}}\u2026",description:"Reconnection
... | countdown"},retryingNow:{id:`${Zi}.retryingNow`,defaultMessage:"Trying to
... | reconnect",description:"Reconnection
... | details"},exitButton:{id:`${Zi}.exitButton`,defaultMessage:"Exit",description:"Exit the
... | network dialog button
... | text"},retryingButton:{id:`${Zi}.retryingButton`,defaultMessage:"Reconnecting",description
... | :\"Retrying the connection button
... | text"},tryNowButton:{id:`${Zi}.tryNowButton`,defaultMessage:"Reconnect",description:"
... | Reconnect button
... | text"},reconnectFailedDialogTitle:{id:`${Zi}.reconnectFailedDialogTitle`,defaultMessage:"
... | Reconnection failed",description:"Unsuccessful reconnection
... | title"},reconnectFailedMessage:{id:`${Zi}.reconnectFailedMessage`,defaultMessage:"It seems
... | like reconnection is not possible and the game will not be able to resume. You can end the
... | game now and exit or use our network test tool to diagnose the
... | issue.",description:"Unsuccessful reconnection
... | message"},enterNewPinButton:{id:`${Zi}.enterNewPinButton`,defaultMessage:"Enter new
... | PIN",description:"Game PIN to join
... | game"},browseGamesButton:{id:`${Zi}.browseGamesButton`,defaultMessage:"Browse
... | games",description:"Button text to search for available
... | kahoots"})),Kye=Object.defineProperty,Xye=Object.defineProperty,qye=Object.
... | getOwnPropertyDescriptors,Vne=Object.getPrototypeOfSymbols,eze=Object.prototype.
... | hasOwnProperty,tze=Object.prototype.propertyIsEnumerable,jne=(e,t,a)=>t in
... | e?Kye(e,t,{enumerable:!0,configurable:!0,writable:!0,value:a}):e[t]=a,lc=(e,t)=>{for(var a
... | in t){t={}}eze.call(t,a)&&jne(e,a,t[a]);if(Vne)for(var a of
... | Vne(t))tze.call(t,a)&&jne(e,a,t[a]);return e},aze=(e,t)=>Xye(e,qye(t));const
... | Ad={Body:o.default.div
```

'376 Claim Limitation	Exemplary Examples of Infringement
	<pre> ChooseCollaboarationButton,{ data=functional-selector": choose-collaboration-\${S} ,key:S, onClick:()=>t(S)},r.a.createElement(dM.Name,{"data-functional-selector":"collaboration- name"},Object(ane.d)(L,N,!1)),r.a.createElement(dM.Count,{"data-functional-selector":" collaboration-member-count"},A,r.a.createElement(dM.Icon,{iconPath:T.a.PLAYER,color:g.a. grey4}))))),r.a.createElement(hr,null),r.a.createElement(kn,null),r.a.createElement(Or, null)),kye=Object(F.c)(e=>({brandLogo:Object(bt.d)(e),selectionData:Object(Ir.i)(e)}),{ chooseCollaboaration:hye.c.chooseCollaboration})(_ye);var Pye=M(1500),Rye=M(1524),Yye=M(1508),Qye=M(228),Gye=M(1501),Bye=M(1517),Zye=M(814),Hye=M(1507),Wye=M(142),CY=M(1497),Fye=M(425),\$ye=M(1354),Vye=M(1502),Jye=M(804);const Zi="controller.components.network-dialog";var Hi=Object(ae.d)({reconnectingDialogTitle:{id:`\${Zi}.reconnectingDialogTitle`, defaultMessage:"Connection lost: Please do not refresh!",description:"Title of the dialog to notify the user about the connection loss"},reconnectingMessage:{id:`\${Zi}.reconnectingMessage`,defaultMessage:"Please do not refresh this page or click back as this will end the kahoot. We'll automatically try to reconnect to the server.",description:"Message to notify the user about the connection loss"},manualRetry:{id:`\${Zi}.manualRetry`,defaultMessage:"Check your WiFi or mobile data and click Reconnect if you are not automatically reconnected.",description:"Manual reconnection instructions"},playerGoneDialogTitle:{id:`\${Zi}.playerGoneDialogTitle`,defaultMessage:" Connection issues",description:"Title of the dialog to notify that the game host has some connection issues"},playerGoneExitOrRetry:{id:`\${Zi}.playerGoneExitOrRetry`,defaultMessage:" Alternatively, you can exit the game or try to reconnect now.",description:"Reconnection instructions"},retryingIn:{id:`\${Zi}.retryingIn`,defaultMessage:"Retrying in {number, plural, zero {0 seconds} one {1 second} two {2 seconds} few {seconds} many {seconds} other {{number} seconds}}\u2026",description:"Reconnection countdown"},retryingNow:{id:`\${Zi}.retryingNow`,defaultMessage:"Trying to reconnect",description:"Reconnection details"},exitButton:{id:`\${Zi}.exitButton`,defaultMessage:"Exit",description:"Exit the network dialog button text"},retryingButton:{id:`\${Zi}.retryingButton`,defaultMessage:"Reconnecting",description: "Retrying the connection button text"},tryNowButton:{id:`\${Zi}.tryNowButton`,defaultMessage:"Reconnect",description:" Reconnect button text"},reconnectFailedDialogTitle:{id:`\${Zi}.reconnectFailedDialogTitle`,defaultMessage:" </pre>
Claim 9	
9 [pre] The method of claim 1,	See Claim 1 analysis <i>supra</i> .
9[a] wherein the transmitting a first subset of the information to the first device from the server and transmitting a second subset of the	The Kahoot! System is a method wherein the transmitting a first subset of the information to the first device from the server and transmitting a second subset of the information to the second device from the server are executed over independent electronic communications networks. In Kahoot, the shared computer could be on a Wi-Fi network, and the user's mobile device could be on the cellular phone data network. Alternatively the shared computer and the mobile device can be on different Wi-Fi networks Whenever the shared computer and the user's mobile device are on different networks, this element is met.

'376 Claim Limitation	Exemplary Examples of Infringement
information to the second device from the server are executed over independent electronic communications networks.	
Claim 10	
10. The method of claim 1,	<i>See Claim 1 analysis supra.</i>
10 [a] further comprising displaying a graphical identifier on the first device and a corresponding graphical indicator on the second device indicating a link between the information displayed on the respective devices.	The Kahoot!! System is a method comprising displaying a graphical identifier on the first device and a corresponding graphical indicator on the second device indicating a link between the information displayed on the respective devices. In the Kahoot!! System, there are graphical shapes and colors corresponding to each question on the shared screen on the first device and on the user's mobile devices, the second device, the same shapes and colors correspond to the same answer choices on the screen of the first device to link the answers that the user chooses to the ones that are displayed.

'376 Claim Limitation	Exemplary Examples of Infringement
	
Claim 14	
14[pre] The method of claim 1,	<i>See Claim 1 analysis supra.</i>
14[a] wherein, neither the first subset of information nor the second subset comprise a two factor authentication code.	The Kahoot! System identifies a first subset of the information and identifies a second subset of the information, wherein the first and second subsets of information are generated by the same application at the server and are specific to that application. The Kahoot! System runs an application on its server such as a quiz. The application generates information for purposes of the quiz. In each quiz, there is a first subset of that information that is identified contains text such as questions in the quiz.

'376 Claim Limitation	Exemplary Examples of Infringement
	The Kahoot! server generates and sends to each player a unique session token which is used by the server to link that player's answers to their identity. The Kahoot! server generates the session token and does not send the same session token to any two players or to the shared screen. The server therefore stores session tokens as part of the global set of information that it tracks. The server sends a subset of this information, a particular session token, to each user. As explained above, the first subset of information and second subset of information do not include a two factor authentication code.
Claim 23	
23 [pre] The method of claim 1,	<i>See Claim 1 analysis supra.</i>
23[a] further comprising electronically storing at the server a parameter indicating whether subsets of the information are to be divided between two or more devices.	The Kahoot! System further comprises electronically storing at the server a parameter indicating whether subsets of the information are to be divided between two or more devices. The Kahoot! server must have information that indicates how to communicate with the shared computer and how many mobile devices are involved in the quiz. That information is a parameter indicating whether subsets of the information are to be divided between two or more devices.
Claim 24	
24 [pre] The method of claim 1,	<i>See Claim 1 analysis supra.</i>
24[a] wherein the first and second subsets of information are application-specific, and wherein the first and second subsets of	The Kahoot! System is a method wherein the first and second subsets of information are application-specific, and wherein the first and second subsets of information derive from functions within a specific application. The questions that are sent to the shared computer (first device) and the session token sent to the mobile device (second device) relate to the Kahoot! application and are application specific. The two subsets of information derive from functions within the quiz application.

'376 Claim Limitation	Exemplary Examples of Infringement
information derive from functions within a specific application.	
Claim 25	
25[pre] A system for transmitting information to multiple electronic devices, the system comprising:	See Claim 1[pre] analysis <i>supra</i> .
25[a] an electronic data store configured for electronically storing a set of information at a server, wherein the first and second subsets of information are generated by the same application at the server and are specific to that application;	See Claim 1[a] & [b] analysis <i>supra</i> .
25[b] a processor device programmed for:	The Kahoot! System executes using a programmed processor device. For example, In the Kahoot! System https://kahoot.com/ a Kahoot! server a processor device that is programmed. The server transmits information to multiple electronic devices. There is a shared screen on a device such as a computer or a tablet (first device), that the users can all see, and each user has their own mobile device (second devices). The Kahoot! server transmits information to all the devices. For example, in a Kahoot! multiple choice quiz, the Kahoot! server transmits the questions and answers to the first device and also transmits at the very least a session token to each user's mobile device when a user is joining the quiz.

'376 Claim Limitation	Exemplary Examples of Infringement
25[c] identifying a first subset of the information and identifying a second subset of the information;	<i>See Claim 1 [b] analysis supra.</i>
25[d] determining at the server whether both a first device in possession of and being directly operated by a first user and a second device also in possession of and being directly operated by the first user are accessible over at least one electronic communications network based on the first user being logged into the application at both the first and second devices;	<i>See Claim 1[c] analysis supra.</i>
25[e] if and only if both the first and second devices are determined to be accessible by the server, then:	<i>See Claim 1[d] analysis supra.</i>

'376 Claim Limitation	Exemplary Examples of Infringement
transmitting a first subset of the information to the first device from the server; and transmitting a second subset of the information to the second device from the server, wherein the second subset of the information includes information not transmitted to the first device.	