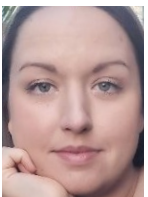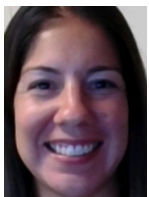# EDTECH DIGEST

STATE OF EDTECH
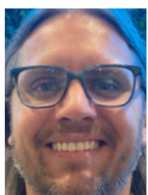
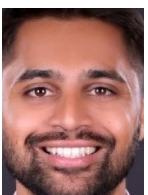## 2023-2024

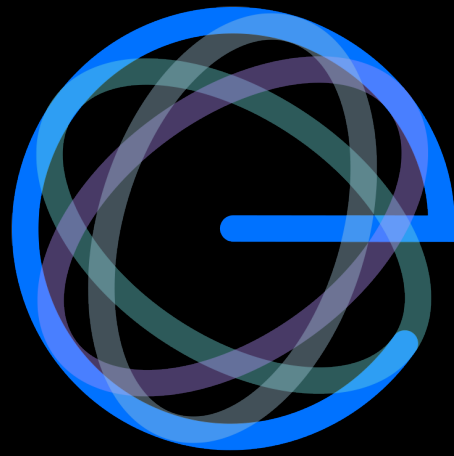## THE MINDS BEHIND WHAT'S NOW & WHAT'S NEXT

THE EDTECH AWARDS

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OF LEARNING

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ARTIFICIAL INTELLIGENCE IS NOT THE REAL THING

This isn't a case for or against AI, or about the pros and cons of AI in education. It's simply an observation that we, as human beings, are the sources of creation and creativity. Where there was no wheel, we put one there. Where there was no home, we made one. Where there was no family, we imbued one with life. Where there was no language, we sounded and pointed one together. We pushed stylus into clay, lit glass-blown lanterns to read printing-pressed books, gathered vast libraries of shared wisdom, plowed fish-fertilized fields and chopped down trees to build the desks and schools that would make preachers and presidents. We sailed ships, ran railroads across the land, fashioned the factories that would spit steel. And we forged countries and made rules and laws and generally agreed to keep it all going. While our technology has now accelerated to a point where our link to the stars is now visible, know deep and well that it's our own invisible spirit of innovation and yearning for more that has created the technology that may further free us to create anew. Always stay boss. —*VR*

+ TOP 100 INFLUENCERS in edtech — FIND OUT WHY page 32

LOU AUGUST	TAMMY JOHNS	ERIC CURTS	JESSICA ROSENWORCEL	ANDREW PASS	MATT MILLER	MILA SMART	CONNIE WHITE	MATT RILEY	SHARON D'SILVA
ROB ABEL	WILEY BRAZIER	RUSS DAVIS	SUNIL GUNDERIA	MICHAEL KLEMM	MARY MITCHELL	LAURIE STACH	SNOW WHITE	ALEX PETERS	SIM SHAGAYA
SIOBHAIN ARCHER	LAKISHA BRINSON	NICOLE ENGELBERT	DR MARY HEMPHILL	BRAD KOCH	SATYA NITTA	TOM RYAN	ADEOLA WHITNEY	ROHAN MAHIMKER	AMY VITALA
CHARLOTTE ANDRIST	MONICA BURNS	JULIA FALLON	ALBERTO HERRAEZ-VELAZQUEZ	NATALIA I. KUCIRKOVA	LAWRENCE PARECE	JULIA STEGER	DONNA WILLIAMSON	JILL HOBSON	SAM GICHURU
ALBERTO ARENAZA	DAN BURRUS	JULIANA FINEGAN	MARIO HERRAEZ-VELAZQUEZ	MIKE LAWRENCE	LEE PERLIS	CHAD STEVENS	TINA ZWOLINSKI	ANDREW MAGLIOZZI	JESSICA MILLSTONE
ANGELA ARNOLD	ROB CATTO	MARCO FISBHEN	MICHAEL HEYMAN	VALERIE BROWN LOOMER	DR JOE PHILLIPS	ROXI THOMPSON	PHIL CUTLER	JESSICA TENUTA	MADELEINE WOLF
DR NICOLE ARRIGHI	RON CHANDLER	AMANDA FOX	CHRIS HOLOKA	PASHA MAHER	MARTIN RAMSIN	HEGE TOLLERUD	DAVID HENDERSON	KARI SHERRODD	CATHERINE PACK
DAN AVIDA	JIM CHILTON	IZZY GALANTE	FRANKIE JACKSON	MUMSHAD MANNAMBETH	KATIE RITTER	OLLI VALLO	JEFF MADLOCK	GAURAV BRADOO	LANA NGUYEN
KYLE BAKER	MATT COLE	SHWETA GANDHI	KELSEA KIERSTEAD	OLIVER MARMOL	CHARLIE SANDER	FREDDY VEGA	MELISSA CULVER	SAM QURESHI	KYM HUNTER
EDSON BARTON	KALAYA COOK	KAVITTA GHAI	DANNY KING	JUAN PABLO MENA	ALEX SARLIN	WENDY WELCH	ALICIA POLINSKI	MICHAEL CHASEN	AIMEE RULLO

STATE OF EDTECH
2023-2024: THE MINDS BEHIND WHAT'S NOW & WHAT'S NEXT

"I'm constantly surprised that we don't spend more time thinking about and planning for the future. After all, ... that's where we're going to be spending the rest of our lives." —*Dan Burrus*

Creating a new space *for education*

Post-pandemic **trends point to growth** *ahead; education and technology* **leaders innovate** *their way forward amidst rapid change;* **the future of education** *is in the hands of those who can deftly use technology to accomplish their goals.*

NUMBERS

EDTECH TOP 100:
Dr. Mary Hemphill, Chief Academic Officer, NC Dept of Public Instruction // PAGE 35

page 32

THE MINDS BEHIND what's now and what's next are shaping the future of learning; this year's batch of fresh faces brings the number up to 500.
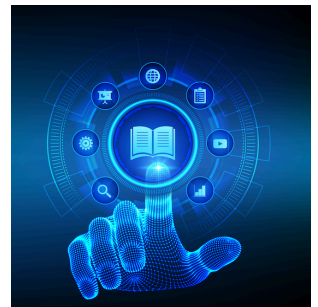
EDTECH DIGEST
TOP 100
INFLUENCERS IN EDTECH

HIGHLIGHTS

FUTURE

— NUMBERS

NUMBERS TELLING THE STORY OF WHAT'S NOW AND WHAT'S NEXT IN EDTECH

STATE OF EDTECH OVERVIEW:

TAKING STOCK AND TAKING AIM, SURVEYING THE EDTECH LANDSCAPE

177 billion dollars. From $227B in 2020 to $404B by 2025, edtech spend will nearly double from 2020 in the next couple years. That's 12.2% growth in total global expenditure on education technology.

7 trillion dollars. Education will be a $7T industry by 2025. Education is one of the world's single largest industries, making up more than 6% of GDP. Total global expenditures from governments, companies, and consumers together are expected to reach $7.3T by 2025.

300 billion dollars represents the global education market cap. Seems like a lot of money, but education is starved of capital compared with other sectors; for example, the cap for healthcare is $5T.

4 percent. That's right, out of the $6.2T non-digital spend for global education and training, just $227B is spent on: hardware, software, and tech-enabled services, or *edtech*. This represents massive potential for future digitalization.
SOURCE for above items: HolonIQ

43.5 billion dollars. In 2022, U.S. schools spent a record $43.5 billion on edtech (hardware, networks, major systems, digital curriculum), up 18.5% from 2021's record edtech spend of $36.8 billion.
SOURCE: Learning Counsel

87 percent of educators who said their tech skills improved during the pandemic.
SOURCE: EdWeek

70+ percent of colleges expect to launch one or more online undergraduate programs in the next three years. Over half of online college students said they'd abandon their school of choice if it didn't offer an online option.
SOURCE: Wiley

27.5 billion dollars. U.S. corporate edtech is a $27.5B industry. Normally costly training and development is averted by more efficiently upskilling the workforce with learning made possible through digital tools and platforms.
SOURCE: Valuates

76 percent of employees say they're more likely to remain with employers offering upskilling options.
SOURCE: Talent LMS

45 percent. Despite a dip in 2019, global investments in edtech have registered an average 45 percent CAGR for the past five years and still grew 30 percent from 2020 to 2021.
SOURCE: McKinsey

Taking stock and taking aim.

Surveying the edtech landscape through the lenses of 2022 and early 2023.

NAKI SAMA

"The future belongs to those who believe in the beauty of their dreams."
—Eleanor Roosevelt

By MARK GURA

The state of education? It's the place to begin.

Despite much to discourage those who insist on viewing Education through the same old myopic lens, the territory we are traveling on is ever more fertile. For those interested in leapfrogging to destinations seen through the other side of the scope, what comes into focus is the realm of possibility, much of it enabled powerfully by fresh technologies and their applications in schools. And from that viewpoint The State of EdTech takes on a new, more vital context.

Yes, the eyepiece reflexively reached for in the past, would show a field still reeling from the hyper-challenging disruption of pandemic-mandated school closings, declines in NAEP Math and Reading scores, and the eye-opening mass attrition of students and teachers.

The State of Edtech?

Edtech has traditionally been understood as the intersection of the well-known realm of Teaching and Learning and of the ever expanding, shape shifting new dimension established when Technology is applied to it. It's an area of overlap in the Venn Diagram of what's possible that has grown considerably.

The line between Mainstream Education and Edtech has blurred and faded. With 2022 still large in our rearview mirror, we see the two continuing to merge.

Edtech is assuming its proper place at the center of mainstream education. Just a couple of months back ISTE (International Society for Technology in Education) announced an impending merger with ASCD (Association of Supervisors and Curriculum Developers) – thus, the Cutting Edge of Educational Change is literally to become one with a bastion of traditional values and best practice in the field. The

values and best practice in the field. The significance of this is hard to overstate.

This brings us to a crucial choice. *Do we continue to view the work of our schools through the lens of business-as-usual, seeing the state of things as—shall we say—a bit less than rosy?*

But, our destination is not the dimension of business-as-usual. And our mission is a far greater one than simply catching up and regaining lost progress, although that remains a component.

Before recent setbacks, we were focused on transformation of the educational platform to an unprecedented variety of learning. One in which every student is enabled to actualize individual interests and passions as vehicles for learning those things truly needed to prosper and blossom as contributing members of his or her community. Development and focused deployment of tools to make this happen was well underway. This body of needs in learning has matured and deepened as has the body of resources required – and continues to do so.

Within Our Grasp

Fortunately, both addressing the needs of students who experienced interruption in the flow of their education, as well as returning to our greater mission of guiding learners ever further, are within our grasp.

A raft of instructional practices and digital resources to support and refine them has emerged and gotten traction in the trenches. Some of the most salient of these are highlighted in this report.

> **"Our mission is a far greater one** than simply catching up and regaining lost progress..."

The enabling element of funding, is available, too, at least a significant pool of it.

Finally, beyond gathering data points, bringing a big picture understanding into the kind of focus that inspires and directs action is provided here. This report describes a few of the important recent and current trends in the field — read further for a little perspective on:

Important stories and developments from 2022 and into 2023. An intuition-driven selection of some of the most prophetic indicators of where we are and where we are heading.

People (high-fives for slam dunkers). Some of the people who have shaped the ways that teaching, informing, and influencing delivered digitally shape our world.

Literacy expanded: new digital literacies. The new "must know" body of literacies: Reading & Writing, Digital Literacy, Information Literacy, and Content Creation Literacy.

Student creativity. Fostering Creativity, in many respects the most needed skill set, will be an area of focus and activity in our schools.

Deep cool: tools, resources, and practices for positive change.

The globally connected teacher.

Making all of the above happen will largely require more aware, better prepared, digitally-enabled teachers.

─ HIGHLIGHTS

LEADING VOICES

LITERACY EXPANDED, NEW DIGITAL LITERACIES

STUDENT CREATIVITY

DEEP COOL: TOOLS, RESOURCES, AND PRACTICES FOR POSITIVE CHANGE

FINALLY! TEACHER PROFESSIONAL DEVELOPMENT GETS REAL

SOCIAL EMOTIONAL ROBOTS, AI, CHATGPT

GLOBALLY CONNECTED TEACHERS

+

EDTECH'S TOP 100

LEADING VOICES
You're talking about the future of learning!

> "Tough conversations will need to be had, as the consolidation of edtech solutions will need to occur in schools and districts across the globe. However, with a focus on solving problems of practice, schools and districts will be able to create a managed menu of proven and supported edtech solutions and ensure that they are being used effectively to educate their students."
>
> —Dr. **Joe Phillips**, *CIO Broward County Public Schools (FL)*

"**K-12 education feels** like one of the last industry sectors to fully embrace technology. We've integrated technology on the school business operations side, but haven't done as well in our classrooms, our schools of education, or as part of our educator skill sets. To empower students, educators, and policymakers, we need to be mindful and intentional, but also make the necessary investments. It's not enough to spend money on devices or connectivity, we need to also invest in the people who are using those tools to ensure that all students can benefit from the opportunities technology provides to allow them to participate fully in public, community, and economic life."
—**Julia Fallon** // Executive Director, SETDA

"**ChatGPT is still** very much in its infancy, and we've barely scratched the surface of the AI's capabilities. Educators who explore the language tool with an open mind and curious spirit are likely to be surprised by just how helpful it may prove to be."
—**Jim Chilton** // CTO, Cengage Group

"**When [students] participate**, they are connected, their ideas are heard, and they have a better understanding of what is happening around them. They can influence change. They can feel a part of something bigger than themselves. They gain new perspectives."
—**Michele Pitman** // Founder & CEO, intelliVOL

"**We believe that** the future of learning will eventually structure around learning experiences, much shorter than today's classes. In this scenario, every student would work on an activity tailored for them; if that child happens to like magic tricks, superheroes, or monkeys – they would have reading activities around those themes incorporated into that experience."
—**Shuky Capon** // Co-Founder, ReadTheory

"**To bolster global** evidence efforts, edtech companies need to adopt ways to optimize their data collection and reporting procedures for an open dataset. An international Open Data Repository could propel the edtech field with data-based evidence of positive impact on children's learning."
—**Natalia Kucirkova** // Professor, University of Stavanger

"**The sooner kids** get acquainted with computer science, the easier it is for them to believe they can become IT professionals in the future."
—**Alex Yelenevych** // Co-Founder, CodeGym

"**When it comes** to modernizing PD, it is our hope that K-12 education leaders will consider infusing elements of self-directed, competency-based, sustained PD that meets the needs of educators."
—**Amy Vitala**, Ed.D. // Chief Learning Officer, MobileMind

"…it's my hope that establishing a leadership growth plan provides you with the structure and rigor necessary to achieve the sustainable progress towards achieving your professional goals in 2023."
—**Collin Earnst** // Managing Partner, Ed-tech Leadership Collective

"In 2023 and beyond, we can expect to see more integration and seamless connectivity between technologies used in classrooms and around campuses. For example, some schools are already integrating bi-directional casting between student tablets and interactive displays at the front of the classroom. Teachers are casting students' individual screens onto the main display and empowering students to share their ideas and work with the entire classroom. I have personally seen how this approach gives students more freedom to interact and think creatively together. Rather than a monologue by the teacher, it creates an engaging dialogue between learners that is far more productive in knowledge retention and problem-solving skills development. Displays in the classroom can also integrate with digital signage installed around campus—from the front office to the sports field. Brought together by content management software, the cloud and a strong wireless network, the resulting 'smart school' ecosystem can help to strengthen the school community, increase school-to-home communication, transform student outcomes, and crucially enable rapid notification and response in the event of an emergency."
—**Dr. Micah Shippee** // Director of Education Technology Consulting & Solutions, Samsung

"AI will be at the forefront of the education experience. As we embrace a post-pandemic understanding of education and innovative learning, institutions and edtech companies are prioritizing forward looking tech initiatives like extended reality (ER), makerspaces, and gaming to ensure learning is accessible and engaging. In a similar way that Walden University built an AI tutor, we'll see edtech companies leverage their data to create value-add, AI- and data-driven experiences for learners."
—**Steven Butschi** // Director of EdTech, Google Cloud

"Moving into 2023, school districts are focused on some key initiatives: evolving cybersecurity, supporting digital equity, facilitating classroom innovation,

improving student safety and wellbeing, and maximizing federal funding resources. To accomplish these critical initiatives, school districts need AI-powered, cloud-native network solutions that are designed to automate, unify and protect while simplifying network operations. Districts require always-on, secure connectivity that enables learning for all students while they prepare for a digital future. Districts should look to E-Rate for funding solutions and evaluate Network as a Services (NaaS) solutions as a flexible, cost-effective option."
—**Chris Tingley** // Senior Solutions Education Marketing Manager for Aruba, a Hewlett Packard Enterprise company

"People from communities across the country are starving for opportunities to have a career that is meaningful and can allow them to earn enough to cover their needs. Not tapping into this potential workforce and investing in skills that can then be utilized does not make economic sense."
—**Pasha Maher** // Co-Founder & COO, Stiegler EdTech

"Let this be an opportunity to refocus on the core of education: building relationships with students and inspiring them to love learning, to stay curious and to be their best selves. But if schools continue to treat education like a game—hoops laid out by adults who supposedly

know what's best for kids—students will also treat it like a game and look for shortcuts. Instead of fighting with the machines, let's finally rethink education for the 21st century."
—**Garrett Smiley** // Co-Founder & CEO, Sora Schools

"We have a tremendous opportunity to **shape the future of education..."**

"As we saw with the pandemic, the work-from-home movement became the new norm coupled with elements of school from home. Remote learning is not only anticipated, but expected and we believe that the best is yet to come..."
—**Oli Marmol** // Co-Founder, VS

"We have a research-backed, realistic, and affordable way to bring our education system into the 21st century—this is an opportunity we cannot afford to pass up."
—**Kavitta Ghai** // CEO & Co-Founder, Nectir

"In business, it's often said that if you're not moving forwards, then you're moving backwards. The same applies to people and their skill sets. As we tread these new waters within hybrid work and online education, we are empowering individuals with the ability to re-skill and consider dramatic career changes, regardless of their circumstance or background. And with geographical barriers removed, and flexible ways of working widely accepted, those that future-proof themselves for the digital economy will have quite literally everything to play for."
—**Martin Ramsin** // Founder & CEO, CareerFoundry

"We have a tremendous opportunity to shape the future of education and positively impact millions of learners around the world."
—**Sunil Gunderia** // Chief Innovation Officer, Age of Learning

+

What are *your* thoughts on the state of education, technology's role in it, and what's just ahead? Write: edtechdigest@gmail.com

Literacy Expanded, New Digital Literacies

While we are seeing increased attention to fostering student progress in what has traditional been understood as Literacy, this, as attention is focused on regaining lost ground attributed to the Pandemic interruptions in school attendance and instruction. One expression of this is the current attention paid the science of reading. The popular American Federation of Teachers article, *"Teaching Reading Is Rocket Science"* is a worthwhile example. *https://www.aft.org/ae/summer2020/moats*

However the concept of Literacy, itself, is being expanded to include other literacies, especially those associated with key knowledge and skills to be applied in the new, technology-centric world and society.

There is no inconsistency between the two areas of concern. In fact, they complement and extend each other's reach and efficacy. The growth of Digital Literacies is a key trend in Education and has showed up recently through items like those below:

In Fall 2022 the BBC's site ran a defining article, *"Why 'digital literacy' is now a workplace non-negotiable,"*

"the concept of literacy itself is being expanded to include ... **key knowledge and skills to be applied in the new, technology-centric world and society."**

explaining in full its central theme that, "...digital literacy means having the skills to thrive in a society where communication and access to information are

increasingly done via digital technologies, such as online platforms and mobile devices. The concept encompasses a broad understanding of an array of digital tools that enable in-office, hybrid and remote work across all types of workplaces: think real-time collaborative software, live workplace chat apps and sophisticated asynchronous work tools." *https://www.bbc.com/worklife/article/20220923-why-digital-literacy-is-now-a-workplace-non-negotiable*

New Jersey Is adopting a K-12 information literacy curriculum requirement. Also, in the Fall of 2022, New Jersey Gov. Phil Murphy signed into law the nation's first statewide information literacy

ALYONA ZUEVA

requirement for schools. "Our democracy remains under sustained attack through the proliferation of disinformation that is eroding the role of truth in our political and civic discourse," Murphy said in a statement. "It is our responsibility to ensure our nation's future leaders are equipped with the tools necessary to identify fact from fiction." *https:// www.k12dive.com/news/new-jersey-k-12-media-literacy-law/637367/*

Add content creation to the list of New Literacies. Yet another crucial facet of this emerging body of educational thought, centers around students as content creators. In her 2022 SmartBrief article, *"The need for content creation literacy,"* Tammy McGraw explains, "Educators have made significant progress with other online behaviors — such as information literacy, data privacy, and anti-bullying — because we prioritized these skills. The creation and distribution of digital content is no different. As students become effective and responsible content creators, it is critical that they understand the value and potential impact of their content." *https:// corp.smartbrief.com/original/2022/09/content-creation-literacy*

https://ncte.org/resources/journals/english-journal/english-journal-article-september-2022/

Student Creativity

Not all of the learning momentum lost and now targeted for recovery is traditional. Before

the pandemic interruption, part of Education's forward motion included plans for expanding the role and significance of Student Creativity.

While Creativity often has not overtly been included in the instructional program of a school, those with a broader, more complete understanding of how students would most appropriately be prepared for the world of work have continued advocating for and supporting it. This includes the highly impactful PISA: Programme for International Student Assessment, which recently released, *"The PISA 2022 Creative Thinking Assessment."* PISA explains that this assessment "measures students' capacity to engage productively in the generation, evaluation and improvement of ideas that can result in original and effective solutions, advances in knowledge, and impactful expressions of imagination." *https://www.oecd.org/pisa/innovation/creative-thinking/*

Thus, while so many educators were understandably preoccupied with other issues over the past few years, foundational elements for the fostering of Student Creativity have been developed and put in place and the moment is ripe now to press forward with this area of education that will continue to pick up momentum as its relevance continues to grow.

Fortunately, there are new, low-cost digital tools that support students in creating. This digital "making" encourages kids to create content, often to show their knowledge, rather than just being consumers of content provided by teachers who pass it along to them from commercial publishers.

Importantly, in the article, *"The need for content creation literacy,"* Tammy McGraw states that while students have "an abundance of digital tools to create their own content... just as the internet necessitates greater focus on information literacy, the rise of social media and user-generated content requires that students develop skills to be effective and responsible content producers." *https://corp.smartbrief.com/original/2022/09/content-creation-literacy*

In the 2022 ISTE blog post, *"5 Reasons Why It Is More Important Than Ever to Teach Creativity,"*

"Yet another crucial facet of this emerging body of educational thought centers around **students as content creators."**

Nicole Krueger states, "...creativity doesn't traditionally get top billing. It's usually lumped together with other soft skills like communication and collaboration: Great to have, though not as important as reading or long division. But research is showing that creativity isn't just great to have. It's an essential human skill — perhaps even an evolutionary imperative in our technology-driven world."

She lists the following:

1. Creativity motivates kids to learn.

2. Creativity lights up the brain.

3. Creativity spurs emotional development.

4. Creativity can ignite those hard-to-reach students.

5. Creativity is an essential job skill of the future.

https://www.iste.org/explore/ 5_Reasons_Why_It_Is_More_Important_Than_Eve r%20_Teach_Creativity

How to make all of the above happen? Author Tim Needles offers insight into Student Creativity in *The ISTE Learning Unleashed* podcast, *"We Need Creativity Now, More Than Ever: Here Are the Five Big Barriers and How to Get Over Them in School and in Life."* He discusses the teaching and learning factors of Time, Fun, Risk Taking, Failure, Social and

Emotional Learning and more with host Carl Hooker. *https:// podcasts.apple.com/us/podcast/we-need-creativity-now-more-than-ever-here-are-the/ id1494135118?i=1000558326381*

"...creativity isn't just great to have. It's an essential human skill— **perhaps even an evolutionary imperative in our technology-driven world."**

Tim is an artist, educator, performer, and author of STEAM Power: Infusing Art Into Your STEM Curriculum (ISTE, 2020) *https://www.amazon.com/STEAM-Power-Infusing-Into-Curriculum/dp/1564848213*

This past October of 2020, ISTE offered a virtual installment of its ongoing Creative Constructor Lab Conference. *https://conference.iste.org/ 2022CreativeConstructorLab/*

The mission of this event is to bring together educators who want to experiment with digital tools and learn how to inspire creativity in every student.

Participants at the event were guided in how to:

· Discover how to integrate creativity and creative problem-solving into every content area and grade level.

· Inspire learning and curiosity with creative real-world projects using the latest technologies.

· Connect with a community of colleagues who will help you create projects that will awe even your most critical students.

Also: Soon to be released from ISTE Books: *"Creative SEL: Using Hands-On Projects to Boost Social-Emotional Learning"* by Michele Haiken and Mark Gura. This collection of creative lessons offers ideas for integrating design thinking, literacy, and STEAM to drive SEL skills including self-awareness, self-management, mindfulness, responsible decision-making and social awareness. *https://my.iste.org/s/store? _ga=2.268434377.633606158.1674156110-15 88454302.1664906763#/store/browse/detail/ a1w1U000003gkV4QAI*

Deep Cool: Tools, Resources and Practices for Positive Change

Reflecting on the continued emergence in 2022 of impressive numbers and types of digital resources for schools and classrooms, one is tempted to ponder whether it is the need for change that precipitates their creation or the introduction of

new resources that triggers ideas about how changes, some of them long sought, might be brought about.

Below, is a handful that have grabbed much attention recently and that are significant in their relationship to change in teaching, learning, and running of schools.

Some Very NOW Instructional Tools

Video has continued to become more and more favored as a way to support teaching and foster learning. On-demand videos are engaging and content rich.

One of clear example of this growth was Discovery Education's announcement about Minnesota's South Washington County (SoWashCo) Schools forming a new partnership with Discovery Education supporting science education in K-8 classrooms across the district's elementary and middle schools who will access award-winning digital resources supporting science instruction. *https:// www.discoveryeducation.com/details/ minnesotas-south-washington-county-schools- selects-the-discovery-educations-suite-of-digital- services-to-support-science-instruction-in- grades-k-8/*

EdPuzzle, first covered in *EdTech Digest* in 2016, is increasingly a popular resource for teachers and students who have come to see the capacity to produce videos for

teaching and learning on their own as essential.

https://www.edtechdigest.com/ 2016/08/22/cool-tool-edpuzzle/

"With EDpuzzle, teachers can make any video into their lesson.

> "Video has continued to become more and more favored as a way **to support teaching and foster learning."**

EDpuzzle combines simple video- editing tools with powerful analytics ..."

Wordle for Teaching? Why not? With sufficient imagination educators continue to adapt a wide variety of digital items that define our society's cultural life. A good example in 2022 was the *Tech & Learning* piece, *"How to Teach With Wordle,"* which explains how the viral online word game can be used in the classroom to promote problem-solving and other skills.

https://www.techlearning.com/how-to/how-to- teach-with-wordle

And on into the future in the article, *"What Is Zearn — the Math Platform the Gates Foundation Is Betting Big On?" EdSurge* explains that, "The Gates Foundation is making a billion-dollar investment to improve math education. More than $4 million of its money is going to the digital math platform Zearn, "a nonprofit that runs a K-8 digital math learning platform, Zearn Math, whose instruction stresses interactive features and feedback to students. Its curriculum is used both as primary lessons and as what its leaders call 'complementary' lessons, which emphasize visual models and real-life examples."

https://www.edsurge.com/news/2022-12-12- what-is-zearn-the-math-platform-the-gates- foundation-is-betting-big-on

Finally! Teacher Professional Development Gets Real

PODCASTS - the perennial groans of, *"They should give more PD workshops!"* have slowly but steadily been fading over the past few years as web-based offerings have illustrated for rank and file teachers how much collegial expertise can be accessed conveniently and practically over the Web. Already available in a variety of formats and above all, offering a vast body of content

themes, both in real time 'synchronous' sessions or as on demand recordings, informed teachers more and more can find what they need and what sparks their professional taste and imagination. What remains to be done is for the field to further acknowledge and understand the value available in this almost "problem solved!" resource variety.

One good example of web-based PD are ISTE's *Learning Unleashed* podcasts in which educators are invited to hear proven strategies for teaching with education technology along with personal insights from ISTE authors. *https://www.bamradionetwork.com/genre/learning-unleashed-on-iste-radio/*

WEBINARS - The "talking heads/screen-shared webinar" has now fully emerged as the most practical, best quality PD type available to the great mass of the world's teachers. And, in turn, the low-cost availability of production tools and online hosting beckons, inviting them to take charge and produce content of their own for one another.

One impressive examples is, *"8 Webinars on How to Teach Writing With The New York Times"* *https://www.nytimes.com/2022/08/03/learning/8-webinars-on-how-to-teach-writing-with-the-new-york-times.html*

Another are the e webinars from EdSurge, impressive examples of which are, *"The Impact of Creativity on Career and College Readiness,"*

and, *"Improving Teacher and Student Engagement through Creativity."* *https://www.edsurge.com/e/webinars*

Social, Emotional Robots

Sometimes the resource is available for a while waiting for the moment or need to arrive. Buddy the Emotional Robot is a case in point.

Buddy is an "emotional AI companion" that has been deployed in thousands of French schools. While Blue Frog Robotics, Buddy's producer, has been posting videos of this remarkable little personal digital companion on YouTube for several years, with the Post Pandemic awareness of educators and parents of deep emotional needs and mental health concerns. Buddy appears to be a user friendly solution who has finally met a problem sizable enough to make it a hit.

Small wonder that Christian Science Monitor highlighted it as an item of particular interest in its recent coverage of CES. *https://www.csmonitor.com/USA/Education/2023/0110/Robot-pals-and-AI-tools-What-s-ahead-for-tech-in-the-classroom*

Artificial Intelligence

There's so much on the horizon now that the genie of AI has matured enough to find its way

out of the bottle into the world of edtech. Ello is a great first course. Featured in the *EdTech Digest* cool tool article, "Ello," Tom Sayer, CEO of Ello, explains that, "Ello is possibly the world's first AI reading coach that works with real books. When a child pulls a book off their bookshelf, Ello sits next to them on their tablet as their expert teacher who coaches them when they get stuck, and their playful friend who makes reading fun. Ello doesn't just boost a child's reading skills, it also puts them on a path to love reading. And when they do they enter a virtuous cycle of reading and learning." *https://www.edtechdigest.com/2022/12/08/ello/*

And, Yes, on to ChatGPT

Hey teachers, be the first one in your school to know what you're talking about—that is, when AI and ChatGPT become the Teachers' Lounge subject of the moment.

"There's so much on the horizon **now that the genie of AI has matured enough to find its way out of the bottle into the world of edtech."**

To that end, here's a couple of worthwhile data nuggets that will serve you well.

In, *"ChatGPT, Chatbots and Artificial Intelligence in Education,"* AI just stormed into the classroom with the emergence of ChatGPT. How do we teach now that it exists? How can we use it? Here are some ideas." *https://ditchthattextbook.com/ai/*

Count up *"Ten Facts About ChatGPT"* here: *https://teachonline.ca/ tools-trends/ten-facts-about-chatgpt? fbclid=IwAR0VAcTgc6ikPfH3sXauvGh-diepTeUfXCT7KWAT6vaOLkcXNA8Xc94ZqA0*

Or try, "ChatGPT Tutorial - A Crash Course on Chat GPT for Beginners." *https://youtu.be/JTxsNm9IdYU*

Globally Connected Teacher

First, a note about the State of Teaching.

One of the most startling education news items of 2022 is the waiving of license requirements for individuals interested in entering the profession. School systems feeling a pronounced need and facing an inadequate body of applicants for teaching positions are responding in ways not likely to result in a high level of quality practice.

In July of 2022, the *Gainesville Sun* reported that military veterans not only didn't have to have a teaching license to teach in the state, but

ALYONA ZUEVA

$$e = m.c^2$$

$$\alpha^2 + b^2 = c^2$$

they didn't even have to have a bachelor's degree. *https:// www.gainesville.com/story/news/education/ 2022/07/28/florida-allowing-military-veterans-teach-without-certificate-teacher-shortage/ 10173158002/*

Teachers are dissatisfied with their profession and consequently there are, and likely will continue to be, such teacher shortages and responses to them. Any doubts about this can be dispelled at the *We Are Teachers* blog post, *"These 2022 Teacher Shortage Statistics Prove We Need To Fix This Profession,"* which has compiled relevant NEA-sourced statistics. *https://www.weareteachers.com/teacher-shortage-statistics*

For instance:

· 80% of educators indicate that burnout is a serious problem.

· 55% of educators now indicate that they are ready to leave the profession earlier than planned

· 78% of educators say that low pay is a serious issue for teachers.

Some of these pain points may be addressed by governmental policy. A recent *EdSurge* article points to one example, *"Could the U.S. Soon See a Federal Minimum Salary for Teachers?"* explaining that The American Teacher Act, a bill recently introduced in Congress, proposes establishing a federal minimum salary of $60,000 for all public school teachers—the first-ever measure in Congress to suggest doing so. (The current average starting salary for teachers nationally is about $41,000.)

However, the ongoing proliferation of online resources and opportunities, all calculated to increase teacher satisfaction through improving quality of professional preparation and practice, may well prove to be more effective.

Okay, now: The Globally Connected Teacher

Some ideas remain constant over time, yet become meaningful and enter their early maturity only through the reaching of a critical mass of those who get the point and get onboard. This, and a critical mass of available supports and resources with which to implement them, as well.

We are heading toward a profound shift in the professional life of teachers. Traditionally, the teacher has been the creature of his or her assigned school and district. While the foundation of a teacher's understanding of practice is initially shaped by the preparatory, university-based program to gain certification, and that, in turn, shaped by the state department of education, once hired, how one views and understands and practices teaching is shaped by the very narrow niche of daily professional life defined by one's school.

Instructional resources, professional development, guiding principals and philosophies, as well as values and goals – all of this is gotten from the very specific version of professional reality experienced directly from one's classroom assignment. The great irony is that traditionally this has been strongly true despite the fact that one is involved in a field in which literally millions of colleagues have developed alternate practices, have adopted and used different resources, and have come to a myriad of conclusions and understandings about teaching and its methods and goals and successes and failures. These have remained out of reach and unknown to the rank and file teacher who spends an entire of lifetime of teaching isolated in a single classroom working with a relatively small number of students.

A crucial shift is underway. Can teachers see themselves primarily as professionals, independent practitioners who work at a point in their career at a specific school, but who are empowered to inform themselves and make important decisions about how they teach and the longterm trajectory of their careers based on tapping into a vast, crowdsourced body of materials and perspectives available in the cloud.

Yes, the areas that currently are accessible and impacted this way include: Professional Development, Instructional Resources, Instructional Activity Opportunities, Collaboration with Colleagues, and Professional Acknowledgement.

Below are a few examples of the ever-growing mass of options that may be acquired as support and inspiration by teachers who feel connected, above all, to their profession. These are offered simply as examples that are highly illustrative of the ideas associated with them.

The 2022 *THE Journal* article, *"Teachers Want More Online, On-Demand, and Targeted Professional Learning Opportunities, New Survey Shows,"* illustrates this crucial, of the moment, perspective with statists like the following:

· A majority of teachers (55%) said their interest in online, on-demand professional learning had increased since before the pandemic.

· 71% of teachers said they are interested in online, on-demand professional learning (including 32% strongly interested). *https://thejournal.com/articles/2022/02/15/teachers-want-more-flexible-and-more-targeted-professional-learning-opportunities.aspx*

AI-driven teacher coaching is already being implemented. "St. Vrain Valley School District will be one of the first districts in the nation to use artificial intelligence-driving coaching to support the professional development of its teachers this school year. This past spring, the district piloted AI Coach by Edthena, which utilizes a

virtual, computerized coach named Edie to supplement the schools' and districts' existing observation and feedback models."

https://www.longmontleader.com/schools/st-vrain-will-use-ai-to-help-support-teacher-development-5585071

Sharing Lesson Plans, Instructional Materials, and More

The nation's largest teaching professional organization provides the Share My Lesson | American Federation of Teachers website, which offers access to more than 300,000 free lessons and resources *https://www.aft.org/education/engaging-curriculum/share-my-lesson*

This twinkle blog post lists and provides links to 10 sites that

"...robotics competitions are proliferating broadly and rapidly."

share lesson plans and materials created by teachers with their colleague teachers. This approach to expanding one's library of professional materials is growing:

https://www.twinkl.com/blog/10-teachers-pay-teachers-competitors-usa

Online instructional activities / crowd-sourced opportunities to engage classes of students in quality activities like author talks and robotics competitions are proliferating broadly and rapidly. Teachers and students can participate and collaborate alongside peers at great distances and across grade, subject areas, and demographics. A couple examples of the large body currently available on the web:

Matataworld Robotics Competition MWRC 2022 Online Finals Successfully Conducted | matatalab. Envision - a new event for students that celebrates the convergence of technology and the arts and the arts through robotics and storytelling. Stay tuned: *https://www.envisionexchange.org/*

Penguin Young Readers Events on Demand! Watch author events, book buzzes and talks, author activity videos, and more! *https://www.penguinclassroom.com/virtual-events/*

Professional Acknowledgements

Teachers need to be acknowledged for their hard work, creativity, and the results they produce with their students. Schools and districts could do more of this, but receiving accolades from organizations who

make that a particular mission and who represent a large body of fellow teachers offer something weightier. One good example is the Cambridge University Press international celebration of teaching / *Dedicated Teacher Awards*. The latest round of this was recently announced. "Following more than two years of disruption to education caused by the pandemic, Cambridge University Press is asking people around the world to submit their stories about inspiring teachers, as the publisher opens its Cambridge Dedicated Teacher Awards for 2023."

https://dedicatedteacher.cambridge.org

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Mark Gura taught at New York City public schools in East Harlem for two decades. He spent five years as a curriculum developer for the central office and was eventually tapped to be the New York City Department of Education's director of the Office of Instructional Technology, assisting over 1,700 schools serving 1.1 million students in America's largest school system. He is the author of numerous books, most recently, "Creative SEL: Using Hands-On Projects to Boost Social-Emotional Learning" (ISTE), co-authored with Michele Haiken, and available on Amazon: https://www.amazon.com/Creative-SEL-Hands-Projects-Social-Emotional/dp/156484949X

A CLOSER LOOK
at some important
Stories & Developments
...in 2022 and into 2023.

"You can't connect the dots looking forward; you can only connect them looking backwards..."
—*Steve Jobs*

DISCUSSION POINTS | **by Mark Gura**

Looking backward on news items from 2022 and connecting some of the dots that stand out in high relief, a sense of where we've been, as well as the trajectory of where we are heading, comes into focus.

What's visible, that is. if we make certain to have our eyes open wide enough to take in a full picture, is both sobering and inspiring, as well! Not a glass half empty and half full, but a cup overflowing with serious issues to address and opportunities to take advantage of.

True, some of what needs to be noted is alarming. The Brookings Institution's recently released report "The alarming state of the American student in 2022" for instance, opens stating that < The alarming state of the American student in 2022 (brookings.edu) >

"Kids may be back at school after three disrupted years, but a return to classrooms has not brought a return to normal. Recent results from the National Assessment of Educational Progress (NAEP) showed historic declines in American students' knowledge

and skills and widening gaps between the highest- and lowest-scoring students." And concluding that, "Students lost critical opportunities to learn and thrive" and that "The harms students experienced can be traced to a rigid and inequitable system that put adults, not students, first."

Further, "Education leaders and researchers must adopt a national research and development agenda for school reinvention over the next five years. This effort must be anchored in the reality that the needs of students are so varied, so profound, and so multifaceted that a one-size-fits-all approach to education can't possibly meet them all."

What's called for is far more than simply steeling ourselves for period of Hyper-CatchUp. Change, authentic change, is needed—*now!*

Just a couple of weeks back in, *"Why We Can't Escape the Status Quo in Education,"* Michael Fullan, professor emeritus, former dean of the Ontario Institute for Studies in Education/University of Toronto and the global director of leadership for New Pedagogies for Deep Learning, shared his opinion that, "The first mystery of system change in education is why has the 200-year-old current system in Western societies not transformed when the majority of people have known for at least 50 years that it does not work?" And, "The second mystery is why 'the system', aside from using technology more frequently, is likely to revert to the status quo even when a pandemic has presented the opportunity to make fundamental change?"

Yes, technology and its applications represent one rare instance of visible dimension of serious change underway. All the more reason to understand how this is playing out and penetrating the very DNA of Education and the lives of young people.

One awesome opportunity for this was presented in 2022 by Google with the release of its important report, *"Exploring the future of education with experts around the world,"* exploring the future of education with experts around the world (blog.google) This three-part report on the future of education brings together a diversity of perspectives from policy experts, academic researchers, district-level representatives, school principals, teachers and education technology leaders.

The skinny is presented as three key trends:

1. There's a rising demand for global problem solvers. As the world faces a new set of global challenges, such as equitable access to education, digital literacy, sustainability and economic volatility, education systems will become a central part of the solution, helping future generations embrace global mindsets and skill sets.

2. The skill sets required for work will change. As technology advances, education will focus on equipping students with the high-demand skills they'll need to thrive in a new world of work.

3. We must shift to a lifelong learning mindset. As lifespans increase and societal change accelerates, the idea of lifelong learning is gaining traction, with more tools available for developing skills and advancement.

ISTE and ASCD Merger

Part of what screams for our attention is simply startling, the recent announcement of the impending merger of ISTE (International Society for Technology in Education) and ASCD (Association of Supervision and Curriculum Development).

In a sense, while this announcement likely shocked a great many it is long overdue – if not for the two organizations, in particular to merge, then, in a broader sense that field finally acknowledge that Education and Technology represent one, common effort, currently.

"What's called for is far more than simply steeling ourselves for a period of hyper-catchup. **Change, authentic change, is needed—*now!*"**

Current CEO of ISTE, Richard Culatta, expected to lead the new, joint organization, stated in *EdSurge*, a partner with ISTE, that:

"The conversations around effective use of technology and innovation and redesigning and rethinking education just can't be a separate conversation from how we are running and leading schools."

EdSurge reported that the merger will move forward "beginning in January, a move that leaders hope will help to speed up the pace and smooth the process of innovation in education."

https://www.edsurge.com/news/2022-11-14-ascd-and-iste-to-merge-in-partnership-aimed-at-reducing-education-silos

Entity of the Year

Finally, no discussion of developments in Education and Technology in 2022 would be complete without mentioning the "Entity of The Year" — ChatGPT.

A recent visit to its *(he? she? it? other pronouns?)* website turned up the following description, or perhaps 'Birth Announcement' would better fit: "We've trained a model called ChatGPT which interacts in a conversational way. The dialogue format makes it possible for ChatGPT to answer followup questions, admit its mistakes, challenge incorrect premises, and reject inappropriate requests. ChatGPT is a sibling model to InstructGPT, which is trained to follow an instruction in prompt and provide a detailed response."

The above text copied from: https://openai.com/blog/chatgpt/

The reactions of the extended community of educators have run the gamut from Shock and Awe, to Panic and Reflexive Defensiveness, to appropriate Curiosity, Wonder, and Inspiration, and everything in between. The popular blog,

Chalkbeat New York, reported, *"Plagiarism concerns spark ban on ChatGPT in NYC."*

Education Week ran, "Teachers consider effect of AI on student writing." And appropriately and amusingly the *Times Higher Ed* ran the article, *"I bring new and engaging ways for students to learn in the classroom - ChatGPT tells faculty how to use it in the classroom."* timeshighereducation.com

"The conversations around effective use of technology **and innovation and redesigning and rethinking education** just can't be a separate conversation from how we are running and leading schools."

People (High Fives for Slam Dunkers)

Some folks who've been busy making a major impact on the nexus of teaching, learning, and technology.

In 2022 professor **Sugata Mitra**, computer scientist and educational theorist, was named the 2022 Brock Prize in Education Innovation Laureate for his transformational work in rethinking the way children learn. *https://news.okstate.edu/articles/education-human-sciences/2022/sugata-mitra-brock-prize.html*

Mitra, one of edtech's most impactful visionaries, came to attention in 1999 as a result of his now famous experiment which is described in the Edutopia e-book, *"The Hole in the Wall Project and the Power of Self-Organized Learning."*

The project showed how children in a Delhi slum could learn independently if given access to the internet. *https://www.edutopia.org/blog/self-organized-learning-sugata-mitra*

"The screen was visible from the street, and the PC was available to anyone who passed by. The computer had online access and a number of programs that could be used, but no instructions were given for its use.

What happened next astonished us. Children came running out of the nearest slum and glued themselves to the computer. They couldn't get enough. They began to click and explore. They began to learn how to use this strange thing. A few hours later... the children were actually surfing the Web."

This remains a truly disruptive idea and one that is emblematic of technology's power to shake the status quo and replace it with more contemporary approaches to education.

Rick Beato (Independent Music Educator / Record Producer / Musician) *https://youtu.be/QU-eHFYwaRY*

Rick has a history of being a professional musician, serious student of music theory and performance, as well as being a university-level professor of music. More recently, he has been a highly successful independent record producer.

Rick's passion for music and his interest in sharing it and his deep knowledge about it broadly figured into his interest in starting a YouTube channel. He has modeled developing that Channel as a method of reaching hundreds of thousands of viewers and students. Currently it has 3.31M subscribers.

He has interviewed the likes of Sting; the producer has generated 500 million-plus views in six years out of his Stone Mountain studio. *https://www.ajc.com/life/radiotvtalk-blog/rick-beatos-music-passion-translates-into-33-million-youtube-followers/LYAHIXL32VHUTAZQTCXW7DURUY/*

Sonny Magana The book, *"Learning in the Zone: The 7 Habits of Meta-Learners,"* by educator, author Sonny Magana, was released in 2022.

Dr. Magana lays out the seven specific habits learners–whether they're students, parents, teachers, administrators, or educational leaders– need to meet the challenges they'll face on their education journeys. He shares inspiring insights from his own experience along with digital tools and an accessible grounding in cognitive science to make a strong case for meta-learning as the path forward for producing successful twenty-first-century learners and unlocking their limitless learning potential.

Starting in 1984 as an AP Biology teacher, Sonny became one of the founding teachers of ACES Alternative High School in Mukilteo, Washington. In 1990, under Sonny's leadership, ACES High became the first school in Washington to be connected to the recently declassified Internet.

In 1996, Sonny founded and served as Director of Washington State's first CyberSchool, the nation's first hybrid learning program designed to improve student wellbeing and learning productivity that served students at risk of dropping out of school.

Sonny's wisdom about edtech and what he has to share with tomorrow's edtech leaders is the subject of the 2022 *EdTech Digest* article, *"Learning In The Zone." https://www.edtechdigest.com/2022/12/13/learning-in-the-zone/*

Rick Rubin, podcaster, is the host of the Broken Record Podcast which explores the creative processes and relationships of top recording artists. *https://www.pushkin.fm/podcasts/broken-record*
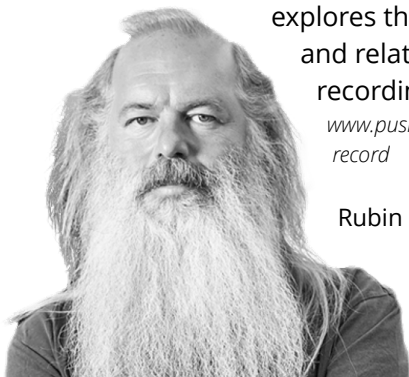
Rubin recently released an important new book, *"The Creative ACT: A Way of*
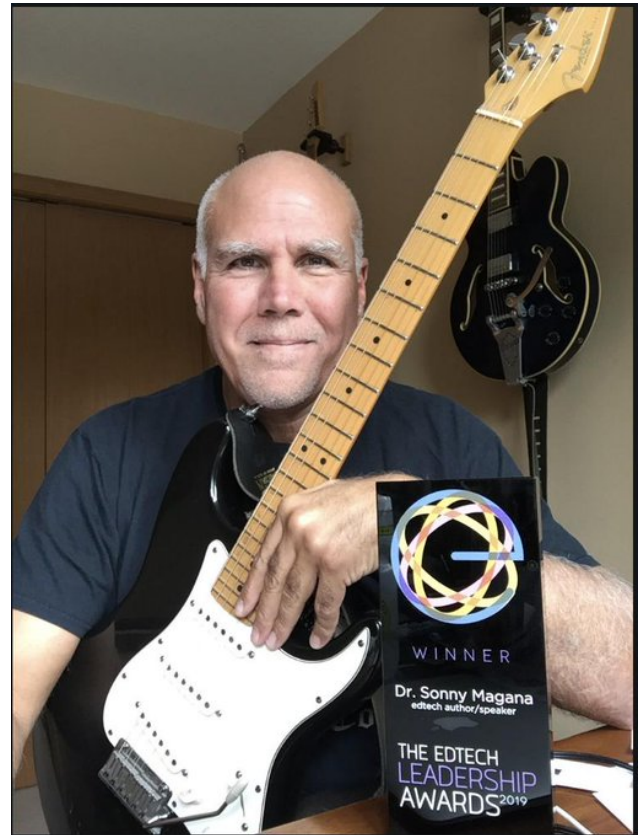
Being" (1/17/2023 – Canongate books, UK) He came to prominence as a record producer. He is the co-founder of Def Jam Recordings, and former co-president of Columbia Records. He has produced recordings for acts such as the Beastie Boys, Metallica, Red Hot Chili Peppers, and Johnny Cash.

In 2007, Rubin was called "the most important producer of the last 20 years" by MTV[1] and was named on *Time's* list of the *"100 Most Influential People in the World."*

He hosts the podcast "Broken Record" under the umbrella of Pushkin Industries, an audio production company co-founded by Jacob Weisberg and Malcolm Gladwell in 2018. His book has been making an impact on a society in which the creative act and the creation of content has become a broad-based phenomenon.

https://www.goodreads.com/book/show/60965426-the-creative-act

EDTECH'S TOP 100

The minds behind what's now and next.

By VICTOR RIVERO

TOP 100
EDTECH DIGEST
INFLUENCERS IN EDTECH

People are inspiring. I'm sure you have experienced it yourself.

You pass them every day. But find out their story—and *whoah!* It could stop you dead in your tracks. Your mouth would be left hanging wide open. You wouldn't *believe* the challenges they have faced, and yet—there they are—standing right there in front of you. And they're still breathing and smiling and looking right back at you.

This sort of resilience, this persistence in staying on a given course toward a goal despite the odds, is woven into the backstories of so many of this year's cohort of the EDTECH TOP 100.

This is now our fifth edition of the list, which means the original 100, with this issue, has now grown to 500. Each year we add fresh new faces to the book, as there are plenty of

people out there working in and around edtech. These people—when one speaks of edtech—these are the faces behind the schools, behind the products and platforms, the organizations—these are the ones who are creating what is here and what's to come. These are, as we say, *"the mind's behind what's now and what's next."*

I have thoroughly enjoyed talking with, bumping into, meeting with, zooming, laughing with, texting, messaging, reading about and otherwise listening to, communicating with and getting to know these people and their stories. Across K-12, higher education, and workforce learning, these leaders are making a difference—and I hope they inspire you to continue learning and creating what's just ahead for you and everyone *you* influence in your life; the future of learning is yours to create. Enjoy!

TOP 100
INFLUENCERS IN EDTECH

Lou August
Executive Director Wilderness Technology Alliance
Who builds a lodge on Mt. Rainier for at-risk youth to give them rock-solid tech skills to change their lives forever? This guy! And decades in, he's now flying cross borders co-leading student tech expeditions to Tanzania and beyond.

Tammy Johns
CEO Strategy & Talent Corporation
Extensive experience in global labor markets and the staffing industry, she is a Harvard Business Review author, visiting scholar at MIT's Center for Collective Intelligence, and serves on WGU's Board of Trustees.

Eric Curts
Tech Integration Specialist Stark Portage Area Computer Consortium
For over a quarter century, the guy you turn to for the nuts and bolts of integrating technology into learning. Authorized Google Education Trainer and Innovator, his ControlAltAchieve.com keeps it real for educators.

Jessica Rosenworcel
Chairwoman FCC
Believes that the future belongs to the connected; works to promote opportunity, accessibility, and affordability to ensure all have a fair shot at 21st-century success; expanded reach of broadband to schools and libraries, tenacious advocate of access.
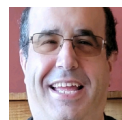
Andrew Pass
Founder A Pass Educational Group, LLC
First big client was Pearson, and still serves them, but he recently stepped out of day-to-day management; his 25 employees and whopping 2,400+ associates develop customized education and training content for pre-K to corporate orgs while he is freed up to envision the future of learning—give him a call to hear his ideas!

Matt Miller
Author Ditch That Textbook
Educator, author, all-star resource with an endless passion for helping educators; his 2015 "Ditch that Textbook" remains relevant nearly a decade later, and his presentations never cease to stir actionable change in teachers integrating technology.

Mila Smart Semeshkina
CEO Lectera
Realizing her career success had nothing to do with her schooling, and that classical education is largely divorced from in-demand skills, set about solving the problem with Lectera, and more recently, founded Dubai-based Women's Empowerment Council.

Connie White
Dir Learning Design & Innovation Woodward Academy
Conducts hundreds of workshops and seminars worldwide, president of Atlanta Area Technology Educators; continues to have profound impact on designing deeply meaningful learning for students and teachers.

Matt Riley
Co-Founder & CEO Blueprint Test Preparation
Fresh out of UCLA, spent next 5 years learning how to run a business by day, while teaching evenings. "Students will learn more and perform better on standardized exams if they're having fun," he says.
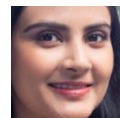
Sharon D'Silva
EdTech Evangelist Mundrisoft Solutions
Digital transformation lead with a passion for edtech, growth, and accessibility; for the past 6 years, focused on building and delivering next-gen learning products and now, the metaverse.

TOP 100 INFLUENCERS IN EDTECH

Rob Abel
CEO 1EdTech
For 17+ years, has headed world's leading collaboration on accelerating edtech innovation and interoperability—with 11x growth: "Everything we've learned about the edtech ecosystem that we must build together can be summarized in three words: *open, trusted, innovative*."

Wiley Brazier
Professor Reach University
The Baton Rouge-based, continually self-improving educator provides instructional and digital leadership coaching, designs and develops strategies for curriculum improvement, and has professionally developed more than 65,000(!) educators.

Russ Davis
Founder SchoolStatus
Recognizing teachers didn't have tools and resources needed to make data-informed decisions on a day-to-day basis, he created them. "We focus on removing barriers to school-home communication and allowing for meaningful, data-informed communication."

Sunil Gunderia
Chief Innovation Officer
Age of Learning
Leads and manages strategy, new product development and distribution for one of the world's largest edtech companies; also spent over a decade at The Walt Disney Company overseeing digital products, content, and applications across emerging platforms.

Michael Klemm
Founder & Managing Director
Singapore Education Network
Extensive experience in international education, employability, edtech, and entrepreneurship; he founded SEN in 2020, an alliance of 1500+ education professionals and organizations; also manages the newly-formed EdTech Marketplace Asia.

Mary Mitchell
Instructor Florida Virtual School
One of the longest-serving virtual school instructors in the world (25 years), the trailblazing teacher says "the state of education today is all about school choice. Technology plays a huge part ...and will continue to increase in the years to come."

Laurie Stach
Founder & President LaunchX High School Entrepreneurship Programs
Teaches entrepreneurial skills to high schoolers; built a makerspace, taught making at MIT; brought LaunchX to MIT, edX, University of Pennsylvania, Northwestern, and University of Michigan; pivoted to online in 2020; indefatigable advocate for students.

Snow White
Director US Education
Intel Corporation
Longtime senior education strategist responsible for U.S. and global strategies in K-12, she continues her work digitally transforming learning environments through her penchant for connecting education and industry.

Alex Peters
Co-CEO Prodigy Education
Within 10 years, went from 3,000 local users to 100 million worldwide; on a mission to put the fun back into learning through curriculum-aligned game-based experiences. Wants "to help a generation of innovators discover their unlimited potential and make the world a better place"—sounds good; continue!

Sim Shagaya
CEO uLesson Education
Creates digital education products that help African learners be the very best they can be. "We seek to build learning experiences that are unprecedented in richness, scope, interactivity, and effectiveness," says the Harvard MBA and Dartmouth engineer.

TOP 100
INFLUENCERS IN EDTECH

Siobhain Archer
Founder Teachit
UK-based teacher, editor, mentor, and edtech founder deeply committed to arts, culture, children and education. With co-founder Garry Pratt, outgrew several offices, celebrated 20 years in business, in 2020 went remote; acquired by Sandbox & Co.

Lakisha Brinson
Director Instructional Technology Metro Nashville Public Schools
Oversees and supports instructional tech and online learning across 150 schools; passion for teaching led her to facilitate professional development for educators nationally; recently earned CETL (Certified Education Technology Leader) status from COSN.

Nicole Engelbert
VP Higher Ed Development Oracle
Working closely with colleges and universities globally to shape technology requirements today and in the future; Board of Directors for 1Edtech; known for her work ethic, integrity, and dedication to the field.

Dr. Mary Hemphill
Chief Academic Officer NC Dept of Public Instruction
Strategic vision-setter and curriculum, instruction, pedagogy, and learning expert; this limitless leader was North Carolina's first state director of Computer Science & Technology Education, and continues to inspire leaders at every level.

Brad Koch
VP Higher Ed & Strategy OpenLMS
Deep market knowledge; served in senior exec roles at Blackboard and Instructure; now provides expertise to open-source community helping organizations and institutions deliver great learning experiences sans complexity.

Satya Nitta
Co-Founder & CEO Merlyn Mind
Well before the latest ChatGPT furor, invented and developed groundbreaking products and technologies in AI, intelligent edge devices, nano and microelectronic devices, and more. His company's Merlyn is the first digital assistant built specifically for education and teachers.

Tom Ryan
Co-Founder K-12 Strategic Technology Advisory Group
With 40+ years of K-12 experience, and expertise in teaching, leadership, technology, tech integration, and online programs (and a PhD in Curriculum and Instruction, no less), he is Chair of CoSN and Senior Fellow for the Center for Digital Education.

Adeola Whitney
CEO Reading Partners
Former PTA member and nonprofit sector veteran now on a mission to drive positive cultural change applying her leadership skills to a national education organization helping readers, 6 months-2.5 years below grade level, by training 15,000+ volunteers.

Rohan Mahimker
Co-Founder & CEO Prodigy Education
Oversees rapidly growing team of 150+ on a mission to help every child in the world to love learning math. Their flagship free Pokemon-style video game aligns to grades 1-8 math standards.

Amy Vitala
Chief Learning Officer MobileMind
Spent 10+ years in Cobb County School District (GA), 8 years as a graduate-level instructor at Kennesaw State University, and for the past 6 years, she's been with MobileMind, a fully-remote company and professional learning platform for K-12 school districts.

TOP 100
INFLUENCERS IN EDTECH

Charlotte Andrist
Owner Nickel Communications
Veteran public relations and communications strategist for so many of the players large and small in the K-12 education market; heads up powerhouse team of writers and researchers to support them.

Monica Burns
Founder ClassTechTips.com
Curriculum and edtech consultant, Apple Distinguished Educator, former 5th-grade classroom teacher in New York City; helps educators understand digital tools with clarity and ease—she's a busy teacher's best friend.

Julia Fallon
Executive Director SETDA
After 17 years in the Office of Superintendent of Public Instruction (WA), the Pepperdine Master's in edtech 2006 grad and self-described tech and learning alchemist is applying her enthusiastic work ethic to the next National Education Technology Plan.
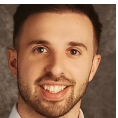
Alberto Herraez-Velazquez
Co-Founder eTwinz Academy
After nearly 6 years teaching in Salt Lake City as part of a Spanish/English immersion program, founded a language learning platform for learning Spanish. The Salamanca, Spain-born edtech enthusiast continues teaching fellow educators digital transformation skills.
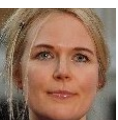
Natalia I. Kucirkova
Professor University of Stavanger
Works on publicly-funded research projects, co-leads the Center for Kindergarten Research; established a think-tank supporting children's reading with digital technologies, and contributes to EdTech Digest.

Lawrence Parece
Director of Technology West Clermont Local School District (OH)
Certified Education Technology Leader (CETL) has been in the edtech trenches where he was also a district technology coordinator. For the past 7 years, applying his battle skills to the benefit of 8,400 students and 800+ staff.

Julia Steger
COO EDUvation
A key part of the largest edtech startup community in Germany, she's diligently supporting and developing her country's educational technology ecosystem with hugely popular events, startup areas, meetups, consulting, and investments.

Donna Williamson
Technology Director
Mountain Brook Schools
For nearly 30 years, led a team of tech coordinators, technicians, and data specialists in managing operational and tech resources; shares how she did it with national audiences and, through her work with CoSN's Early Career K-12 CTO Academy as project director, continues to help others.

Jill Hobson
CTO Gainseville City Schools GA
Whether as a Director of Instructional Technology for nearly 16 years for Forsyth County Schools, or as a Senior Education Strategist at Promethean, or a program manager at IMS Global Learning Consortium, she's been a dedicated edtech advocate and leader.

Sam Gichuru
CEO Kidato
As chief tutor for one of Africa's most exciting edtech startups, oversees growth and expansion of the live online academic and afterschool class platform for children age 4 to 18, where tutors are vetted for their experience—and passion to help learners.

HIGHLIGHTS

Alberto Arenaza
Co-Founder Transcend Network
He's building the future of learning and work supporting 200+ founders from nearly 50 countries and he's just getting started; through Transcend Fellowship, helps in 5 key areas: AI education, 'Challenger' Universities, Business Education, Mobile Learning, and VR Education.

Daniel Burrus
Author, Futurist Burrus Research, Inc.
The Future of Education Technology Conference keynoter inspires educators; "I'm constantly surprised that we don't spend more time thinking about and planning for the future. After all, … that's where we're going to be spending the rest of our lives," he quips. His latest book: *The Anticipatory Organization*.

Juliana Finegan
VP Strategy & Learning Vivi
Former chemistry teacher turned blended learning curriculum designer working to reimagine, design, and implement an instructional tool used in over 40,000 classrooms worldwide—is enhancing student collaboration, control, and creativity.
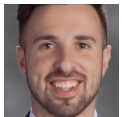
Mario Herraez Velazquez
Co-Founder eTwinz Academy
Specializing in the integration of technology and use of cross-cutting approaches and innovation in the classroom, he provides his students with the best education possible—and shares his approach with others to help them transform teaching and learning.

Mike Lawrence
Education Evangelist Jamf
Teacher, tech coordinator, CEO of Computer-Using Educators for more than a decade, PowerSchool executive, and now an executive at Jamf—evangelizes the potential technology has for transformative change in teaching and learning environments.

Lee Perlis
VP Marketing Public Sector Qualtrics
After 5+ years at Blackboard followed by 5+ years with Salesforce Education Cloud, continues his work with a software platform that helps customers, employees, products, and brands across higher education and workforce learning sectors.

Chad Stevens
Chief Strategy Officer ParentSquare
One of the nicest guys in edtech, big-hearted leader with a clear vision forward; veteran teacher, principal, CTO, maintains Superintendent certification (TX); his leadership has been felt in roles at Dell, CDW-G, AWS —and now, watch ParentSquare grow.

Tina Zwolinski
CEO & Founder skillsgap
Aerospace and military manufacturing runs in her family, and she continues the tradition with her work helping industry, states, and regions reach new generations of talent and STEM job seekers.

Andrew Magliozzi
CEO Mainstay
Social entrepreneur who founded Signet Education and AdmitHub is now leading the engagement platform driving student outcomes with the power of behavioral intelligence into its next decade.

Jessica Millstone
VC, Angel Investor Copper Wire Ventures
Recently left operator side of edtech to launch pre-seed venture fund investing in women-led tech companies; co-organized 9,000-member NYEdTech Meetup; passionate about tech use effect on children, families, schools, society and culture.

TOP 100 INFLUENCERS IN EDTECH

Angela Arnold
General Manager Education
OverDrive
Friendly leader oversees largest catalog of ebooks and audiobooks serving 50,000+ K-12 schools and millions of students; her positive attitude is infectious and will bring a smile to your face—and lots of learners, too!

Rob Catto
Program Director Full Sail University
Former cabinet-maker turned middle school teacher turned high school teacher has graduated to university innovator teaching game design, simulation, visualization: "The next 10 years are going to be eye-opening for educators," he told EdTech Digest.

Marco Fisbhen
CEO Descomplica
Physics teacher now CEO of one of Brazil's fastest-growing edtechs; started in 2011, ramped up with $100M+ Now, 500+ employees later and larger than ever, still passionate about empowering learners with quality, accessible education.

Michael Heyman
Co-Founder & Lead Content Creator
The Reimagined Classroom
Representing a new generation of edtech leadership, he's banded together with a rag-tag team of energetic educators to create a powerful force for K-8 process-driven curriculum.

Valorie Brown Loomer
Managing Director StartEd
Find her judging pitchfests, on the board of directors for a fast-growing edtech, or as Managing Director for the New York City-based accelerator bringing thousands of experts and investors together annually, the advisor, coach, and mentor is an all-around powerhouse resource.

Dr. Joe Phillips
CIO Broward County Public Schools
For the 6th largest school district in the U.S., retired Army Officer leads the charge for students facing challenging educational barriers. "Edtech leadership is more than what I do, it's who I am," he says.
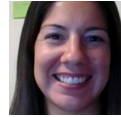
Roxi Thompson
EdTech Coach Washington Elementary School District (AZ)
Blended learning teacher, technology trailblazer, and coach to teachers integrating digital tools into their classrooms—she's just the right mix of assertive leadership and friendliness to set fellow teachers up for success.

Phil Cutler
CEO Paper
Montreal's youngest ever elected City Councillor and founder of the city's largest day camp is a teacher turned mission-driven entrepreneur, partnering with 450 school districts in North America supporting 2.5M students with 2,000 tutors and 500+ full-time employees; in 2022, closed $270M for a $1.5B value.
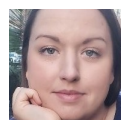
Jessica Tenuta
Co-Founder & Chief Product Officer
Packback
A Forbes 30 under 30 in education for 2020, she's still at it with one of the fastest-growing companies (Inc 5000 list), leading a different kind of online discussion to empower students through open-ended questions, using AI for real-time feedback—and getting results.
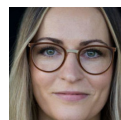
Madeleine Wolf
Founder & CEO visionYOU
Participated in a 6-month fellowship designed to support growth of the most promising European and female founders in edtech; for the past 5 years, built a platform to support teachers and companies in digital transformation of education.

TOP 100
INFLUENCERS IN EDTECH

Nicole Arrighi, Ed.D.
Asst Dean Teacher Education
Tenn. State University
Began as a substitute teacher, then taught in Nashville area public schools, moving on to adjunct professor roles and now assistant dean and advocate of Open Educational Resources and EdTech Digest contributor.

Ron Chandler
Leader US Education Apple
Was CIO for: Oakland Unified, LAUSD, UCLA Anderson School of Management, Harvard Business School, and now, he's a year into playing education point man for the storied tech giant with a history of supporting classrooms and learning in a big way.
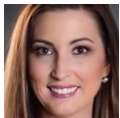
Amanda Fox
Chief Content Officer TeacherGoals
Educator, instructional designer, educational coach, curriculum developer, and more—she's well-versed in designing future pathways for learning; streams monthly webinars for authors and creators while engaging educators via social media.

Chris Holoka
VP Product Management & User Experience Learning A-Z
Background in Engineering, UX/UI, and Product Management, one of the driving forces behind this company's success; has built the joy of learning into various products through strategic use of gamification for a better experience.

Pasha Maher
Co-Founder & COO Stiegler EdTech
Providing those in underserved communities with a pathway to success, he's helping companies realize that solving the technical skills gap is closer than we think—the solution is untapped local talent.

Martin Ramsin
Founder & CEO CareerFoundry
Helping working adults change their career or learn new skills with a dedicated mentor and tutor to prepare a job-ready portfolio and land the job they love—he's creating a new kind of school for a new world of work.

Hege Tollerud
Head of Community
Brighteye Ventures
European edtech is in a nascent stage but growing at a mad rate; she's leading the edtech-focused VC fund leveraging deep experience and relationships in tech, education, media and VC for a strong contribution.

David Henderson
Co-Founder EduTechGuys
Who better than an experienced director of technology (25+ years), to keep others inspired, up to date, and enthusiastically looking at all the great things happening in our field with a podcast he often broadcasts straight from the big tradeshow hallways?

Kari Sherrodd
Senior VP Discovery Education
Driven awareness and pushed education forward for some of the biggest players in edtech; now, she's put her shoulder to the wheel at a global leader in digital content for K-12 teaching and learning serving 4.5M educators and 50M students.

Catherine Pack
Manager Corporate Social Responsibility Verizon
The Princeton grad, co-captain of her fencing team, now advances her company's Innovative Learning Lab; she previously led and scaled their Innovative Learning Schools program.

TOP 100
INFLUENCERS IN EDTECH

Dan Avida
Co-Founder & CEO Engageli
Co-led Series A/B rounds in 10 companies with 7 successful exits; for the past 3 years, emerged through the pandemic to create a digital learning platform for superior teaching and learning experiences.

Jim Chilton
EVP CTO Cengage Group
His company equips learners with skills and competencies needed to be job ready; in multiple executive roles, he's not only transforming an industry, he's also simultaneously focused on vital cyber training solutions for the workforce.

Izzy Galante
Founder & CXO Mosaic Instructional Planning Inc.
Passionate about helping teachers use content to plan and deliver authentic learning experiences, taught and instructional coached for 22 years (FL, NY); recently partnered with Stony Brook University to help train 3,500 teachers for remote/hybrid learning.

Frankie Jackson
CTO & Success Advocate
Self-Employed
After nearly ten years with Cypress Fairbanks ISD (TX), and 3 years on Texas K-12 CTO Council designing, organizing, managing, and facilitating professional development, she's working nationwide helping school leaders build and shape transformative systems.

Mumshad Mannambeth
Founder & CEO KodeKloud
Created a smooth, accessible learning platform helping upskill software engineers; won an EdTech Leadership Award in the founder/ceo category as part of The EdTech Awards; "I've always loved teaching," says the skills provider serving 750,000+ students.

Katie Ritter
Chief Learning Officer Forward Edge
Key power behind Ohio's largest and most knowledgeable education-focused technology solutions provider; served on leadership team for ISTE's Edtech Coaches Network, a Future Ready Schools Instructional Coaches Thought Leader; developer of Classroom Bridges.

Olli Vallo
Head of Partnerships & Growth
Freeed
A teacher before moving into the edtech sector more than a decade ago, CEO of Education Alliance Finland and xEdu mentor holds dozens of keynotes and workshops with particular focus on increasingly vital pedagogical design and learning efficacy.

Jeff Madlock
Technology Coordinator
Hope Public Schools (AR)
Just one of the EduTechGuys, a practicing technology coordinator evangelizing on the power of edtech and the people behind it through his ever-popular podcast for educators integrating technology into their schools.

Gaurav Bradoo
Head of Product & Portfolio
Logitech for Education
Enthusiastic leader of processes that develop edtech solutions; willingness to generously share his approach to creating products designed for learning and built for schools.

Kym Hunter
Founder & Managing Director
Champion Life Learning
Supported performance of elite athletes while with Australian Institute of Sports Department of Science and Medicine; now heads up online program helping teachers to increase movement in the classroom and bolster student mental health.

Kyle Baker
Chief of Staff TutorMe
"Improving education is the single highest point of leverage we have in improving society in the long term," says the veteran teacher, who is leading a team empowering students with individualized learning.

Matt Cole
Senior VP Promethean
The accomplished Fortune 500 exec and edtech thought leader has shared his passion for tech adoption through numerous thought-provoking talks, podcasts, conferences, and more.

Shweta Gandhi
Founder Jetpacked, at Rocketship Public Schools
Worked at grassroots level in India, understands the plight of children and families, and the impact schools can have; spearheaded build of online platform integrating student data and mastery goals to help students succeed.

Kelsea Kierstead
Strategy Manager CB&A
Marketing and branding expert with deep knowledge of education, working for one of edtech's preeminent marketing communications agencies; oversees marketing, PR, content, and social amplification for a host of key solution providers.
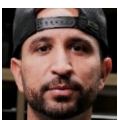
Oliver Marmol
Co-Founder VS (pronounced *versus*)
Major League Baseball's youngest manager is getting aspiring young athletes into the game with a first-of-its-kind platform utilizing conversational video AI to create a unique interactive experience between its users and some of the biggest names in sports.

Charlie Sander
CEO ManagedMethods
Expert in cybersecurity, heads up a leading (Google Workspace and Microsoft 365) data security and student safety platform for K-12 schools, helping them prepare against internal and external data breaches.

Freddy Vega
CEO & Founder Platzi
Moving LatAm forward, the Stanford University Graduate School of Business, Harvard Business School, and Y Combinator alum makes effective online education, creating courses on design, marketing, programming, and other tech-related careers.

Melissa Culver
Technology Coordinator Western Sierra Charter Schools
Works in the 14th largest (43,000-student) school district in CA serving 140 teachers and 5 schools in her area as tech coach; designs and teaches lessons that they can re-teach to their 3,900 students.

Samyr Qureshi
Co-Founder & CEO Knack
Former Student Body President (St. Petersburg College) and tech exec (Gartner) spent past 7 years leading developers of a platform helping educational institutions power and scale peer tutoring.

Lana Nguyen
Director Educational Technology Poway Unified School District
Was edtech coach and specialist for Westminster School District (CA), and elementary school teacher and technology enrichment teacher in Robla School District; now leads 36,000-student Poway Unified.

TOP 100
INFLUENCERS IN EDTECH

Edson Barton
CEO & Founder YouScience
He's all about personal relevance in education, combining aptitude-based guidance with industry-recognized certifications—and direct industry and post-secondary connections—empowering learners to uncover their natural talent, and validate their skills and knowledge.

Kalaya Cook
Instructional Tech Specialist AZ State Schools for the Deaf and the Blind (ASDB)
For nearly 7 years, this Google-certified trainer has been an instructional technology specialist, edtech trainer and coach, and teacher leader supporting her 100 year-old institution as it moves into the future.

Kavitta Ghai
CEO Nectir
Building the classroom of the future through her "Slack for schools," she's putting a purpose-built communication infrastructure "for your whole campus" in place, while still finding time to help other would-be founders along their fundraising journeys.

Danny King
Co-Founder & CEO Accredible
He almost didn't get in to college, but after a last-ditch interview success, graduated top of his class and went on to found this global digital credentialing platform serving certificates and badges on behalf of Google, Skillsoft, Slack, IEEE, IAPP, GMAC, McGraw Hill and over 1,800 others.

Juan Pablo Mena
CEO uPlanner
Chilean MBA and civil engineer specializing in math and AI, implementing edtech into university and learning management since 2004; continues to develop effective, efficient solutions to complex higher ed problems.

Alex Sarlin
Founder Edtech Insiders
Fall in love with his popular podcast featuring founders, investors, operators, educators, and other interesting people discussing edtech's future; part of its richness is derived from his own work as an instructional designer and product advisor.

Wendy Welch
Executive Director US Public Sector Lenovo
Works across K-12, higher ed, and state and local government to solve education's biggest challenges with innovative solutions; a big-thinker leader experienced working with dedicated teams to bring real results and get the job done.

Alicia Policinski
Co-Founder & CEO Quottly
Talented exec leading a course- and program-sharing platform for post-secondary education, integrating course, program, transfer, and student data; this Wharton school grad has what it takes to help institutions—and students—succeed.

Michael Chasen
Co-Founder Class Technologies Inc.
Education software pioneer dedicated to improving the way people learn (Blackboard co-founder, CEO) outdoing himself through creation of a post-pandemic era unicorn to enhance virtual and hybrid classrooms by adding teaching and learning tools to Zoom.

Aimee Rullo
Head of Education North America Nokia
Helping bridge digital divides to ensure access to broadband, the 20+ year tech leader has worked with government, education, and enterprise to design and implement the networks that connect communities.
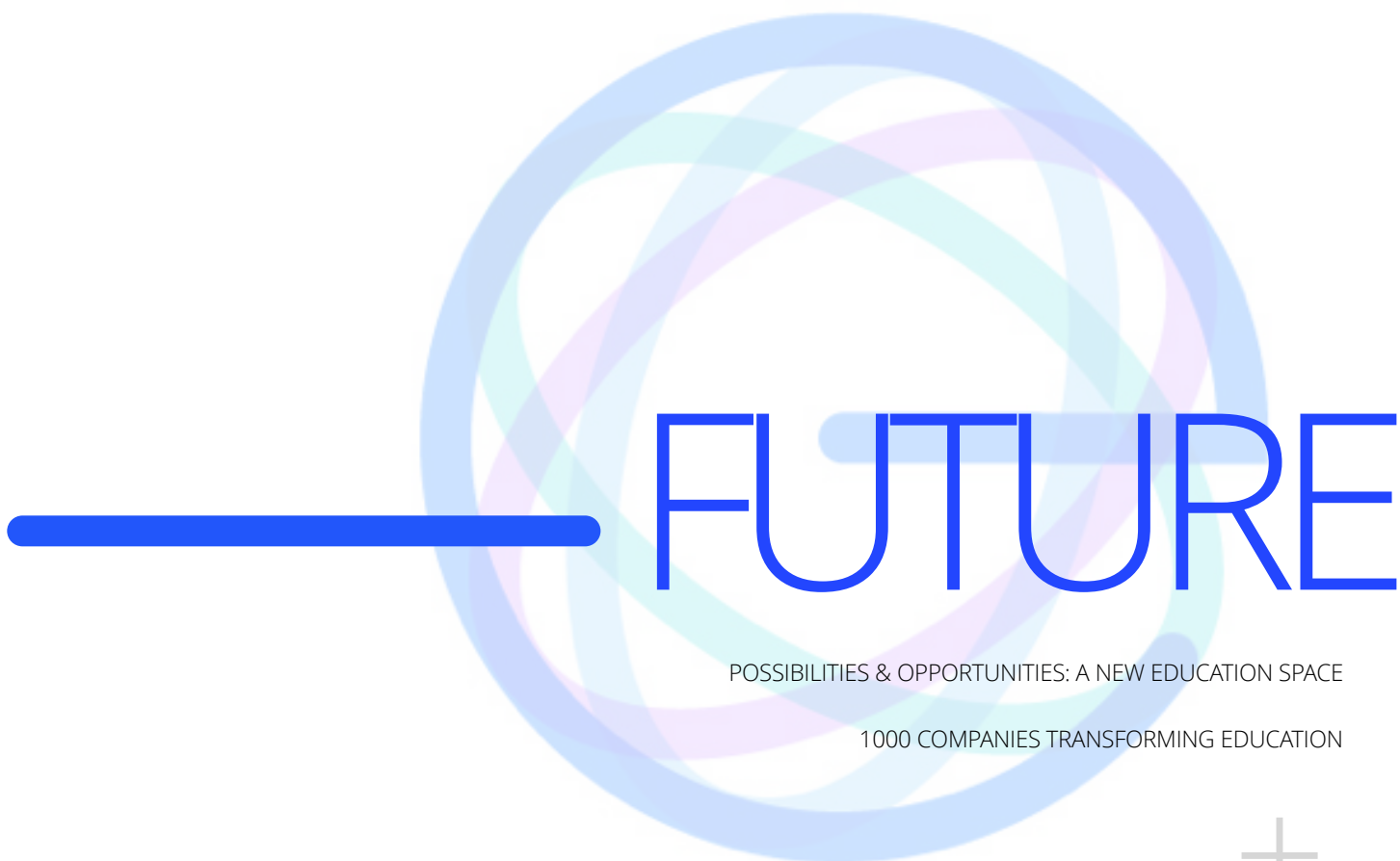
FUTURE

POSSIBILITIES & OPPORTUNITIES: A NEW EDUCATION SPACE

1000 COMPANIES TRANSFORMING EDUCATION

+

10 COMPANIES TO WATCH

SUPPORT FROM OUR SPONSORS

ENTER THE FUTURE OF LEARNING!

A New Education Space

Matching individual learning needs with digital solutions.

"… you have to trust that the dots will somehow connect in your future. You have to trust in something – your gut, destiny, life, karma, whatever. This approach has never let me down, and it has made all the difference in my life." —Steve Jobs

by Mark Gura

So, where does this report bring us, now that we've just begun 2023?

And perhaps we should note that we are in the year of the Rabbit (Chinese Zodiac), for millennia a year celebrated for bringing longevity, peace and prosperity.

We are faced with so many positive possibilities and opportunities.

There's fresh shock and awe at the potential of AI, now actually available to those interested— and for the time being, some of it, free.

We are staring down the barrel of a set of clearly defined educational needs: catching up on lost learning, and acquiring new skills for

the new workplace which is suddenly upon us. These needs represent plentiful opportunities to develop and provide resources to address them. And interestingly, through advances in type, efficacy, and flexibility, and the vastly increased ubiquity of technology in schools, all parties concerned in Education are on the cusp of unprecedented levels of empowerment.

Students, teachers, school administrators, parents, and a general public whose hunger for ongoing, easily accessed learning has been unleashed – all are already accustomed to a dizzyingly massive body of web-based content on demand (podcasts, newsletters, videos, and more). Such a population represents fertile

ground for the development and use of even more new tools and technology to help students learn. This is a great time for education entrepreneurs, leaders, and teachers who can think differently about how students can best learn and taught.

What's coming into focus is a new education space in which the boundaries of organization and geography, of schedules and physical logistics, of licensing and credentials, and more, are becoming less restrictive as digital content and experiences are distributed over the web.

In 2023, and beyond, individuals and organizations will redefine Education on the basis of matching individual learning needs with digital solutions selected from an ever-growing body of offerings online.

Even those schools that remain in a state resembling traditional schooling will be able to quickly transform by outsourcing curriculum, teaching, and things to support learning. The upshot being that all schools can offer a very non-traditionally personalized version of education. Students will be more engaged, teachers more satisfied in their work, parents reassured that their children are receiving what they need.

Teachers will be able to receive Professional Development that actually inspires them and arrange to distinguish themselves as uniquely qualified practitioners.

Taking a long view of how Education is evolving, one element that stands out is the imperative of independence. With so much of what schools have traditionally had a near monopoly on: learning environments,

> "In 2023, and beyond, individuals and organizations will redefine Education on the basis of **matching individual learning needs with digital solutions selected from an ever-growing body of offerings online.**"

instructional content, learning management tools, instructional expertise and more, now accessible to all on demand, learners will be able to do their learning through opportunities that most suit them, independent of set up schools if they choose.

The current interest in Hybrid Home Schooling is simply a visible tip of this iceberg. Whether students report daily to a physical place called school or do their learning at home or at a special site, they will call up content and experiences on demand and interface with coaches and guides chosen from an extensive body of choices provided virtually.

"Meta" Is Here!

Virtual Reality, a technology that has been courting Education since its adolescence, is grown up and ready to settle down. A far cry from pilot implementations of VR, long on the engaging quality of a powerfully novel experience, has been finding undeniable connections important to education. In the article, *"What Is a Metaversity? What You Need to Know,"* Erik Ofgang explains that, "A metaversity is a virtual reality campus that offers a metaverse experience in an educational setting. Morehouse College's metaversity mirrors the real campus--students attend classes and engage in synchronous or asynchronous immersive VR education experiences. "It could be blowing up a heart as large as the room and climbing on the inside and watching a beating heart and the way blood flows," quoting Dr. Muhsinah Morris, director of Morehouse in the Metaverse."

In her blog post, *"Artificial Intelligence: Where Does it Fit into Schools?"* Lisa J. Blank, Director of STEM Programs for Watertown City School District, cites the recent New York State Computer Science and Digital Fluency Standards—*"Every student will know how to live productively and safely in a technology-dominated world. This includes understanding the essential features of digital technologies, why and how they work, and how to communicate and create using those technologies."* And pointing out aptly that, *"Stephen Hawking once stated, 'AI is likely to be either the best or worst thing to happen to humanity.' As educators, we have the ability to shape the future of AI through education, forging a path for AI in a positive direction for the good of society."* Bravo!

https://csforny.org/blog/f/artificial-intelligence-where-does-it-fit-into-schools?blogcategory=research

Finally, to set marching orders for ourselves early in the year, the previously mentioned Google blog post about *"The Future of Education"* report sums up Part I of its findings by offering up three crucial areas for educators to step up to:

1. *Rising demand for global problem solvers*

2. *Change in the skill sets required for work*

3. *Shift to a lifelong learning mindset*

https://blog.google/outreach-initiatives/education/future-of-education/

Could there be a better defined call to action for edtech? ■

MATCHING EDTECHS WITH NEW TALENT

A bright spot in uncertain economic times is an organically curated posting of openings in the education technology industry launched by Gaggle founder Jeff Patterson. He started the initiative because it was a vital, needed thing to do and on LinkedIn, where it took off, there were companies looking for qualified people, and qualified people looking for companies. His daughter, **Atlanta Patterson**, fresh out of Full-Stack bootcamp from Flatiron, herself seeking an entry-level programmer position, did all the work to put together the initiative's most formal assembly yet: on February 21, 2023, over three dozen companies participated (with 500+ reactions and 100+ reposts, to give you an idea of just how active it was). *"Wow! That job fair was amazing!"* and *"Thank you so much, I gained a lot of insight into moving forward with my transition"* were just a couple comments from grateful job hunters. One person even commented, *"You are a gift to the edtech field."* Additional job fairs are taking shape for the coming months. *-VR*

E D   T E C H   J O B   F A I R

COMPANIES TO WATCH

EDTECH1000
COMPANIES TRANSFORMING EDUCATION

more next page >>

1

OpenAI. Actually founded in 2015, you would think with all the recent fervor that the AI research and deployment company on a mission "to ensure that artificial general intelligence benefits all of humanity" started in late 2022. Though not an edtech company directly, the implications of its technology reach into assistance with writing, language, written expression, grading, feedback, assessments, idea generation and organization, and—well—ask it what else and it will write an essay on it.

2

duolingo. The gamified approach to language learning from a Pittsburgh, Pa.-based company claiming half a billion downloads and nearly 50 million monthly active users is one of the most popular language-learning platforms in the world and its co-founders are still with the company nearly 12 years in.

3

class Technologies Inc. "Like a real classroom, on Zoom," it's headed by an edtech pioneer (Michael Chasen) and backed by some of the biggest names (Quazzo, Gonick, Woolley-Wilson) in edtech—*and* they've got Brady—yep, 7-time Super Bowl champ Tom Brady.

4

MERLYN MIND. Founders of this platform for education previously led efforts at IBM's Watson AI research division; the rapidly growing company is creating an edge AI appliance for teachers based on an advanced technology core, robustly positioning them for a future that they themselves are creating.

COMPANIES TO WATCH

EDTECH1000
COMPANIES TRANSFORMING EDUCATION

Boundless	ClassWallet
Boxlight Mimio	Classworks
Brain Hive	Clearpath EPM
Brainly	Clever
Breaking the Barrier	CoCubes Technologies
Bridge Int Academies	Code Avengers
Bridge U	CodeCombat
BrightBytes	CodeHS
Brightwheel	CodeKey Inc.
Britannica Digital Learning	Codementor
bulb digital portfolios	CodeMonkey
Buncee	CodeREV
Busuu	Codesters
BYJU'S	CogBooks
C. Blohm & Associates	Cogent Education
Califone	Cognero
Callido Learning	Cognii
Cambium Learning Group	Cognotion
Cambly	Collabco
Campus Suite	College Ave
Canary Learning	College Board
Capstone Digital	CollegeVine
Capti Voice	Colvard Learning
Career Power	Common Caches
CareerInSTEM	CSG
Carolina Biological	Compass Learning
Carrot Rewards	Connected Data
Castle Rock Research	Connections Academy
Catalyst	Connections Education
Catapult Learning	Content Technologies, Inc.
CatchOn	Copia Interactive
CDW	Cosm
Cengage	CoSN
CEV Multimedia	Course Base
Chalkable	Course Hero
Chalkup	Coursera
ChatterHigh	Creation Crate
Checkmate Foundation	CreativeLive
Chegg Inc	Creya Learning & Research
Chrome Warrior	Cricksoft
Chronus	CSG PR
CIOapplications	CSI Literacy
Cirkled In	Cudoo
Cisco	Cuppla Technology
Civitas Learning	Curiosityville
CLANED	Curious World
class technologies	Curriculet
ClassCraft	Curriculum Associates
ClassDojo	Curriculum Crafter
Classera	Curriki
Classkick	CyberFlow Analytics
ClassLink	Cybrary
ClassLoom	CYPHER LEARNING
Classplus	CZI
Classroom Inc	D2L

more >>

5

PLURALSIGHT. As happened with so many other tech companies, in December of 2022, CEO Aaron Skonnard emailed his employees that "we are restructuring and reducing the size of our team, impacting roughly 20% of our team members." The now 1700+ employee privately-held education company provides video training courses for software developers, IT administrators and creative professionals. How the company—and the former employees—fare moving forward, will be an important economic indicator.

PLURALSIGHT

6

Stride. "K12" online public and private schools, serving 165,000 students, are now part of the larger Stride family of brands all building future-ready skills and confidence across K-12 and career prep, early career and immersive training, job placement and recruitment, and corporate training and upskilling. The company has had 7 straight years of revenue growth and serves learners in all 50 states and more than 100 countries.

Stride

7

GoGuardian. The edtech unicorn includes GoGuardian, Pear Deck, Edulastic, TutorMe, Beacon, Admin, and Teacher, and serves 14,000+ schools and districts in the U.S. In 2021, Tiger Global Management invested $200M in the company that reaches 1 in 3 students in the country. Their next acquisition will further signal the direction they're taking in dominating the K-12 space.

GoGuardian

8

immersify EDUCATION. Bridging the gap between theory and practical learning for dentistry students, there are lots of lessons to learn from this London-based niche edtech company led by Chloe Barrett, which uses 3-D models and augmented reality content. Next: Nursing, Engineering, and more.

immersify EDUCATION

COMPANIES TO WATCH

EDTECH1000
COMPANIES TRANSFORMING EDUCATION

DaDaABC
Data Resources Inc.
DataCamp
Dayton Johnson Exec Search
Declara
Defined Learning
Defined STEM
Degreed
Degreed
Delightex
Dell
DFRobot
Dig-It! Games
DigiExam
Digital Theatre Plus
Dinan Capital Advisors
Direct Services
Disaster Records
Discovery Education
DMAI
Docebo
DocentEDU
DoctoralNet
DonorsChoose
DOT digital group
DreamBox Learning
Dremel
DubLabs
DuoLingo
EasyUni.com
eBackpack
Edbacker
EdCast
Edco
EdFutures
Edgenuity
EdioLabs
Edmentum
EdNET
Edovo
EDpuzzle
Edsby
EdTechAfterDark
EdTechLens
EdTechTeam
EdTechX
Edthena
Education Curb
Education Data Solutions
Education Elements
Education Perfect
Education Tech. Associates
Educational Consulting
Services, LLC
EducationSuperHighway

EDUCAUSE
EduChange, Inc.
Educurious
Edufolios
Edulastic
EduOne
EduOnGo
eduPad
Eduplanet 21
Eduporium
EduSystem
EduTechGuys
edWeb
edX
eDynamic Learning
Elesapiens
Ellevation Education
ELMO USA
Elsa
Embibe
Emeritus
Empow Studios
Empowerly
Energized Minds
EnGenius Technologies
English Central
Engrade
Enhance Knowledge
Services Pvt Ltd
Enrollment Rx
EON Reality
Epic!
Epiphany Learning
Epraise Limited
Epson
ERPScan
eSchoolView
eSpark
eSplice
EssayTagger
Essence Associates, LLC
Essential Spanish
Vocabulary Flashcards
European Leadership
University
Event Leadership Institute
Eventbrite
EventTracker
EverFi
Everspring
EVO 40 Cart from
LockNCharge
EvoText, Inc.
Examity
Excent

9

skillsoft. This company is a leader in corporate digital learning and serves nearly three-quarters of Fortune 1000 companies in 160+ countries, more than 45M learners worldwide; insight from their Lean Into Learning report (Feb 2023) shows a 32% YoY increase in time spent by learners upskilling their leadership, business, and power skills.

10

INSTRUCTURE. The public company finished the fourth quarter of 2022 strong and, in an interesting move, completed acquisition of LearnPlatform, a real-time tool for researching, selecting, and evaluating digital learning solutions, adding evidence-based insight into inventory, compliance, procurement, and usage. This shows the company commitment to building an open, transparent and integrated teaching and learning platform for the education industry that is partner-friendly, helping educators, schools, and universities ensure their technology choices are delivering on intended outcomes.

ExecOnline
Explain Everything
ExploreLearning
Extension Engine
EZ Vidya Private Limited
FableVision
Faria Education Group
Fast ForWord
FastBridge Learning
FETC
Fidelis Education
FieldTripZoom, LLC
Filament Games
Firecracker
First Round
Fishtree
Flipgrid
FlipIt
Flocabulary
Flockjay
FLVS
Follett
ForClass
Forward Thinking EDU
FourierEDU
FreshBiz Game

FreshGrade
Frontline Education
FrontRow
FSR
Fuel Education
Fulcrum Labs
Full Measure Education
FundersClub
Funds For Learning
FutureLearn
Gadget Software
Galvanize Labs
Gather Education
GCI Education
General Assembly
Generation YES
GetSmarter
Getting Smart
Globaloria
Go1
GoConqr
GoEnnounce
GoGuardian
GoGuardian
Gojimo
GoNoodle

more >>

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Google for Education
GoReact
GoStudent
GPA Learn
Gradeable
GradeHub
Grammarly
GrandKeyEd
Gridstore
Griffin Technology
Grovo
GSV Capital
Guidebook
GuideK12
Handshake
Hanover Research
Hapara
Harbinger Knowledge Products
Harris School Solutions
Hatch Coding
Hatch Early Learning
Helix Education
Her Interactive
Hero K12
Higher Ground Education
Higher Learning Technologies
HireEducation
HMH
Hobsons
Holberton School
Hootsuite
Horizon DataSys
HotChalk
House of EdTech
HoverCam
HUE
i-Clicker
IBM
Identity Automation
iKeepSafe
IKIDSFUTURE
Illumeo, Inc
Illuminate Ed
Impero Software
Infinite Campus
ingram
Insight Education Group
InstaEDU
Instride
Instructure
Intellatek
intelliVOL
Interfolio
IO Education
iontuition

iPracticeMath
IStation
ISTE
Itslearning
iTutorGroup
ITWORX Education
IXL
IXL Learning
J Harrison PR Group
JAMF Software
Joomla LMS
JoyTunes
Junction Education
Juni Learning
Junyo
Jupiter Ed
K12 Insight
Kaizen PE
Kajabi
Kaltura
Kami
Kaplan
Kapor Capital
Kaseya
KDSI
KEH Communications
Kickboard
Kidaptive
Kiddom
KidPass
Kids Discover Online
Kishmorr Productions
Kiwa Digital Ltd
Knewton
Knomadix Corporation
KnoteSter
Knovation
Knowledge Notebook, Inc.
Knowledgemotion
KnowStory
Kokoa Standard
Kramer
Kuder
Kurzweil
L Wolfe Communications
Lab4u
Labster
Lambda Solutions
Language Cloud
Languagenut
LapCabby
LaptopsAnytime
Laureate Education
Lead School
LeadID

Learn Capital
Learn2Earn
Learnfully
Learning A-Z
Learning Ally
Learning Bird
Learning Coach Central
Learning Counsel
Learning Curve
Learning Evolution
Learning Games Studios, Inc.
Learning Upgrade LLC
Learning.com
LearningBird
Learnist
LearnLaunch
Learnosity
LearnPlatform
Learnsprout
LEARNstyle Ltd
LearnUpon
LearnWithHomer
LearnZillion
LEGO Education
Lenovo
Lerner Publishing Group
Lesson Planet
Lessonly
Lexia Learning
Library For All
Lifeliqe
Lightower
LightSail
Lightspeed Systems
Lightspeed Technologies
Lingo Live
LingoAce
Lion's Heart
Listen Current
LiteracyTA
Literatu
Literatu Pty Limited
LiveBinders
LivingTree
LockNCharge
logitech for education
LongLeaf Solutions
Lore
LTG Exam
Lumerit Education
Lumos Learning
Mac to School
Magic Leap
Mainstay
MajorClarity

MakeBlock
Makers Academy
Makey Makey
MangaHigh
Mansfield Sales Partners LLC
Marbotic
MaRS Discovery District
MasterClass
Masters and DoctoralNet
MasteryConnect
Mathletics
MathWorks
Matific
Maven
Mawi Learning
McGraw-Hill Education
MCH Strategic Data
MDR Education
ME Education
ME Group of Companies
Measured Progress
MediaCore
MEL Science
Meru Networks
Metiri Group
Metria Learning
MIDAS Education
Middlebury Interactive
Milestone Documents
Mimio
Mind Research
MIT Education
Mobile Beacon
MobyMax
Modern Teacher
Modest Tree Media
Modo Labs
Mojo Enforce
MooreCo
Mosaic451
Motivating Systems, LLC
Motivis Learning
Movenote
Mozaik Education
Mrs. Wordsmith
Multiverse
Muzzy Lane Software
Mwabu (aka iSchool)
myly
Mystery Science
n2y
Naiku
Navigation North
Navitas Ventures
Ncomputing

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EDTECH DIGEST
COMPANIES TRANSFORMING EDUCATION

Nearpod
Nepris
Netmedia
NETMINO
Netop
New Enterprise Associates
New Intelligence Inc.
New Schools Venture Fund
Newsela
Newseum ED
NexGenT
Next Tier Education, Inc.
NextLesson
Noodle
Noodle Partners
NoRedInk
NovaKid
NovoEd
NS BASIC
NUITEQ
Nureva
NutKase
NWEA
Odysseyware
OER Commons
Ogment
OnCourse Systems for Education
OnPoint Innovative Learning Environments
OOHLALA Mobile
Open Assessment Technologies
Open English
OpenED
OpenStax
Optolexia
ORIGO Education
Osmo
Otus
Outcert
Outschool
Overdrive
Owl Ventures
Packback
Padcaster
Pagamo
Panasonic
panOpen
Panorama Education
PAPER
PAPERbasket
Paragon One
Parchment
ParentLink
ParentSquare
PASCO

Pathbrite
Pathrise
PBS Learning Media
PBS Teacherline
PD Learning Network
Pearson
Peekapak
Penda Learning
Penguin
Penveu
PeopleAdmin
Performance Matters
Performensation
pivotEd
Platzi
PlayMada
PledgeCents
Plotagon
PLS 3rd Learning
Pluralsight
Pocket Prep
PocketTutor
Portfolium
Portfolium, Inc.
Powerful Learning Practice
PowerSchool
PR with Panache
Preply
PrepMagic
PREPMYFUTURE
PresenceLearning
Primo Toys
ProctorU
Prodigy
Prodigy Game
Promethean
proprep
Proversity
PublicSchoolWORKS
Qualtrics
Qubed
Quest
Quill.org
Quizlet
QwertyTown
Qwickly, Inc.
RaaWee K12 Solutions
Radix
Raise.me
Raptor Technologies
Reach Capital
ReaderBee
Reading A-Z
Reading Horizons
Reading Plus

Readorium
ReadSpeaker
ReadWorks
Ready4
Realityworks
Redbird Learning
RedShelf, Inc
Reed
RefME
Remark Test Grading
Remind
Renaissance
Renaissance 2.0 Media, Inc.
Renaissance Learning
Rethink Education
Rethink First
ReUp Education
RICOH
Riiid
Rikt AS
RoboKind
RobotsLAB
ROI Print Manager
Rosetta Stone
Ruckus
RUSHWORKS
SAFARI MONTAGE
Said Business School
Salesforce Trailhead
Samsung School
Sapling Learning
scantron
Scenario Learning
Schell Games
Scholastic
Scholastic Library
Scholastico
School Improvement Network
School Specialty
SchoolId
SchooLinks
SchoolMessenger
SchoolMint
Schoolrunner
SchoolStatus
Schoolzilla
Science Bits
Science4Us
Scientific Learning
Screencastify
Seas Education
SecondSite
Securly
SharpSchool

Shenzhen Cloudpoint Technology Co., Ltd
Shmoop
Showbie
Shutterfly
Signal Vine, LLC
Silicon Mechanics
Silverback Learning Solutions
SimpleK12
Skilljar
SKILLS Global
Skillshare
Skillsline
Skookii
SkySync
Skyward
Skyward, Inc.
Slate Science
SlideRoom
Smart Ants
Smart Horizons
Smart Science Education Inc.
SMART Technologies
SmartBrief
smartdeploy
Smarterer
Smartly
SmartTerm
Smithsonian
Smrt English Ltd
SnapComms
Snaptech Digital Solutions
Snowflake MultiTeach
Social Assurity
Social Capital
Social Sentinel
Socratic
Socrative
Sofatutor
SoFi
SoftChalk
Software2
Sokikom
SolarWinds
SolidProfessor
Solution Tree
Soluzione IT Services
Sonic Foundry
Soomo Learning
Soundtrap
Speakaboos
Sphero
Splash Math
SpringBoard
Square Panda

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Squirrels LLC
SRG Tech
ST Math
Standard for Success
Staymobile
Steelcase
STEM Revolution
Story2
StraighterLine
Strategy Institute
Stride
StrongMind
Study Hall
Study.com
StudyBlue
Studypool
StudySync
Sungard K-12
SuperMemo World
Superplus
Swivl
SXSWedu
Sycamore Education
Synclovis Systems Pvt Ltd
Synergis Education
T-MOBILE for education
T4edu
Tabtor
TAG Assessment
TakeLessons
TAL Education Group
TALENT Mentoring LLP
Tales2go
Talview
Tangible Play
TCEA
TE21
Teach TCI
Teachable
Teacher Gaming Network
TeacherCast
TeacherLists
TeacherMatch
Teachers Pay Teachers
Teachers With Apps
Teaching Channel
Teachmint
Teachoo
Teachscape
Teachur
Teachwise
Tech4Learning
TechChange
TechSmith
Teenlife

Tekman Education
TenMarks
Tenpoint Academy
Teq
Terrapin
The Bradfield Company
The Campus Computing Project
The Clayton Christensen Institute
The College Board
The Douglas Stewart Company
The Edtech Podcast
The Game Audio Insitute
The Minerva Project
The Renaissance Network
The Virtual High School
The Woobles
ThingLink
Think Through Math
Thought Cycle
Thread
Through My Window
Tigtag Science
Tinkercad
Tinkergarten
Tinybop
Titan K12
Tobii Dynavox
Tools4ever
Toolwire
Top Hat
Trading Technologies
trafera
Travels with Music
Treehouse
Triad Interactive
Trilogy Education
Tripp Lite
Triseum
Triumph Learning
TrueAbility, Inc.
Truenorthlogic
TrueShelf
Turnitin
Tuteria
tutor.com
Tuva Labs
Twig
Twotrees
Tyke
Tynker
Typing Agent
UBITS
Udacity
Udemy
Unacademy

UnboundEd
Unigo Group
Unimersiv
University Ventures
upGrad
Upskill
Upswing
Usablenet
USATestprep, Inc
Utelogy
Vantage Learning
Varsity Learning Tools
vCloudPoint zero client
Vectra Networks
Vedantu
Velocify
Velocity Fiber
Verbling
Verificient Technologies
Vernier
Versal
ViewSonic
VIPKID
Virtual Schools of Excellence
Virtual Speech Center
VirtualSpeech
Virtway
VitalSource Technologies Inc.
Vocabulary SpellingCity
Vooks
Voxy
Voyager Sopris Learning
Vretta
Waggle
Waterford Institute
Wayfinder
WebAssign
WeVideo
WinjiGo
Winter Group
Wisetail
Wisewire
Wonderschool
Woot Math
Workbench
Working Voices Ltd
World Education LLC
Wowza
WriteLab
WriterKEY
WriteSteps Writing
Y Combinator
Y Soft Corporation
Yellowbrick
Youth Digital

Yuanfudao
Yunxuetang
Zaniac
Zaption
Zhangmen
Zinc Learning Labs
Zoom
Zoozil Media, Inc.
zSpace

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